**Into the mind’s horizon 2**

* everyone should learn to think scientifically. it benefits everything one does. doesnt have to be as strict as "conducting research"
* teachers should spend much more of their working time analyzing the world to restructure what they teach so it is relevant. they should continually change
* to speak clearly, you have to have more ideas inside your head, so when you try to say something specific, you say that specifically, and not something else that can be interpreted another way. for ex. if you want to say pentagon, if you say "something like a square" it can be interpreted as a rectangle. the way to get these new ideas into the minds of people are different. maybe some need a big flashy and entertaining show, others not so much. the more we adapt the better. the more ideas we pass the better, but they should also be a bit filtered (more fundamental and important ides should be presented first and more frequently). and ideas must be interconnected from all other areas (SUPER IMPORTANT)
* humanity has been trying to teach the same lessons over and over again since time immemorial (that one should not judge anyone nor oneself, because one is a consequence of his conditions, etc) but what will it take for us to FINALLY get it right, and teach it to everyone, and have everyone practice it and adopt it?. first idea that comes to mind is to control the population for some time. until good seeds are planted in all current population so that it can multiply well. One may say: if it hasn’t been taught yet, will it ever. The answer is yes it can be. Before we didn’t have the technological advances we have today. The biggest technology was the book, so people made an effort to teach good things (the Bible) and look how successful that was. We can do even more.
* how do you call the "bar" that is being raised every time an innovation allows a person to do much more with less ability and how to promote the raising of this bar in every area?
* learning why people like something helps provide it more directly
* saying things in direct terms helps more easily provide it. in other words, saying directly (like in terms of what happens in the brain) is better than saying it in common speech (like saying "x person becomes more intelligent")
* people like fantasy animation films because it makes their brain more connected. the brain knows that becoming more connected is good for survival, so it responds positively. in fantasy, two ideas get connected through an uncommon reason. for example, fire and violence, seen through fantasy, can be connected though an idea of a "fire magic spell"
* we act ourselves into thinking differently more easily than we think ourselves into acting differently.
* The power of humor is so big that even if we have anything that is not positive feelings to a person, when that person is being humorous in our vicinity, our brain recognizes the humor as a reason to strengthen a connection between two previously unrelated concepts, and since the brain recognizes this as positive, because this stronger connection can come in handy in the future, it makes us react positively to it, without our control. in short, we can't control feeling good and showing it even if we don't like the humorous person. it makes us like them.
* trying to solve hard problems with easy solutions is a BIG PROBLEM. HARD PROBLEMS REQUIRE HARD SOLUTIONS. It’s not a bank or credit card company’s fault that a mass shooter use their credit cards, it’s his internal psychological problems. A woman shouldn’t be in jail for disciplining her burglar children
* there are games that make one happy to be alive and that helps people live, but too few games try to connect with a negative situation people may be living in (subtly enough that they dont lose interest because "someone is trying to fix them" but interestingly enough that it keeps their attention) and helps solve it by by: afterwards presenting the situation in a new, more positive light (changing people's perspectives), promotes mental techniques to improve wellbeing, promotes healthy relationships, etc
* If someone is cheating in something and for some reason they can’t be banned from the activity, others should simply stop playing or play very easily (in order to inadvertently bore the person faster). Of course, the deeper psychological problem of the person cheating should be treated (as this act of cheating kinda represents the equivalent of a person bullying others or going into random group chats to spam)
* when a person is doing something that takes most of their mental capacities, they will have little capacity left for masking the way they generally feel about someone else. This can help to quickly detect people's feelings to one another, but more deeply it can help to detect people who have things in their personality that should be improved. maybe this can be used in another area.
* Even though believers seem dumb to non believers, it's important that they stay believing because that way of interpreting this complex universe is mostly good for themselves and those around them. It makes them be good to others, etc. If believers (or non believers, this sentence makes sense either way) really are as intelligent as they think they are, they should notice this and promote it, so as to have many more good things in the world. Non Believers should only try to steer believers in a slightly different direction when believer's beliefs make them do unreasonable things, or things that it is hard to notice why they are unreasonable. Non believers should do this by trying to understand believers and saying things in believer's language.
