What if teleportation was possible in 2050?

(Teleportation)

Social challenge

Due to the complicated machinery of these devices it would probably be costly. This means that only the wealthy might be able to access these teleportation devices. This would create an even bigger social divide, where the wealthy have even more opportunities than the working class.

However, if it is made more accessible this could lead to an over-blending of cultures. Where bigger global cultures overshadow smaller cultures. And some cultural practices and traditions could be lost.

Lastly, safety could be of great concern due to the complicated process of assembling and disassembling.

On the contrary, this could also have good effects on global warming by minimizing the amount of carbon dioxide going into the air and also lowering gas prices.

Emerging technology

Scientists and creatives have long envisioned the possibilities of teleportation and as of recently experiments using protons have proven that quantum teleportation is in fact possible. The human body contains seven billion billion billion atoms, therefore the processing power of the teleportation machine has to be able to carry a lot of data. This also requires the data (atoms) to travel at the speed of light.

Target group

Everyone uses transportation in one way or another. Why not make it even easier and less time consuming. Therefore the target group could be anyone open to giving this new form of transportation a try. And eventually, once it becomes more acceptable and normal everyone could be using it. (Possibly also ideally between the ages of 20-50 due to the possible side-effects of teleportation if there are any)

Trends

Teleportation has been a popular idea in science fiction for a long time. In *Star Trek*, characters use teleportation platforms to travel instantly from one place to another. This concept also appears in Marvel movies and video games like *Minecraft*, where players use portals to move between worlds. Recently, a social media trend featured a "portal" between New York and Dublin, which was actually just a live camera feed connecting the two cities. This shows how much people are fascinated by the idea of instant travel, whether in fiction or in the real world.

https://www.ancient-origins.net/news-science-space/are-we-really-one-step-closer-achieving-teleportation-00836

https://discord.gg/eW965Pka

The world in 2050 and why portals exist.

2028
After Elon Musk got executed for trying to control people with built in chips to have his own tesla military. The world's Technology started to decline since apparently he was the only genius tech guy building shit.

Isseke Miyagi ,a small Japanese man, looking for shelter in the cold mountains of shanghai. Was able to enter the shutdown factories of Tesla. Cold,hungry Miyagi decided to stay here for a while.

Since of course he's a jap you know samsung and bubble tea. He had an IQ of 169 surpassing Elon musk and Einstein. He longed for his lover santiago which he hadn't seen after he left to America to work where he does muckbangs on tiktok live. He wanted to see him so of course he Started to build a portal since an airplane ticket was too expensive.

2050
Miyagi inc. runs the world with their invention of a portal in every major city. Sadly Miyagi killed himself since he knew what the world would turn into after more people got hold of the power of teleportation.

But thanks to this revolutionary invention he completely terminated global warming.

By 2024, the world was seriously struggling with climate change, and the environmental impact of air travel was becoming impossible to ignore. That’s when Dr. Anika van der Meer, a Dutch physicist based in , made a groundbreaking discovery while researching quantum entanglement. She realized that teleportation, actually moving matter instantly from one place to another without crossing the space in between, could be possible. When her research leaked in 2030, it caused a global sensation.

Governments and corporations scrambled to control the technology, but eventually, they formed the Quantum Transit Authority (QTA) to oversee its development. By 2035, the first teleportation terminal, or “quantaport,” was up and running between New York and London. Although the early days were risky and not without setbacks, the potential for instant, environmentally-friendly travel was too important to abandon.

By 2040, teleportation had almost completely replaced international air travel, making planes nearly obsolete. Now, in 2050, airplanes are museum pieces, and the world is more connected than ever, with distance no longer a barrier to human interaction.

Dr. Santiago

Sad story

Dr. Santiago Vega's teleportation experiments were going well—well, mostly. He had managed to send holographic parts of himself to Emily in New York: his hand, his foot, even his entire head once. Fueled by his passion for science (and maybe a little overconfidence), Santiago decided to up the stakes.

On a stormy night, he stood proudly before his latest creation. "This is it!" he declared to no one in particular, flipping the switch. The machine roared to life, glowing and buzzing with energy. Santiago stepped into the portal, ready to transport his entire self in one go.

But, of course, things went sideways. Instead of appearing in Emily's apartment, Santiago found himself floating in a pixelated void—a glitch in the system. "Uh-oh," he muttered, looking around as his body flickered like a bad video game character. His legs blinked out first, then his arms, leaving just his head bobbing in midair. "Well, this is... not ideal."

