

Prototype of collective agenda AR Game

From my experience organizing and participating in community activities of every kind I have come to the conclusion that the current technology could ease a lot this process providing some necessary improvements on the way we engage with our local communities. I missed some predictability on what to expect in activities that many times didn't meet my expectations. I missed more knowledge from part of organizers in order to provide comfortable environments and participation or more meaningful interaction among participants. I would love to see more horizontal ways of building knowledge and creating our own culture but this requires skills that we lack as a society. From my experience in gaming I came to the conclusion that there could be ways to help normal people gather this skills by creating some kind of structure that helps them define shorter goals to achieve that increase slowly in difficulty. The way video games do this is by creating reward systems, achievements and challenges or missions in order to offer the player appropriate quests. With the digital tools available in 2018 we could build this structure that can hold better activities for our communities focusing on common good rather than monetized value. I will try to define the concept in this following pages in order to share the idea and feed all kind of developers and designers that are interested in building event sharing apps, augmented reality games or any other tool that can create positive change in human behavior with some scaffold in witch to embed meaningful work.

- First lets take a look on the game concept from a users perspective:

Goal:

Organize a very successful activity in terms of enjoyability, assistance and value for society. Specially making people around you to interact in meaningful and constructive activities outside of the virtual space.

Challenge:

Overcome fears of public exposure and engage in activities with other people. Required skills to achieve the goals of an event. Anticipate what kind of activities will gather the most people in the most meaningful ways for them and for society. Organize and host the activity in a good way. Find amazing activities with low attendance and help others achieve the necessary skills to be successful organizing activities.

Core mechanics:

Players can publish activities organized and hosted by themselves on a digital platform that helps them also to discover what other users are doing. They can confirm assistance, shape their interests and check with the organizers their attendance in order to earn rewards. They are also engaged on a process of evaluating, sharing knowledge, and answering other useful questions that help the game function. The interesting action happens outside of the platform and is up to the players what to propose.

Components:

Mobile phones an app and anything required for the development of the activities.

Rules:

Every participant must organize and participate in events in order to earn points and advance in the game, they must publish the events on the platform before they happen with enough time in advance, check assistance and evaluate the activity if they want to be rewarded.

Space:

It can be played anywhere except the digital world as it is just a matrix for other kinds of activities and games to take place in the real world.

- Now lets start with some introductory questions:

What is the basic mechanics of the game?

Someone plans an activity of any kind that involves a gathering of people and opportunities for interaction. It can be as simple as you want it to be. Then you can use your unique profile on the platform to publish it in order to let know others your intentions, and you may also want to spread the voice by any other means possible in order to seduce people outside of the game to attend too. You must specify what is going to be done in the activity simply and accurately, what interests do you think it matches (at least in witch category it is), when and where it is going to happen and then publish it on the app. They must be free, accessible and public activities that do not discriminate anybody anyhow in order to guarantee that whoever wants to go can do so. Avoid doing commercial, illegal or closed group activities. Then this event appears on the app of the people nearby and with shared interests on their personalized agendas and also it becomes visible for anybody exploring events on the app witch is another way to find events in witch to participate. Then they may help you expect how many people is coming by committing attendance through the event page on the app (there is an attendance button) and when the time has come (that is when the event starts) you, the organizer have available a way to check assistants in order to prove they have come, without much care if they are late or if they leave early, lets not be too quantitative. When the event finishes everybody checked gets a notification where they can answer some questions in order to guarantee the activity's quality, attendance and content/description accuracy but also private or public feedback with the organizer. Some people around the world that share the language of the activity may be asked to evaluate environmental and social value of the activity in order to have a measure of it's value not only for the people involved but also for everybody else. After some days this evaluation part closes (the notification expires) and then all the data are processed and everybody that evaluated gets a reward proportional to the total measured value of their actions (organizers, participants and other evaluators if they aren't already rewarded witch could be simpler actually...). This different points are added to the profiles and the past event remains on the personal (public or private) history of participants and on the public history of the organizer for reputation purposes.

What are the rewarded points for?

They are mainly for yourself as nobody else can see them through the platform but the platform may know them and this may help the agenda algorithms to recommend new users activities made by experienced ones first to guarantee certain quality in their first experiences. The points also allow for leveling up. With higher levels more advanced tools are available on the platform that allow for more cooperation between users and more freedom and complexity to take place. But the main point is that this points are something to be proud of yourself and keep track of your contributions to your local community.

What is going to be done with all this data?

All the data generated by the users gets shared across the network in the form of data stored on everybody else's phones and is available for the app only to make smart recommendations to users and maybe propose demands without waiting for anybody to upload them. Data are not deletable and remain in the network unless it is inappropriate and enough trusted people reports it.

- Now lets take a look from the point of view of developers witch will enjoy seeing all this functionalities separated for incredible modular purposes:

Personalized agenda

The main feature witch is the core of the whole app is not nothing new. The function required here is to be able to see what activities are happening in the near future in your local area based on your personal interests. This events are created by normal people and have the characteristic of being public, free and accessible to anyone wishing to attend. They are shared with the network and are visible to everybody. Other kinds of events, even if they are valuable, are not intended to be part of this precise app design. The target here is social education than can lead to professionalization,

which already has other structures to support it, in this case monetary ones. We want to create a game like structure and for simplicity it shouldn't intermediate too serious stuff. This personalized agenda should be where we can incentivize as a design decision some kind of events over others thus promoting human and ecological values over consumerism or mundane activities. Being open for every kind of activity but having the power to promote values through this personalization process of every agenda.

Interest defining

In order to have this personalized agenda we should provide everyone with a way to define their interests. I have thought on two different but complementary ways. First let the user explore interest by the tags and categories associated with events and second take into account what has the user participated into in the past, what has been organized by them and lastly what events have they showed interest in, even if they didn't attend.

Activity classification

Every activity should be classified by the kind of interests that it targets. This could be done by having huge generalist categories like sports, culture, activism, knowledge, etc. but also letting user put hash tags freely. This way we can create better precision and let movements appear and evolve outside the conventional categories. In order for this to be useful we should relate tags with each other by measuring how often they appear together, both in activities and in user profiles. This way even if the tags don't perfectly match they could be related and thus have a percentage effect regarding appearance in your personalized agenda. It is useful to have a very intelligent recommendation for new users to give them meaningful and comfortable activities at first, but as users level up this agenda could become more open and dense in order to allow for exploration and diversification of interests.

