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OMI Group Project Ideas - Nontechnical Discussion #105

Elirudite started this conversation in **Ideas**



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Below are some ideas for things I think the open interop metaverse needs. Many of them are or can be interconnected. They also stem from my own attempts at creating my own corner of the metaverse via a project I had called 'Flubbi' a digital playdough system geared towards solving/addressing depression, loneliness, and poverty through powerful creativity tools. It was way too ambitious for my skillset, but it allowed me to explore these idea of the metaverse far beyond typical (sensible) limits.

More importantly, I operated at a virtual reality arcade for over 3 years, and have been exploring the idea of XR and metaverse since elementary school. Working at the arcade allowed me to see what everyday people think about, have trouble with, and get excited about when they use this technology. From all of that and more I have thought about what would make the metaverse (or really the future of the internet) much more powerful, inclusive, and accessible.

Anyways, please let me know which of these are things any of you might want to work on with me. Or if you have questions/feedback/resources and want to go into further detail.

Without further ado, here are some of my ideas:

Tools for creation - Making it super easy (and fun) for non-technical and non-artistic people to create their own objects, avatars, and worlds. Something that goes beyond or at least is not *just* one type of creative tool (like only using minecraft style or fortnite style or tilt brush style creation tools) so that people who prefer/are good at certain tools can find the one(s) that works best for them depending on their goals and skill level (ie meet them where they are, instead of forcing them to meet the tool where it is).

Tools for simulation - Ability to create (somewhat) realistic, immersive simulations on-demand. They don't have to be realistic in all ways, just a few for different contexts. For example:

- space simulations for mapping stars or understanding planet dynamics, this can be used for creating an AR app that allows you to see past light pollution to get a better idea of the real night sky you are missing. Or to create cool skyboxes, or for VR space travel experiences
- biochemistry simulations for being able to visualize and communicate how vaccines work or how the immune system works; perhaps it can even show the dangers of microplastics, contaminated food/water, or the difference between good vs bad GMOs
- urban planning simulations that allows you to see the difference between a walkable city and a car-dependent one, thereby showing how much more freedom one has in a walkable city as opposed to a suburban wasteland. It can also allow one to scan your own neighborhood/city and begin simulating what it would be like if it was designed differently (ie better)

- physics simulations through either traditional physics-based engines or some sort of advanced voxel engines that can allow people to develop more interest sandbox games, or more interactive virtual worlds that you can explore in a headset or via traditional devices

Virtual homes - Your home away from home. Similar to the first idea, but focusing on the ability to host and access this home from anywhere, on any device, regardless of platform. This will really show people the value of being able to 'own' your digital life. It can be a way to visually access your stored data, talk to people or create content outside of any platform and their terms of service, and fully express one's creativity without the limitations of any one platform or medium. This should eventually be able to replace a person's homepage, desktop, and mobile device home screen such that

RSS but for any/all media - Related to the above, but specifically about the ability to have content come to you, on your terms, rather than having to go elsewhere. You can bring in any type of content from anywhere on the web and either host/store it locally or at least access it directly (via embedding, iframes, or similar technology) divorced from the source platform's ad engine or algorithm suggestions. The interface one uses to manage all of this content (subscribing/unsubscribing, favorites, categories, ratings, shares, comments/notes, etc) should all be very flexible as well. You can design the interface exactly how you want it, or download templates and skins from others and remix those if you like too. You can even share your curated lists or subscribe to other curated feeds. Furthermore, you can download open source plugins/addons that help manage this information or even highlight bias, filter bubbles, dark patterns, and inaccurate information.

Jailbreaker but for Interop - Tool that can help you de-centralize yourself and break you out of closed gardens by porting all of your data (or as much as possible) from those places and into either your own hardware, p2p networks, or some other decentralized solution. Can walk you through the process or do it all automatically depending on your needs, budget, and source platform. The interface is similar to the above in that it is highly flexible, extensible, and accessible from any device or medium.