Meanwhile, in New York, Emily wasn't exactly waiting in anticipation. She was watching TV, completely unaware of Santiago's grand (and failing) experiment. When a lone mustache suddenly appeared in her apartment, floating around like a confused balloon, she just sighed. "Figures."

Back in the glitchy void, Santiago's floating head wasn't too upset. "Okay, so I didn't make it all the way," he said to himself, chuckling. "But hey, at least my mustache got there! That's something."

Stuck between dimensions, Santiago's disembodied head floated aimlessly, muttering, "I should probably test things better next time." Not worried about the mess he created, Santiago took it all in stride—after all, it was just another day in the life of a scientist who always pushed things a little too far.

Almost happy ending

Dr. Santiago Vega had one goal: teleport himself to New York to surprise his girlfriend, Emily. After successfully sending parts of himself across the globe—his hand, foot, even his head—he

decided it was time to go all in. “This is it! I’m finally going to see her in person!” he declared as he stepped into his glowing portal.

But as always, something went wrong.

Instead of materializing in Emily’s cozy apartment, Santiago found himself in the middle of an Ohio parking lot. "What the... this isn’t New York!" he muttered, trying to fix the coordinates.

Before he could make sense of his mistake, a loud voice rang out. It was Speed, the wild streamer, sprinting toward him at full speed, barking like a dog. “Yo, bro! You teleport here to mess with me or something?”

Santiago froze as Speed, still barking, started chasing him around the parking lot. “This was not part of the plan!” Santiago yelled, desperately mashing buttons on his teleportation device.

In a panic, he hit a random sequence, and in a flash of light, Speed vanished. Santiago sighed in relief, thinking he’d solved his problem. "Finally, now to get to New York…"

Meanwhile, in Emily’s New York apartment, Speed appeared out of thin air, still barking. Emily dropped her fork, staring at the barking stranger who had suddenly popped into her living room.

Speed looked around, confused but unphased. “Where am I?!”

Emily, completely baffled, sighed. “Let me guess. Santiago?”

2050: The World of Teleportation

After Elon Musk’s fall in 2028 for attempting to create a Tesla military controlled by brain chips, global technology hit a decline. But Isseke Miyagi, a brilliant Japanese engineer, found opportunity in an abandoned Tesla factory in the mountains of Shanghai. Eager to reunite with his lover, Santiago, who had moved to America, Miyagi developed a revolutionary teleportation portal.

By 2050, Miyagi Inc. had installed portals in every major city, transforming travel and significantly reducing global pollution. The world embraced instant transportation, and air travel became a thing of the past, helping resolve the climate crisis.

Meanwhile, Dr. Santiago Vega, experimenting with teleportation, attempted to surprise his girlfriend, Emily, in New York. However, a malfunction sent him to an Ohio parking lot, where he was chased by Speed, a wild streamer barking like a dog. In a panic, Santiago teleported

Speed—straight into Emily’s apartment, leaving her baffled by the sudden arrival of a barking stranger.

Though teleportation reshaped the world, it also led to unpredictable situations like Santiago's misadventures, reminding humanity that even the most advanced technology can have chaotic consequences.

Team leader
Arthur

Front-end
JT, Lars, Nikola

UI/UX
Maxsim, Coralie

Design
Arthur, JT, Lars

Research
Coralie, Mayca, Nikola, Maxsim

Management
Mayca

Rules!

1. Attendance at 9:00-9:30
2. Everyone leaves at the same time (unless you have something important or want to leave later for personal work)
3. Morning recap/ plan for the day
4. Everyone has an influence on the project (by voting)
5. Main communication in whatsapp (except pictures & files will be on discord)
6. Everyone has to have notion on their phone
7. Cycle feedpulses (different person every time)
8. Equal workload
9. Everyone HAS to follow the planning (unless issues occur Mayca should be notified on this)

(3 strikes on rule breaking and you have to get everyone pizza on wednesday)

JT
Front end
UI/UX
Designer

Mayca
Planning
Research
Design

Maxsim
Ui/Ux
Research
Front-end

Lars
Front-end
Design
Research (not really)

Coralie
Design
UI/UX
Research

Arthur
Group leader
Design
Research

Nikola
Front end
Research
Design