Event creator

We should provide a simple tool to create an event by yourself requiring some fields. First a title and a description. Here we should say that there will be ways to confirm that the description matched the content and in what precise percentage, so organizers are incentivized to be accurate in order to give participants a clear idea on what to expect. Then time and space should be also specified. Optional is to add a picture. And lastly classify the activity regarding interests. Here you should select a main category and then add free tags to be more precise. Also, as the users are more experienced they will have the chance to choose more than one main category and also tag the event with different dynamics tags, this means, what kind of ways of doing stuff are implemented, such as making an evaluation round at the end, hosting an horizontal classroom, etc. This could be layers that are unlocked with time, as users are more experienced and also more selective on the activities they want to participate into.

Co-creator of activities

This could be a later improvement but is basically the tool for engaging with a team of people, maybe random but taking into account location and interests or maybe choosing a team by sending invitation links. First small teams and maybe bigger in the future. This would be able for advanced users with high level. They could collaborate on creating the event title, description, tags, picture, etc. and they will share the rewards made by the activity equally. Simple way of doing this would be allowing everyone to edit the event and then when a given set of title, description, time, space, picture and tags is approved by everyone the event is published for everyone to see and this represents a commitment of every organizer to ensure it is done correctly. We should also establish a layer of evaluation between team members to incentivize organizer investment in collectively organized events. Another different way of co-creating could be that if an organizer notices that another activity is very similar to the one proposed they could ask to join both and readjust the description with every other organizer. Then everybody else is notified. That would be an event in

creation mode which could inform users that there might be changes ahead in description, time and space. In both two events would be a signal for that linking the other events trying to get combined, and if there is no agreement then they remain two different ones. Organizers have here all the power I guess.

Event details

Every user can see a preview on the activities on their personal agendas but when they click on them they can then see a full description and everything. From here they will be able to give it a like if they are interested but by whatever reason they cannot attend, which helps improve this user's interest curation and also gives organizers a feedback. But there will be also an option to commit assistance. If you do not attend then this makes you lose points so you must go if you say so. This could be rewarded too as it helps organizers to know how many people as a minimum expect. But more important, when the event is about to happen and until it is half way there would be an option to check in. That is, to confirm assistance. Also every event is linked to the organizer profile so people can see their reputation.

Check in

The organizer or organizers will be the initiators of the check in process. They will have an option that if their gps location matches the event location and the hour matches the starts (or some given minutes before the start) to check in participants by joining mobile phones maybe using some nfc technology. Whatever tool that accurately confirms that those two phones were together at that moment. Then both the confirmed participants and the organizers can keep checking in other participants until a certain time is reached, for example half the duration of the event. This way everybody can help checking other people and this could be smoothly rewarded. Once a user has been confirmed to be there they enter a live event room, where they can still read all the information of the event but there can be also some other functionalities such as elevating questions curated by the assistants, answering live polls, measuring times of speaking, many things could be implemented here but they are secondary to the main purpose of the app. What is really important is that once you are confirmed to be a participant this event will be linked to your profile and will give you a reward for participating, as well as a chance to evaluate it and contribute to the reputation system of organizers and to the building of knowledge.

Notifications

One very useful functionality in order to improve coordination is a notification panel. Every user has their own. When an event that they have committed assistance or is organized by them is approaching they are reminded. Also if there's a change in the description, time or place of an event that they liked, or committed assistance to they are notified and they can choose if they are still committed or they pass. Also when an event has finished they are notified in order to evaluate it, which is a necessary condition for being rewarded by assistance. In the case of multiple organizers they are notified too at the end to do their specific evaluations on other organizers. Also if an event is canceled this is notified to everyone that committed assistance. When a user levels up there is a notification too, or when they earn a badge or a new functionality is available. And for the case of organizers, after a given time has passed from the end of an activity they have organized and most participants have had the time to evaluate they are notified on the results of the event and their points rewards. They could be seen the newest on top and oldest on the bottom of a list than can load further if the user wants to revise old notifications. Seen notifications can appear white and not seen blueish or something, and there could be a line to separate new notifications from the old and an option to jump straight to that line if it is outside the screen at first, or maybe entering notifications right there and scrolling up to see every notification. This would only happen for very active users that forget to check notifications for a long time I guess.

Maximum and minimum assistance

We could add another option when creating an event that then should be part of the view on the agenda that reflects how many people are already committed to attend and a minimum and maximum level. This means that if the day before or other signaled date, the committed assistance is doesn't reach the minimum, why waste effort and time, the activity is automatically canceled, or at least the organized is notified of this situation and they can choose to keep going or cancel without penalization. Minimum assistance guarantees a certain amount of people going to the event just through this app. Also for given cases there must be a maximum assistance because of space requirements or because of the type of activity. Once this amount of people is committed no one else can and if the assist they do so by their own risk of not being accepted in the activity, giving preference to the check in of committed assistants.

Evaluation of events

There are three key things to evaluate on a quantitative way from an event. First it's important to express your degree of satisfaction, this is how much did it meet your expectations or how meaningful it was for you. Second we have to verified that the description matches the content because this is the only way to guarantee predictability on events, witch helps inexperienced users a lot to have less fear of the unknown. And third everyone should be asked how many people do they really think have come to the event. This is, not only the people in the app that checked in but also the other people as well. If everyone that has checked in makes a guess we can be sure that the average will be very accurate, and we can also give extra points if someone's guess is very close to this average value to incentive precision. There can be other useful questions to be asked to participants such as if a certain type of dynamic was really done, but this is more like verifying the description. And for everything else that doesn't fit into this questions but that could be valuable as well I suggest creating a feedback system where every participant can make a short comment with likes and dislikes or suggestions, and they can chose to make them public or private (only readable by the organizer). This will appear on the notification at the end of evaluation process, together with the stats (participants, quality, accuracy) and according rewards both for organizers and participants. This feature is key to the well functioning of the system and the value it provides has to be matched with proper rewards to the participants that take some minutes to evaluate. If you participate but don't evaluate there are no points for you. The organizer may want everyone to evaluate because this gives them useful feedback to keep improving.

