Avatar

Components

1. The avatar itself
   1. Not just humanoids, optimized forms
   2. AI to learn to move
   3. Multiple operators, single operator or part of avatar fleet
   4. All sensory information
   5. AI to protect the avatar
   6. AI to protect the operator
   7. An avatar can consist of multiple systems, eg. Humanoid with drone
   8. Scripting to automate certain tasks, can also be taught to the avatar.
   9. Avatar power supply
   10. Automated language translations between avatars and environment
2. Harness for control
   1. New de-facto way of controlling computers and games
   2. Integrate fully with operator and other systems.
   3. Visuals can be screens, VR or AR
   4. Smell and touch
   5. Harness can be operated individually
   6. Harness can help people walk
   7. Harness is also the gym and hospital bed
   8. Harness can be used for medical purposes
   9. Automated language translations between avatar operators.

Other parts

1. Multi-dimensional printer
   1. Multiple arms to cater for different materials and printing techniques
   2. Arms that can pick up and rotate object
   3. Time based printing to do certain prints at certain times
   4. This will also be an avatar so that craftsman can create crafts anywhere
2. AI to help developing software
   1. Automate environment creation and production pipeline
   2. Automate the unit and integration test writing and execution
   3. Natural language development
   4. Source code analysis and optimisation
3. Blockchain to manage new job environments.
   1. People that has got a harness can work in any of the supported avatars.
   2. Their payments and the management of the work will happen on an open blockchain.
   3. All the harnesses will share in this blockchain.
4. Food system to decrease the cost of living
   1. The printers will be able to create a food production environment where people can cultivate their own food.
   2. This system will use robotics to grow food and the blockchain for food distribution
   3. Different systems will work together to cover the whole cycle, food production, distribution, recycling and preparation.
   4. The blockchain technologies will ensure that the admin around the food production system is low enough to drastically lower the cost of living.
5. Education system to improve the operator literacy level
   1. Education can happen in a real or virtual environment
   2. The focus will move away from knowledge to a knowledge implementation scenario
   3. Virtual teachers or avatars can teach people.
   4. Schools and universities will change from a classroom approach to discussion approach
   5. Integration with brain knowledge and dynamics will optimize the knowledge transfer bit.
6. Game environment with currency linked to government assets
7. Banking environment to cater for all moneys