Directory of Interoperability - This has been brought by myself and many others in the early days of this project, but I wanted to give more details on what this can look like. We need to have an extensive list showing all the various tools, projects, papers, people, worlds, and so on that more or less follow our ideals around being open and interoperable. I'm sure many people have already had many of these ideas I've shared, and may even have built them out a good amount, but its extremely difficult to find them and get involved. So I'd like to do my best to help figure out a great information architecture and interface to finding, interacting with, and sharing these initiatives. Ideally, this directory should be accessible to all kinds of people, at all levels of technical knowledge, on all kinds of devices, especially immersive ones. For example, what if we made directories that were:

- A 2D map, where you can see where to find everything in relation to others as if they were geographically located, this allows a somewhat easier way of remembering how to find information via spatial reasoning.
- A 3D map, that is similar to the 2D map, except you can be immersed in the map and see the indubitably more complex connections that a digital network has.
- A traditional directory, for all the folks that just want a simple list.
- A 3D immersive directory, where you can take something simple like a list and organize it in a way that makes sense to you in 3D space. This allows the use of more types of navigation (ie portals, pages, links, images, etc) and the manipulation of metadata in really interesting ways (ie being able to connect information together in unexpected but intriguing ways)

Alt-Future Worlds - This is more of an art/philosophy project to show people what it could look like to live in a different world. Too many people think that how things are today are just a 'necessary evil' or that anything else is 'unrealistic' or 'not practical'. But most of those people just suffer from a lack of knowledge on how things *were* different and/or a lack of imagination on how things *can* be different. Therefore, I'd like to help design different worlds (can be alt-history, positive scifi, or speculative fantasy), that help educate and inspire folks to think differently. Here are some ideas:

- Anarchist societies - Showcasing what living in anarchic communities actually looks like, along with informational blurbs pulled from anthropological data and present-day activism.
- Solarpunk - Visualizing environments from aesthetic themes all the way to functional worlds, ranging from existing solarpunk fiction to the ability to craft one's own world in this vein.
- What if the world was never colonized - Alt-history worlds that show what it would be like to live in 'modern-day' aboriginal societies, explores the vast diversity in these societies from egalitarian foragers and cities to hegemonic, non-european empires.
- Space exploration without colonization - Exploring far future possibilities that go far beyond current-day assumptions of what humans might do when we have the ability to travel interstellar space; things like building space habitats, dealing with ethical considerations of interventions vs stealthy cataloguing and so on.
- The internet, but free - What would the internet look like if it wasn't monopolized by a few big tech companies? What if the original ideas of the internet that folks like Douglas Engelbart imagined.
- Digital public parks - Using data from folks like Civic Signals, what would it look like to have online 'playgrounds' that are in the Commons?
- Digital public libraries - Same as above, but for information/content sites. Also could be a modernization of current libraries
- Aboriginal societies, the reality - A heavily data-backed visualization of what indigenous societies were most likely like before colonisation.
- Hyperreality, non-dystopian version - Exploring what an ethical, well-designed, and positive 'hyperreality' could look like
- Metaverse, the non-dystopian dream - Re-imagining the idea of the metaverse based on crowdfunded ideas of what people first dreamt about the concept after reading them from dystopian fiction such as the Matrix, Snowcrash, and Ready Player One.

I know a lot of this is sort of wishlisting and is much harder to do IRL, also they are not all specifically about XR, but I think it is critical to develop these sorts of tools and ideas if we ever want to give as many people as possible a clear alternative to closed, data greedy platforms. I have been seeing and hearing so many people in the OMI community talk about all sorts of awesome stuff. I wish I could help more on the technical end, but my interests and skills(?) lie on this end, designing systems and ideating concepts based on human history, psychology, and dreams.

I hope any of this is interesting and actionable to someone else. Because I'd love to go beyond just ideas and start turning this stuff into reality!



0 comments

Category



Ideas

Labels

None yet

1 participant