Sing up and invitation

In order to help spreading of the use of this app we will strongly incentive organizers to spread the word and participants to help other install their apps and join the game. There could be simpler ways like for exampling when you download the app and want to register as an user you could do it anyway but if you have an invitation link or you arrived there by invitation link, then you can proced normally but the user that sent you the invitation gets a notification and gets rewarded with points. But that is simple. I want another way witch involves introducing a person to the game in a live event. For those already checked there could be an option to invite new user. Then they could help the person download and install the app and let the chose a third option aside from normal or invitation that is check in. Then they will be asked to join phones and automatically after the register process is confirmed, they will automatically be checked in on this event, and not only the participant that help him create the account gets rewarded but also the organizer a little bit. So organizers would want to encourage this behavior, not only as a way to earn points but also because they want everybody to be able to rate the quality of the event and give feedback, or maybe use live event tools such as polls or question curation. When you register you can add languages you speak as well as user name, password, phone number, interests etc. And then you could change some of that in the settings as well as privacy and how your data is used by the app (But I am not so sure of allowing choice here as this game intends to be something very specific witch needs data and certain profile information sharing and avoid other).

Profiles

User must have their own overview of their history on the app. They could see their points, badges, level, user name, profile picture, interests and also the activities where they have participated. They could have public or private settings to show or not to show this information to other users, except the organized events, which are key to build a reputation system. Achievements could lead you to a specific screen where you can self direct yourself to desired goals. You can see your progress on every achievement available, including those already completed. And there could be an option to rate the difficulty of a given achievement just for game improvement purposes, as users may find too easy or too hard ones for the points obtained. Rarity could be measured too in order to promote diversification on pathways of achievements. Here there can be a whole lot of work to be done from a video game designing perspective, where all kind of incentives we want can be applied, as a form of recognizing real value generated by the users outside the platform.

History of activities

In every profile there should be a specific screen to revisit past activities, both organized by you or those in which you have participated. There you could see two layers, first the information of the event and then the stats, rewards and comments. If a user wants to know if one event will meet their quality requirements all they have to do is click on the organizer's profile, see their history of past organized events and check them one by one in order to guess somehow the strengths and weaknesses of this organizer. I would not allow for a too quantitative reputation system in order to let people evolve and not be tied up by their past actions. Let's keep level, points, badges and so on private by default. And if the community ask for it we could try to show them and see what behaviors it produces, but my guess is that there will be more competition and more motivation to cheat. If all one shares is name, image and past organized events then we have a good enough digital reputation system. Physical and social reputation systems will do the rest, believe me.

Exploring map

Aside from the purely flat personalized agendas we should allow for greater dimensionality by creating a map where you can see from your location all nearby present, future or past events. This map would reveal a lot from the place you are habiting as it could show the precise location of an event and from there you could jump into the event detail page, or maybe happening events that allow you to check in, or if they are closed you could know this way, maybe by a changing color. In order to gather ideas you could chose to show past events on a given past time frame and the most successful ones would appear bigger than the less successful ones. This way one could explore beyond their interests and deep into their current location.

Exploring agenda

We could also allow in the personalized agenda to fully depersonalize it and create search functions for different location, interests number of likes, committed assistants, minimum or maximum requirements, past, present or future events or any other measurable stat that could be of interest for the event explorer and ideas gatherer.

Social value expression

To improve evaluation systems we should ask not only to participants to rate events but also allow for anybody else to express their appreciation or disapprobation of the event. Lets say a user has 10 points to spend each day this way and every time they make a judgment about an event they are not attending (not giving a like, which represents if the user would love to attend) they spend one of this points. They could add to the reward algorithms an outside perspective on how valuable for non participant users an event is, which is what are the impacts of doing this for the people not involved in. And to ensure this is not used against particular groups of people I would create an option to do so by entering a randomizer event picking for judgment, with a max o 10 events per day. User could chose to do this in order to earn some points. They will be shown random events that are written in

languages they know for them to read through them and then decide how valuable do they think they are. This could generate a small multiplier to the total rewards achieved by an event, and could be called the outside perspective. Max value points would mean for example a 10% increase in points and minimum value would mean a 10% decrease. It's a way of visualizing outside perspectives and promote value sharing.

Missions or challenges

Yes we have achievements and reward schemes to create incentives for users that helps them achieve organizational and social skills but this are still passive form of incentives. This may work just fine for not to extreme difficulty and user will follow them even unwillingly just by doing what they love, that is usually comfortable. If we want to encourage very valuable behaviors which are hard to get people involved in we need a quest side of things. Once in a while and after you reached certain level you may be notified with an optional quest (do never punish people not to engage on this side of the game). This quest may involve you participating into an unusual activity that you wouldn't normally pay attention to, or organizing an activity in a different way, maybe including some kind of dynamic (easily included in the classification part on the event creation screen). The user may accept or refuse to do it and once the user has accepted she has a risk of losing points if the user doesn't meet the challenge expectations. This enforces the idea that you could always find a not previously met set of people doing an activity which ensures that no corruption or attempt of cheating is done by that group. If you know that there are people visiting events they don't usually look for then you may be less tempted to do one event where you gather all your friends and cheat the platform. There could be an intelligent algorithm that understands which activities are way too far from a user's interests to avoid suggesting too many quests that get neglected.

Demand panel

We could create another way of expressing what people wants happening around them without the need to make use of all the data generated by all users. That way we could predict what interests present on a population aren't being met and thus use the challenges to motivate organizers to meet them, but aside from that there could be a much more direct way of meeting a population's interests. Let it be a demand curation place where everybody could submit maybe a maximum of 5 ideas of activities they can't organize but would love to participate into, and then let everybody support the available ideas that they would also share. Then anybody could take one of that ideas and craft an event meeting that demand, notifying directly everybody that has showed interest on the demands screen. Taking the idea out of the board would happen if the activity gets to be done and evaluated correctly. In the event description will be a referral to the original demand post to keep that in mind for everybody. One demand could have more than one claim but then, when the first valid attempt to meet that demand is done and evaluated appropriately it disappears from the board, but remains in the event description of other attempts until their are completed and also rewarded accordingly, because meeting a demand has a special reward too.