* What if a video game allowed a person to feel angry at existence and live out that anger inside the game (by very precisely putting the person in a position that might invoke this anger and hopelessness) but then was guided by the game to notice this reasoning might be interpreted as flawed under a different set of rules, so they could get to tolerate living
* What if a game made people reflect of the sequences of events (ideas) that happen in order so that certain things, generally, repeat themselves through history, and then people reflected on what things repeat themselves so that bad historic events happen, and then people were shown how to notice those sequences and stop them
* Create a video Asking poor people what they would do to help solve huge problems of the world, to show that we need everyone, even the forgotten, to solve our problems
* Hacking the brain to think one is attractive and confident makes one more attractive and confident. In other words, one is actually playing the “attraction” game unoptimally if one does not project attractiveness. In other words, if a machine (or oneself) could hack one to believe oneself to be attractive, everyone would be more connected and happier.
* How does an idea look like
* Intelligence definition
* How ideas connect, how to connect them quicker. answer: neurons just kinda randomly grow. then if you use a pathway, it gets stronger.
* A story about a friend that teaches another friend many things. other things they discover together. they build an amazing friendship over years. every one of the elements that they learn about are, deep down, the same good lessons religions universally teach their believers. One of the friends is then faced with harder and harder challenges, but the lessons learned make him confident that he can tackle them. slowly they grow apart. one day, the other friend dissapears. in an emotional climax, the main character discovers the other friend was god or something softer like a superhero, a family member, a mentor, a spirit, or simply someone that cared for him/her. the point is that it leaves the audience as close as possible to being able to generalize this situation and understand that it applies to religion. That this concept has been provided to help you at the beginning, like training wheels, but if you don't let go of them, you will not go as far as you could. It is ok to stay in th
* is concept, but be humble and respect people who dont use training wheels, even if you dont understand them. BUT ABOVE ALL, UNDERSTAND THAT YOU ARE ABLE TO GO ON ALONE. THERE SHOULD BE NO FEAR> YOU ARE ABLE AND STRONG. AND YOU DONT NEED ANYONE TO TELL YOU THAT. YOU JUST NEED TO FOOL YOUR OWN BRAIN INTO BELIEVIN WHATEVER YOU WANT, AND< WITH DISCIPLINE AND TECHNIQUE< YOU WWILL ACHIEVE IT. BECAUSE THATS HOW THE BRAIN WORKS. YOU DONT NEED GOD. BUT THAT DOESNT MEAN THAT YOU SHOULD THINK HIGHLY OF YOURSELF. ON THE CONTRARY. HAVING HELP FROM ANYTHING OR ANYONE HELPS. BUT UNDERSTAND THAT CONCEPTUALLY YOU ARE FREE. DONT HAVE FEAR OF LOSING THE CONCEPT OF GOD. dont be sad. or change your belief of god so that you believe so hard on a concept so great, that it doesn't even need to be "true" to do what it says it will do
* people are not taught how to generalize
* why do people like metaphors like the one likening religion to training wheels? why do they say things like "oh this is so good"? because it allows them to notice a similarity between concepts, that is, it makes them more intelligent (more precisely, by finding a reason to more strongly connect two seemingly unrelated concepts, the neural pathway between them gets stronger. therefore next time they are presented with any of the two concepts, they have more connections to them. If they needed to solve something related to any of the two ideas, since they will be able to think ideas that others couldn't, and think them faster then others, they will seem more "intelligent"), and they instinctively respond positively to things that make them have more probability to survive (ie being more intelligent gives you more probability).
* The reason why reflection works is because people are forced to transform the information to another form of representing it, and when one person learns something in many ways, they learn it better
* pulling what you want when you want it is much more efficient than having stuff pushed to you at unwanted times, therefore businesses should provide supply when there is a pull and not be pushing all the time
* things that are lost to time
* things that are lost in time
* the more technical a language is, the more it demands one specific way of saying a thing and not even small changes are permited if a specific idea is to be transmitted. this expects the reader's language and cultural model to be the same as the writer
* Chatbot un which students are anonymous but to get access to the group of people with which they could connect to . they have to have a secret code that is shared in a group binding activity. The platform could provide a conversation topic every certain amount of time, or according to the conversation topic. The platform is anonymous so that people initially don’t judge each other based on their looks, but first find the good in each other and then decide to meet with the improvable parts of their personality, and has a code so that. Provide common sense tools but make it clear for users, maybe with a nice chart or animation, that there will be bad people and the solution is to deeply help solve their internal problems
* Music that makes you thankful to be alive is good because you focus on the good of your life, that is, you convince yourself that there are reasons to be happy/at peace. This convincing is important in any area because you become anything you think about yourself, but convincing yourself of something is hard (for example, you might need to convince yourself that you shouldn’t have negative thoughts, and you might need to dig deep and remember that you are very good to those around you)
* We need a better way to determine potential Alzheimer’s patients to get them in research programs
* Learn about the implications of gene editing
* Balance privacy and insights from data
* Improve the worlds response to epidemics
* An online idea list where people could post ideas and others could come and use them. So uncreative but practical people can create those ideas, and creative but unpractical people can post them. Ideas would be tagged for easy retrieval
* Imagine the set of every possible idea connected in every possible way to every other idea. The creative process can be defined as a way to select one or many of these connections based on an objective previously decided on. Namely, some of these connections help achieve the objective to a certain degree.
