Nimbus

Introduction

Once upon a time, people often interacted in high fidelity face-to-face. That multi-modal pipe carrying pheromones to phonemes has become a relative trickle of bits. Could those days return? No one is going to give up their devices and connection to the ether. Should they return? Studies resoundingly say "yes", as the ill effects of living excessively online lives are make a compelling case.

Enter Nimbus, sitting at an intersection of the social and technological. Users exude a "nimbus" of information that is visible in their geographical surroundings. A multiplicity of data may be revealed, enabling a plethora of possible cooperative activities. For example, a group of people convening at a social event could become familiarized with each other by perusing each other's profiles. Alternatively, a business could scan in-store patron profiles to make customized offers. Participant information could be authenticated by trusted parties to foster trust.

On an ethical note, Nimbus can alleviate the tendency to stereotype, which is at the root of unfair discrimination. Sharing authentic information published by individuals can help avoid stereotyping.

Demo game

I wrote a simple Android game of "Dilemma", based on the Prisoner's Dilemma, a game theory exercise, as a demo of the Nimbus concept. It uses Blue Tooth LE (Low Energy) as a close range communication mechanism. See the attached PowerPoint, which points to the code on GitHub and a downloadable app.

US Provisional Patent

The internet says to get a provisional patent to avoid disclosure issues. So one is attached.

What do I want?

I think the concept of something like Nimbus exploits an unexploited niche for gaming and many other activities. It might even do some good for society. At this point I'm just throwing this out there to see if anyone has any interest.

About me

I've been around and about industry and academia for decades. I have a PhD in AI, having worked and done research in the field, among many other things. As far as the gaming industry, I have a few (poorly accepted) Android apps in the store. I've advised a gaming group at Illinois State University, where I also got their game development program going. I'm also proud that a few of my students have found employment in the game industry. My website is tom.portegys.com.

Regards,

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