Moderation layer

In order to allow users to report bad actors that attempt to cheat without facing any risk of being themselves accused of cheating by the cheaters. If we want to incentive people our rewards have to be perceived as accurate measures of value. This means they shouldn't be easily hacked because that way they would mean nothing. In our case this needs trust in the groups that form around activities. In order to strengthen that trust we need to make sure this groups are heterogeneous and if only one person stays ethical and reports attempts of cheating this will eventually marginalize the cheaters. If a user's trust increases then their claims become stronger. Sorry, I'm a bit off topic. I wanted to say that public and free (or at least pay what you want) events are the easiest case for accurately measure value of real life actions. Heterogeneous groups can be trustable enough to make attempts of cheating not worth it. Could there be a way in this gaming environment to measure a user's word value? How could it be calculated? Could this result in very low risk

reporting bad actors? This is what we want really, to make easy to report being sure that if you are right you won't face any consequences. This layer becomes more important if we allow for monetization of some sort, but as we don't we can relax a bit on this, is just a game right? And maybe someone in the future crafts something better for more serious purposes. I'm thinking maybe in a liquid democracy kind of thing where people express who they trust into anonymously in order to have a secret database of trustfulness of users.

- Enough

All this would be the functionalities that the app requires to meet the desirable levels of quality, accuracy, trustability, expression, value creation, coordination, usefulness, virality and simplicity. Remind that this use case is mostly for educational purposes and socio-communitarian animation and gives the most importance to real life interaction over digital one. The same code could be modified for other valuable purposes but easily losing the gaming attractiveness. We would want it to be simple and easy to get started. But we would want also to cover all details that organizing and participating in activities will find useful and get ahead of user demands. From my personal experience I have covered almost all functionalities that I would demand from an app like this. To maintain this balance between simplicity and detailed we must design a level curve that increases complexity of the app as the user levels up to facilitate progressive acquisition of the game possibilities. But as complexity increases we will approach other requirements that can be counterproductive to our first goal such as monetize events or keeping privacy of organizers and participants. This are useful for some use cases but we somehow deviate too much from this gaming environment that in order to function well needs some control of information generated by the users, even if this is done by other users that share the precise same core software that intermediates relations (likes, commitments, feedback, evaluation) and also reputation information (Past organized events, profile names, etc.). Could a distributed system provide the basic guarantees that ensure that from the point of view of an user witch resonates with this gaming environment, every interaction witch only affects their experience such as rewards, points, achievements, missions, etc. are up to them but everything else witch also affects the experience of other users is guaranteed to be legit by a ledger of some kind? Here fellows I have to leave the journey open to all of your creativity. Hope this design helps at least to inspire better app designs and maybe spark a revolution.

Some apps and resources I want to share that nurtured my design are Pokemon Go, Meetup, Nearify, Eventbrite, Bloom App, Attendify, 7Out, ASP Surf Vote App, Events from facebook, Slido, Gettogether, A Xaneira, mapo.komun.org, play4life, gamebalanceconcepts.wordpress.com, and more:
Game design: Augmented reality community organizer

First some articles to take notes on how somethings must or mustn't be done:

<https://blog.usejournal.com/digital-manipulation-and-the-future-of-work-how-platforms-like-uber-and-deliveroo-exploit-workers-bc80339fc271>

<http://firstround.com/review/How-Modern-Marketplaces-Like-Uber-Airbnb-Build-Trust-to-Hit-Liquidity/>

<https://yalantis.com/blog/what-can-we-learn-from-product-hunt-about-building-trust/>

Some depths of game design principles to take into account in order to have a balanced game with a good skill curve and reward system:

<https://gamebalanceconcepts.wordpress.com/> (Specially chapter 7)

<https://youtu.be/S5camMoNw-o>

<https://youtu.be/HqcLghafPXY>

<https://youtu.be/h86g-XgUCA8>

https://youtu.be/A_e_qu9ghHk

<https://youtu.be/chFBWY7a9GI>

<https://youtu.be/hFM4eIAou5M>

Involvement of community in design:

<https://youtu.be/kk5GmLqDzH0>

Understanding pokemon go:

<https://youtu.be/tiU4AYPdIOw>

<https://youtu.be/GS5ZEdGujxY>

<https://youtu.be/eqEzbxRi8Ag>

<https://youtu.be/YJT03Wj1Cbc>

<https://youtu.be/94KwB205DDk>

https://youtu.be/E_uxPnDB2qQ

<https://youtu.be/UDtlizfYPUM>

And more:

<https://www.youtube.com/watch?v=YQ44hVeVdEw>

I hope this is enough for developers to work on. Contact me on mario.mtlr@gmail.com for more explanations as I have just covered here the basics and if you followed me until here you may want to know the user journey through the app. I haven't picked a technology or language to develop this platform but what is required is a way to scale this to thousands of users, it doesn't require too many graphic features as it is mainly menus and a map, and it is very important that the data generated by users is collectively owned, so maybe platform coop or a decentralized structure would be needed. I may have missed some required functionalities to guarantee that the others before work correctly together. I would love to help you join efforts together to make this a reality in open source. See you on the FairCoop forum, on telegram @MrJuas, on the holochain mattermost chat MarioML and on Mastodon @Seriedad.confederacc.io

You may stop reading at this point but if you wish to continue here are other writings that precede this one regarding the same issue. Warning! Some may be incomplete and not meet your academic expectations. Read on your behalf.

