Ashlyn Hanks

3x3:

3 Most impactful Points:

* The quality of the story lies in its predicament
* The impact of the storytelling industry (2.1 trillion for entertainment and media)
* Play affects early learning development, specifically related to social adjustment and brain adaptability

3 Most critical learnings:

* Stories and storytellers hold immense amounts of power over humans since, from the beginning of time, our brains have been wired for telling/listening to stories
* Stories transport the audience, and this was different back when people did not travel as they do in modern day
* What is story intelligence and why it is important to how people process stories

Personal Story:

Once upon a time an 11-year-old girl was rocked awake. When she opened her eyes, she realized that she was not on land, but on a boat. Slowly finding her feet, she makes her way to the small circle at the far end of her room that is beaming with light. Through that porthole she saw giant white walls surrounding the ship. For a moment, she forgot that she was traveling through Alaska, and it seemed as though the ship was only moving through these blinding walls. Looking down to see the small digital clock, she chuckled to herself as she read the time. It was 4 am, little did she know her travels were taking her to the land of the midnight sun.

Sleep was no longer in the picture for her, so instead she decided to wake up her father to go explore. Ships this size were something out of a movie, specifically *The Titanic* which her babysitter let her watch a week before this cruise. Dragging her poor father up and down all the ships decks, they managed to thoroughly venture down every hall and check every open door on their own 4 am adventure.

Organizational Story:

Imagine with me a world where degenerative mental diseases no longer plague the population. A world where no child ever has to visit their parent in a nursing home and their parent asks, “Who are you?” A world where the pains of Alzheimer's, Dementia, and other neurologically degenerative diseases have been softened. What if I were to tell you that this dream, this fantasy, could become a reality? That is what we can do using artificial intelligence, brain sensors, and algorithms.

Using AI implants, we can now collect data from brainwaves and associate them with different functions. We take that data and use it to create algorithms customized to each individual. These customized algorithms will be used to simulate brain activity, preventing these horrible diseases from even being able to take place. We will use Bluetooth Low Energy for security purposes, to connect the AI to a computer with a hard drive storing all the data. In this new endeavor, we will not only be changing people’s lives but the lives of the ones they love as well.

In our world, over 50 million individuals are impacted by Alzheimer’s. With this new line of thinking, we wouldn’t suffer with the unimaginable. Meet Ted, he is a 23-year-old college graduate who has to help his grandmother with the dire effects of this terrible disease. The pain of having the same conversation over and over stresses the family to their max. But as a family, you learn to make the best of the situation. The heartbreaking way she looks at the family, confused about who they are. This is a reality that can be avoided with the help of this new innovative technology. Families like Ted’s would not have to face the hardships of Alzheimer’s.