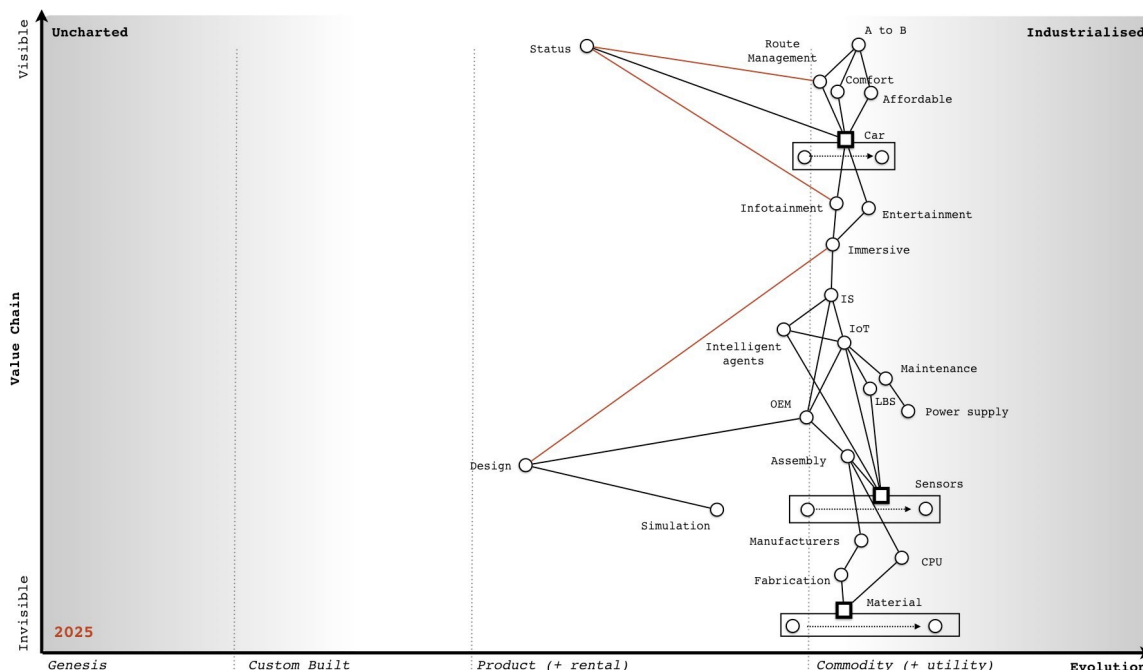


Figure 244 — The automotive industry, 2025



First is the rising importance of design in creating the immersive experience (shown as red connection line). Second is the issue of status and that immersive experience. If the cars are the same we still have that need of status to be met. One way to achieve this is to have digital subscription levels e.g. platinum, silver and bronze and to subtly alter the experience in both immersion and the look of the car depending upon who is currently occupying. A standard bronze member might get adverts whilst a platinum member would be provided to more exclusive content. But that doesn't really push the concept of status. The third addition is a link (in red) between status and route management. If a platinum member needs a car then they should be higher priority. But more than this, if you need to go from A to B then whilst you're driving (or more accurately being driven) then lower class members can pull over into the slower lane. With human