***Augmented reality game
prototype about getting involved
in interesting and nearby
activities.***

**Using the principles of non competitive games,
autonomy and meaningful engagement.**

Objective

The purpose of this elucubration is to enjoy designing something valuable and yet unknown but very possible. We believe that there are things that should happen more often than what they actually do. Probably as a consequence of a lack of material resources or available time, but most of the times and in many contexts it's simply a matter of **effort**, useless effort that we do not enjoy doing in order to get something interesting done. This tool is at the same time a way to open information and thus accessibility to currently happening activities, as a way to recognize the work done and the energy spent by organizers and participants, and as a knowledge builder for how we organize stuff. Beyond this three main utilities there are also intentions to foster some **desirable human behavior** such as opening the usual circles of interaction, exploring more horizontal ways of sharing experiences, fun and knowledge, a better acknowledgment system than institution's titles for acquired abilities, an urgent need for some kind of fundamental knowledges to spread quickly such as environmental concern or social progress and at the same time a strong desire to **reach everybody** and create **strong communities** where people of all kinds knows and interacts with each others in peaceful and constructive ways. This ambitious principles are met rather simply in this approximation of what an augmented reality game about community revitalizing could be, and shows the potential of digital tools to carry the values of our most complex value systems.

Scaffold

The main experience provided by interacting through the game, witch will take the form of a mobile app, would be the physical encounter with other people. The face to face interactions and the creativity and diversity generated outside the app itself in order to design captivating offers that gather people around. That's why we call it a scaffold. The game would be just a way to **ease the process** of this activities getting to be made and also creates the **evaluation** and recording systems that provide every user with a good history of their contributions by means of organizing and also by participating in activities they find meaningful. The app has two main functions. First, something witch is nothing new (other apps like eventbrite or nearify do it as well) that provides the tools for **registering events** made by people with some preconditions like being free, overtly public and accessible to most people, in order to generate an **agenda** of spontaneous things happening in the world, and users can see a personalized view of this agenda based on their personal interests and location. This also includes a notifying system and a tag system for the interests. And then the other part wich is the **verifying** one. We have to be sure that people went to the event in order to give them their points or something, and also let a conversation happen after the event to generate knowledge and support the organizers (maybe one short comment by participant). Preferable having evaluations face to face at the end of every activity. There could be other kinds of questions needed to be answered by participants on the app after the event to ensure that things were done as expected but that would be it (Did the content matched the description? How many people were there?...). And then we can add a layer of achievements

only visible to users themselves in order to incentive growing social skills and direct action by organizing interesting and desirable content in their neighborhoods.

Groups intelligence

Many people will perceive more than what one person can do. If you ask people to give an accurate guess on how many people attended a gathering they will be incredibly right if you calculate the mean of all guesses. This is an example of the power of groups in order to provide the game with accurate information. The main innovation here is to **trust groups of people** instead of variables in a controlled system in order to verify that something was done and with what efficacy, that is, has the activity met the expectations? Also constructive and encouraging comments are valued and why not a bit of criticism too if done respectfully. The main feature of the app would be a mechanism of checking in (meaning confirm assistance) that requires mobile to mobile contact, to ensure that two or more people have met in real life at the same time in the same place. This process can be started by the organizer and then spreaded by every assistant that has already been checked. It is easy to cheat when you are the only one making sure that you have achieved something. In a conventional video game, the creators have all the power to measure and check if a condition has been met. In real life only communities can do this properly. There are challenges here also on how to avoid cheating but if you make the points and achievements private who would want to put effort to cheat? It relies on the honor and self acknowledgment of oneself. If you want to start the journey you have to believe on it, and **you compete against yourself cooperating with others**. The more activities happening around you, the more chances to participate and earn points (and real life experience).

Social skills curve

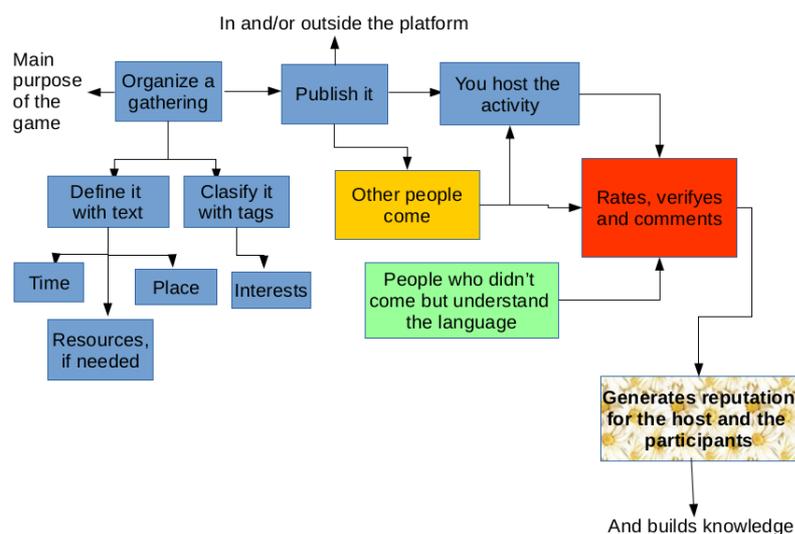
We realize that for a regular video game player the challenges proposed by this game are really **challenging**. Going outside and being in bone and flesh form can be difficult, and much more if you are the organizer with exposes you to a lot of people, but it's a very useful skill to be able to talk in public and to be present with other people. So in order to facilitate the players evolution we could build a layer of recommendations, tutorials, resources in general to introduce people to easy gatherings, like for example games of any kind, sports matches or any other kind of activity that they may be used to. The point here is to unravel the hidden potentials of individuals to **enrich their communities** and make them open and diverse, but easily. A guide on how to treat new people and introduce them to the activity or a guide to make fun talks about important issues could be very needed here. Many people are already doing amazing stuff in their communities, let them be teachers by promoting tutorial gatherings on precisely how to organize things. We can create a specific tag for tutorials on required skills in order to keep advancing in the game, and more important, users will have the capacity to see