* Apply Machine Learning to deciding which words to use to better communicate a specific idea and not other ideas
* Aply ML to decide how to best compress a music file. That is, if a file is compressed by expecting to hear something next, and only saving the difference of what is actually heard next (like compressed lossless formats do) decide with ML how to better select the chunks though which these “expected sound pieces” are found. That is, if the first minute sounds more similar than the second minute, compress each minute differently and say so in the header so it is decompressed correctly
* Apply ML to decide the times of a traffic light
* Build ways to connect while in public transport
* Community in video games video coreA gaming channel and community in 80000 hours website book
* Having negative thoughts is a tool to push yourself to help improve yourself. Dismissing them by “thinking good thoughts” or “being grateful” may dis acknowledge their important function. Those techniques should be used as a step towards peace of mind, that is, one should think “yes, I should improve this because of that, but I shouldn’t worry so much about this because of those”
* I think it’s important that instead of analyzing answers to something individually, we try to see what is the undergoing pattern and talk more in these direct terms, because we will end up giving answers that are more effective and we will waste less effort thinking about those answers. For example, when answering “why do we need a leader “ or “what are your strengths?” say something that directly goes towards why that person is a good fit for passing on its genes (which is the end goal of every human endeavor). Maybe not so crudely. But the closer you get, the more effective it will be. For example say: I have the cognitive skills to organize people in groups, instead of saying “I’ve always been a natural leader. With over ten years of experience in finance and sales, I’ve exceeded my KPIs every quarter and have been promoted twice in the past five years. I look back at those successes and know that I wouldn’t have reached them if I hadn’t built and led teams composed of highly skil
* led and diverse individuals”. You might argue that there is a reason why things are the way they are, I’m just arguing that maybe this is more effective.
* Answering a weakness question boils down to showing whether or not you pass basic minimum skills needed and whether you are doing an effort in the other skills. For ex if a job requires writing and you can’t, bye. And if you have the basics and you say you have too much or too little X, if you don’t convincingly show that you are working towards fixing t, bye. In other words, it’s not so much of a question of whether people are able to develop that non essential but important skill that you mention, but whether you’re working on it (more people than expected can work on them)
* Leadership is needed because they have capacities others don’t. For example, in non intelligent animals they have strength. In intelligent animals they have the cognitive capacity to explain something in a logical way that makes sense in regards to a desired goal. When they explain this to others, it makes more sense to these other people than another explanation they may have heard, which makes them follow his idea.
* Technology tool to help evaluate people in a mastery based learning environment. One way to implement it could be to ease the way to evaluate a topic in a homework, and keep track of their score in that topic, and then evaluate the same topic in an exam, and if a person does well in that topic their final score is better, and then a cumulative exam later on could provide another opportunity. Keep track of this for all topics. Instead of keeping track of a mushing together of topics. Add some tool to more easily scan test results like a little box on the corner of a problem with some QR coding or etc
* Idea to solve some mental issue: try sparingly thinking consciously about the issue and immediately calming yourself, so that you link that issue to calmness, therefore solving it.
* Can we force people to be socially integrated?
* She said one of the reasons she broke up with me was that I was kind of a dick sometimes. For some of my life I’ve spent a bit of my conscious effort convincing myself that I am not worthless. Both things seem incompatible. A "dick" will probably apparently feel too highly of itself. But mass shooters may act as such because their identity as masculine may be called into question, therefore they double down on their masculinity. In a similar way, maybe I acted imperceptibly as a dick, and my brain didn’t register it in the same way their brain doesn’t register in, in a effort of my brain to produce the desired outcome without having me consciously intervening to evade it from happening, but it being caught up by others. (Other factors also helped the break up)
* Democratize art and expression
* Help people connect more in commute
* Streamline the creative process by creating app that randomly connects 2 or more ideas. allow it to save to a file. might make people less creative but humanity would have easier access to a super fast amount of creative content that would push us forward that much faster. for example: a fighter where you change gravity to up or down with a push of a button.
* Create apps that allow self expresión in novel ways. Like , using the app would be the artistic expression