



3D GAME-ENGINE (eg. CryEngine)



Inventor Silas Warner

Castle Wolfenstein (Muse Software)

Year ~1981

Like a SkinnerBOX, but "innocently" wrapped as children's toys, invasive and non-invasive technologies: eg. Modular NeuroNexus Bluetooth interface, uplink to quadrophony, similar to a network monitoring system with Plug-INS, which are partially not even accessible by the user.

Use Cases

Game, fun, for therapy or "therapy", psychological profile ⇒ psychological warfare ⇒ to incite children to crimes (e.g., GTA) and then sue them it "legitimately"



SkinnerBOX



Inventor B. F. Skinner

Year ~1960

Over electrodes on the floor he could give the mouse electroshocks = punishment / create punishment / aversion or animal cruelty 😞
By pressing the Button the mouse was rewarded with a biscuit = reward / incentives / reward / feeding 😊

Use Cases

The insane B.F. Skinner searched for **sequences** of **incentives** and **punishment**, to completely remote-control test-"object" and maybe also compensated his own low self-esteem by torturing animals or even kids, caused long-term damage