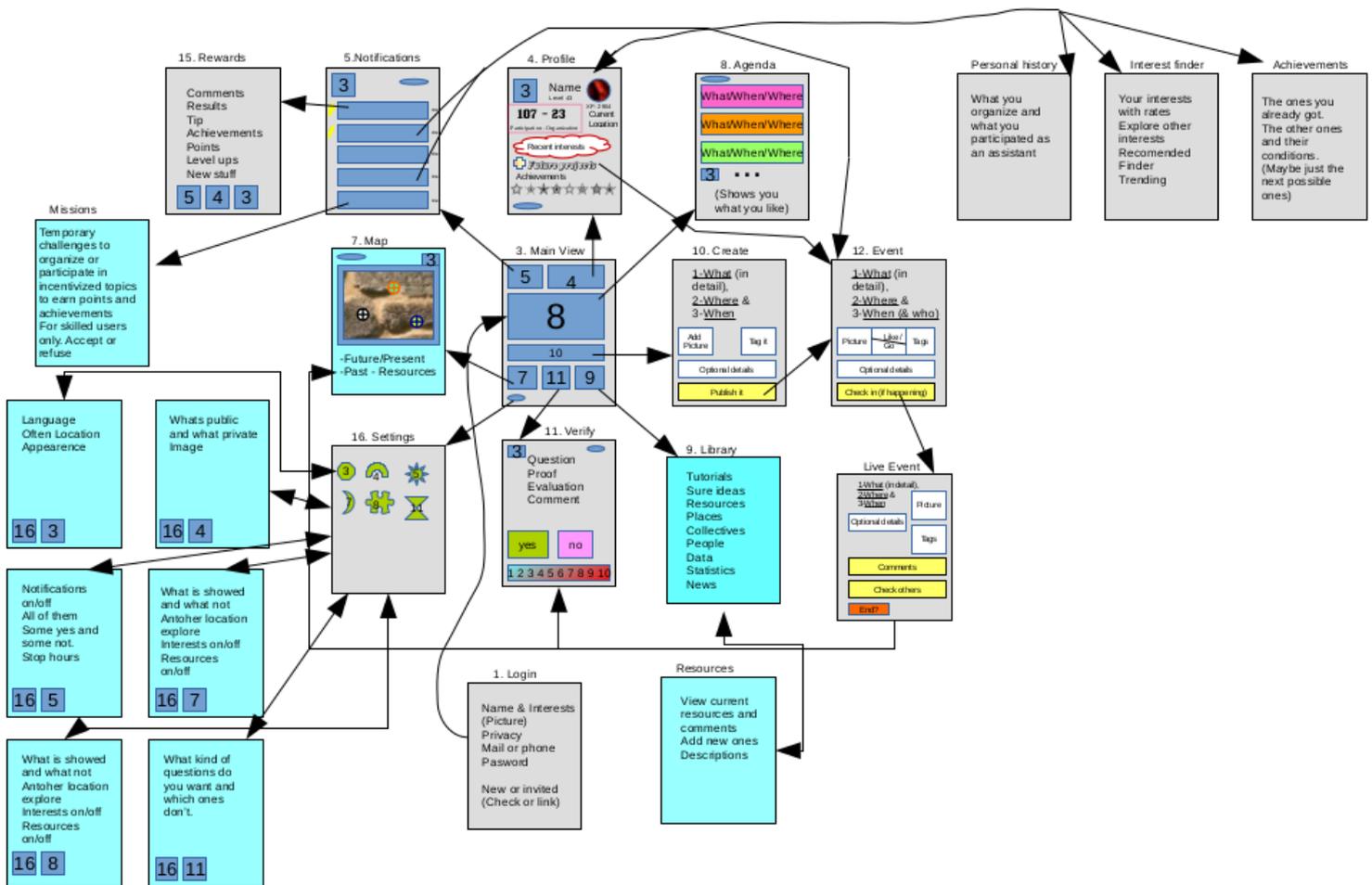
witch interests are abundant in their places witch aren't being met with activities. So in the moment that someone does something witch involves those interests everyone that has them will be notified and it may be a great success (and a good points gain for the organizer). So, if the points and achievements are hidden to the public, where is the reputation system that ensures the quality of the offer? Well, lets trust old ways of reputation. If we create encounters between inhabitants of a given place they will start to know each other and then reputation can happen outside our scaffold. You can always take a screenshot if you are very proud of your score. Anyway, we should provide a way to alert misuse of the platform for example by creating a false description and a guide to recycle the assistants to a failed event.

Where can incentives take form?

In our game/app incentives can take the form of achievements, points, levels and their associated missions. Missions? Yes, every good game has quests on it. We can design progressive quest in order of difficulty that invite the player to do **different things that what they would normally do**. Take them out of their comfort zone. Push them a little to improve their skills or to meet experienced users. Give them tips on what has been done already somewhere else that could be successful here if they are low level, and dont do this if they are already experienced. Adapt to their interests and tease them with personalized (specialized by tags) super achievements that will engage them in a constructive effort to improve their community and change the expectations of people attending a talk or a organization meeting. Make them super organizers that provide an unseen level of quality and innovation in everything they do. Let them get real professionals of this and presume of their enormous experience in order to apply for jobs, etc. There are a lot of things that we can incentive, such as some privileged interests such as environmental friendly activities, actions that generate solidarity, key knowledges and stuff, witch of course may be harder to organize and to engage people in participating but they are worth it. Free and low resource activities for example, or decentralized talks where conversation isn't monopolized by one or few speakers. And well, this doesn't substitute other ways of changing the world but definitely feeds most of them pretty well, at least every move that tries to reach for a broad public and focuses on a fun, active and edifying experience for the participants.

This is not all but I'm going to sleep. Don't forget to have fun.





The cooperation game digital scaffold.

Once the heart has been fed with real emotions again, the emptiness that the huge space the craving has left must be filled with a big adventure. Liberated from apathy by the power of good stories one is faced with another chance to write her own destiny. When the mind has gathered enough pieces of the puzzle together, without letting oblivion capture too many of them, it becomes clear that the road to a higher self stands in the shoulders of cooperation. Here our children will arrive sooner or later and there's no greater satisfaction for my soul to leave there a present for them. Lets draw some lines in the seemingly chaotic scene that can be gazed upon from the highs of this precious towers and like elfic bread, ease the difficult way pointing to reachable steps. The wisdom of our invisible people will guide the hero's quests.

