Chapter 3 - First summarize the major elements of this chapter for yourself, and write them out in essay form.

Summary : This chapter talks about the 'Negotiable body' which centers on human senses and the fact that our own bodily limits and bodily presence are not fixed and immovable. The writer mentions some examples like the extended nose, a pain in the desktop and the phantom limb. Neural Opportunism is mentioned In the reading as well. This talks about how the brain selects certain parts of focus at a time. Word brain mentions how the human brain is limited to certain numbering systems and word systems. Biological brains do not seem to function like logic machines which are good at storing long arbitrary sequences. However, our brains are good at perceptual processing. Additionally, there is also a mention in the reading that talks about language and the way of achieving it might be what ultimately is making us smart and not so much the actual language. Constructive learning which is the ability to expand our learning system is mentioned as well.

Q1 .Explain your experiences where your senses have momentarily misled you or someone you know.

A. I haven't experienced many of which I totally recall, but one example is tapping at an area(body part) for a certain time and stop, will make you feel like you are still tapping Afterward. I also recall feeling my long hair after I had cut it significantly at a shorter length.I'm not sure if this counts, but sleep paralysis has misled my sense of realism and eyesight. There have been times where I thought I could see a shadow looking at me.

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Q2 . What do the 'The Early Adopters Dream Technology' example on page 80 and the mangrove analogy starting on page 81 say about the role of language and its relationship to thought and meaning? Do you agree with the Authors assertion?

A. The Early Adopters Dream Technology and the mangrove analogy describe how words could have a deeper value/meaning and build thoughts than simply describing or expressing. I agree with the analogy of the mangrove that ideas or thoughts are best achieved when we are influenced by outside behavior. The EADT state that the era of new advancements of technology and a new way of thinking could, in fact, beat the original way of communicating which is talking or speaking out words. This is not precisely a good way of leading the future because we might in a sense become 'lazy' in achieving our fullest potentials.

Q3. The Ideas of 'meta-learning' (page 67) and of constructive learning (page 83) are brought up in this chapter. What do these 2 ideas have in common in terms of the process of learning and using information and memory? Please elaborate on your thoughts on how you can 'learn' something from this.

A. Constructive learning as stated in the book uses "early learning to build new basic structures upon which to base later learning". Essentially, a human being's brain has the capacity to expand much of its way of computing. Since humans have this ability, they can retract a lot of information and in a sense develop many more ideas and increase in problem-solving. Meta-knowledge, according to the book is " knowledge about how to acquire and exploit information rather than basic knowledge about the world". This means that the importance is not how much information is gathered but how to actually acquire the knowledge and best use it. The things that these two concepts have in

common is that the human brain is very powerful in selecting the important information
give, use it and keep learning.

Chapter 4 -- First summarize the major elements of this chapter for yourself, and write them
out in essay form.

Summary: This chapter mentions Telepresence and how its function and use can potentially be
something used in the future. Telepresence is a teleoperation system in which technologies are
used to wrap the body in a sensory pot and while it is fed information gathered from a robot or
other mechanical machine. Advanced tela robotics is actual robots or objects that are able to be
manipulated or controlled. Such as the domestic multipurpose robot. The use of telepresence extends ourselves much
farther than our physical bodies are able to.

Q1 . What are the 2 main components of action that is required for Telepresence to exist and
function properly?

A. The two main components of action that are required for Telepresence to exist and
function properly are the body/brain/'cocoon' or pot and the information(task)given. Essentially the brain and body.

Q2 . What form of Telepresence do you think you have experienced? If you have not. What was
closed to it, and what was missing for it to not be telepresence?

A. The closest form of Telepresence I think I have experienced is perhaps has been Virtual Simulation and games that
require one to explore such as Pokemon Go. Additionally, even basic phone calls and zoom meetings.

Q3. Speculate on what other mechanics and sensory modalities that are based on
Telepresence ideas, might be possible. What other ways can we be 'displaced' in their
perception of where they are and what they can do?

A. Other mechanics and sensory modalities that are based on Telepresence ideas that
might be possible are perhaps Holograms and AR. Also, senses that we can perceive where we are and the environment.