

# Proposal for Re-Use of flawed reward system

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**Submission Date:** November 4, 2023

**Abstract**

Let's enumerate in one section what this is all about (yes, we do repeat Personal Knowledge Library (PKL) definition on purpose):

- Overarching Goal
- Public Section of PKL
- Git-Approach to PKL
- Visualization and reproducibility

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## **1 Introduction**

### **1.1 The Problem**

Today's "infinite scroll" presents content...

### **1.2 Solution Pillars**

Personal Knowledge Libraries (PKL)...

## **2 Immediate Goals**

Design a platform of a knowledge graph generation...

## **3 Future Vision**

Pair PKL with virtual reality (preferably in Blender)...

## **4 Time-Stamped Content Evolution Graphs**

Enter our git-versioned (thanks Linus Torvalds) content graph universe...

## **5 Augmented Argumentation via Agent Interactions**

Following our git-versioned content graphs...

## **6 Why**

The game design of Hideo Kojima's Death Stranding...

## **7 In Sum**

Our endeavor is not merely to refine the digital landscape...

## **8 Join Our Journey**

If you resonate with our vision, consider giving me constructive feedback...

## References