Let's consider that we have experience a rich adventure and now it's almost over. We have found precious hints in other worlds to understand our own and now all our senses turn to our immediate reality in serch for sense. Our deepest knowledge tells us to change enough of our surroundings to alter the flowing of our own not tamed lives. We know we have to change something, inside but also outside. We might feel overwhelmed when we try to make sense of all

this and develop a proper strategy. We could drop our false sense of autonomy and recognize that the best way to face this level of complexity is by acknowledging our interdependence. There it is a great start.

Leave the matrix, unlearn everything, find the others and connect the dots. Try, observe, change your behavior and see the veil unveil. By doing we become. True sense of self-realization can't be achieved by ignoring the hard truths of our time, the key to confront this need of ours lies outside of the screen at this point on history, action in the real world has all the sense as it fulfills our need to give back. We want to be the good guys and hardly ever admit that knowing that our morality is being broken often leads to unhealthy habits and easy forgetfulness. Reclaim your body, your mind and your soul. The outside world lets you master new skills, become powerful and autonomous, find your belonging and be truly generous. But, where to start?

There's a long learning curve for newcomers when we think on the required actions to save our species which involve in some form or other some kind of organization skills and exploration skills. The ability to communicate, to learn from mistakes, to understand other perspectives, to learn things from different places, to find the right words, to develop your social skills, to be able to unite different people in a common cause, to be able to accept diversity and cultivate it even more, to get a deeper knowledge about your immediate surroundings, to share ideas and discover what one thinks by talking with other in constructive ways.

Our brains are already predictable enough to comfortably say that the current incentives that standard life offers are not very well designed to help us live an adventure where we get to be part of the people that saved the world and gave birth to the best future we know it's possible. We may make clever use of simple techniques such as building digital tools that can interact with our brains to get the best of us out there. Instead of mature fruit we can offer points, badges, achievements and other kinds of digital goods that we naturally mistake as real goods and thus put value on them and trigger our motivation schemes in the brain. Just by designing a good distribution of this digital goods over time representing real value creation not only we will see them as valuable but most people will. If we can focus on what can be accurately measured that has real value despite not being recognized by other popular forms of value representation such as money or social reputation, then we can make it more visible and a good investment of our time. We could turn all this effort into a form of capital much more intangible but nevertheless real. I believe that if you engage with your community in new ways something amazing can happen. A

big part of our own economies should be taking care of our neighbors, friends, family and everybody else on this planet. In the long run our faith is tied together, we cannot survive alone.

In this new attempt on finding the others we can offer a better tool than a bunch of links to collectives or ongs that are already organizing great campaigns or pushing for great goals. We could point at the base of all society's forms of organizations. The meeting, the gathering, the face to face time. While this organizations may be of great importance they are not easily grasped by most people. On the other side every time that people organize and participate in any kind of activity where people has the chance to express themselves, know other people, do something pleasing, useful or just new, this has a lot of value too. My proposed solution is just a digital scaffold to hold all of this practices that must include the most easy and accessible ones, it's not a fancy sci-fi world, just some menus and data in a screen, shifting the attention from the virtual to the real. The main value it's not the points, evaluations, comments or events on the agenda... it is what happens there, in the real world. Lets just make it easier.

I want people to organize, to take initiative and try to offer something interesting to their community. Give them tools to reach interested people, research past activities or events, let people offer them guidelines on how to improve their thing to maximize assistance, cooperation and quality. I prefer many small simple things than few large ones. Simple is pretty and always a good strategy to earn points fast. We will not measure how much money or time did it cost you organize it but only how many people enjoyed it and how much.

I also want people to participate more on what's happening around them. Start by showing up somewhere. Explore what's being done. Take some ideas home. Leave some comments to thank the organizers or to help them improve. Meet new people, try new things, rediscover your city, open your group of friends. And also help moderate our valuable platform and give feed-back to the game itself.

There may be many valuable things that one can do but too little of them can be measured accurately. The easiest ones are embedded on a controlled system like a typical video game. Then we got real life actions witch are harder. But here, the ones that involve many other people can rest on the trust on the collective. If every activity is open, free, accessible and public (every other wouldn't feet this reward system) then we can trust that the attendants could provide an accountable measure on how many people went, how good the event was, what could be

improved and so on. The community could self-regulate itself discouraging bad activities or cheat attempts in a decentralized way.

The motivation is key here. Main one should be a sense of responsibility for the earth and oneself destiny. In order to materialize this I would suggest to show the points or other rewards only to the person that earns them. Not public sharing of this measure of the experience of the user on the platform because actually, it could mean nothing too. No leader boards, no competition. Also why cheat if only you can see your points? They will only have value if you know the difficulty to earn them. Anyway, we should create ways for reporting cheating. Also there's the motivation to level up and gain new powers. I would suggest to start with a very simple version of the game/app where at first you can only attend activities and later you can create them and later on even more cool options to really equip our experienced player with all the tools that can improve their activities such as detailed data of the activity on the platform or a way to manage talk turns during an assembly.

I believe that something as simple as having a user-made agenda of events and activities of different categories could be very powerful to help people select meaningful activities, get in touch with collectives and like minded people, and also very different people that may have only one interest in common, and also let people be active creators of their own culture and strength their communities. Everything else will come next.

More details on how this app/game could look like ask me later. We have a lot of similar things to copy from.



The cooperation game digital scaffold.

Some realizations for developers.

The platform/game would consist of a series of menus and screens that provide the basic functions needed to make real the incentives and facilitate organization, publication and participation on real life events. This would be a main menu, and options panel, a profile screen, an achievements one, an interests one, a create option in order to publish events, a common agenda to explore activities made by others, a detailed view of each activity and a like/go function, a map to visualize where they are, a notifications panel, a reward resume, an evaluation/comments window at the end of an event, history of past events (both your own personal history and the public history), a library of open resources (wiki), a mission panel, the login and register and finally when an event is happening, a way to confirm your assistance.

This provides enough tools to ensure that people can propose activities and reach the people with that interests on a place. Then people can explore the organizers history of past events and see the comments there in order to know what to expect. They can also shape their interest by saying what events they like, what events they go to and also manually in the interests window inside the profile, where they can add or eliminate interests that they are somehow following. The agenda would be different to everyone as what is shown would be shaped by the interests of a person and their location.

About the difficult skill curve I would suggest that at first the game finds out your interests and offers you what you may enjoy the most taking into account not only the reputation of the organizer but your own interests choices that can be made when creating a profile and by participating on something. Then it would allow for creating events in level 3 or something, to avoid new accounts spamming easily events into the platform. You have to assist to some live events before being able to create one. We want real people, not corporations, enterprises or bots. As the user gets experienced we can allow new options in the making and exploring of activities and events. For example we can allow them to hashtag an event to be more specific about the interests or the movement it is part of. We could also allow for the exploration on the agenda of other interests that may not be of specific taste of this person. And even more, we can create missions that give a lot of points that require this person to organize something new or to attend a random event in their city to create mixture and open up groups. We could move people from

doing easy stuff to doing something a little bit more compelling and engage them in full creation of their culture and participation on the political environment of their place. Maybe volunteer somewhere or share their thoughts somewhere else. As long as this tool is useful for every organizer we can expect a lot of people doing great stuff now to enrich this digital space by sharing their activities here too. The physical encounter also allows for the transmission of the knowledge about how to organize things directly. The main objective would be to challenge the users in order to make them eager for this knowledge and progress on their skills curve (engage into your social environment). Given the amount of information in this platform from upcoming events, compared with lets say a poster it let's people to predict and find out what they are really interested in, what do they really enjoy doing. This will push organizers to be creative and look for quality instead of quantity knowing that their work will be evaluated publicly. But not only comments on past events, their overall reputation could be taken into account by the platform to predict the quality of the events, resulting in more exposition or less depending on the user's quality requirements (better for new users, worse for experienced ones), even if that reputation is private.

Also this platform should avoid being monetized because the trust relies on the heterogeneous group of attendants. Interests already create homogeneity, so every barrier we add to this will decrease our accuracy when giving rewards. Events have to be public and free so everybody can say I'll go without making one big bet and thus allow for smooth discovery. The platform will generate precious data if it reaches a good amount of population witch should be in the hands of the users themselves. We should build a decentralized system (I'm thinking on holochain) that avoids the need for a central authority and creates a trust network between users. I believe that achieving a protocol that allows users to share the amount of data that they want would be good, with a minimum requirement that guarantees the quality control of the past events organized by that person. With holochain this could be possible.

The other interesting part lies in the designing of the evaluation part, the reputation system and the algorithms that process this data gathered from users after each event and also the achievements and points schemes that guarantees a smooth and free learning curve. More on this in other episode. I leave you with some links to similar app ideas that can inspire some of this design.

Thanks for your attention and your time.

<https://www.eventbrite.com.ar/blog/eventbrite-para-eventos/que-es-eventbrite-ds0c/>

<https://www.nearify.com/>

[BLOOM APP on Vimeo](#)

[Attendify - Mobile Event App on Vimeo](#)

[7Out – Social Planning App – Intro on Vimeo](#)

[ASP Surf Vote App & ASP Judging App on Vimeo](#)

[*Events from Facebook on Vimeo*](#)

INCENTIVE SYSTEMS AND GAMIFICATION OF REAL VALUE CREATION. WITH EXAMPLES.

What drives human behavior?

Our most primal instincts and all of the products of socialization and self-discovery. Its a complex process unpredictable like the weather even if we could understand each process separately. We can affect it a lot but never predict it 100% accurately.

When does the best strategy stops being competition and starts being cooperation?

When some conditions that define the interaction change such as communication, long term interaction or greater incentive for it than for competition. This happens a lot in nature and is as important as competition in the evolution of species.

Why people does so many effort in video games and so little in the real world?

They are very well designed in order to dance with our natural work/reward patterns by creating self-identification with the character, fostering curiosity, Creating progressive difficulty and rewards all the way. Many times, our knowledge of our brains has lead to exploitation of the players in Skinner boxes where they no longer enjoy playing but the keep doing it for various reasons. Same happens in real life where most people doesn't enjoy their jobs.

Why don't we see our current world scenario like what it is? (The best incomplete information game ever made, opposite of for example chess, where you have the same true information as your opponent.)

Basically because there is an information war driven by the huge profits that any kind of industry that tries to undermine our self-control brain patterns can make. Every profitable business does so by hijacking our brains into behaviours that benefit them and not us. They feed addictions of all sorts, many times offering us commodity instead of autonomy, or delegation of functions (witch is easy) rather that responsibility by our actions (much harder). Information bubbles are everywhere. If you don't pay attention you may get bored in this precious time of existence. An active and awake attitude is much needed.

BELIEVES

All of this believes that I have pushed me to think on how to create a better society by providing people with better reward systems for real life. Applying the best of video games in the real world requires some technical problems to be solved like the one of verification in a complex environment like real life. I have come to share all of this in order to keep it from rotting inside my head, even it's low academic value. Spread the incomplete thoughts people! Don't wait for them to become complete theories!

NATURAL MOTIVATION..

sucks. It is an old neurological pattern that has worked for a long time for our survival but nowadays changes happen so fast and challenges are so new that our species are on an extremely difficult adaptation critical moment.

This implies overcoming some of the programming that we carry product of millions of years of evolution that doesn't currently work. It may make some people rich but at the same time the whole planet is in the verge of ecological and social collapse.

We really need to break from every addiction and think long term and without much physical rewards it is quite impossible. Cooperation doesn't have so many immediate dopamine triggers as predated natural and social resources as fast as we can. So in order to compensate this let's hack our own brain schemes by making use of all kinds of rewards that we can come up with. Giving people cookies if they are well behaved or trusting everybody will act against their self-interest in behalf of everybody else is not such a big idea as using our strong need for group approval and recognition.

This is an old system that worked for such a long time when you could know everybody that shared resources with you and at the same time could easily kill you, and for this time of global interdependence we cannot rely on old reputation systems like neighbor control so let's use digital and perceived rewards, that have the same effect on our brains like real life goods (food, shelter, sex...), as a growing industry that moves billions a year knows very well.

First some more of my realizations:

- Our survival and security needs are profoundly met when we feel accepted and valued within a human group and this really overcomes fear which fires a lot of dopamine.

- As our societies got bigger and more complex our sense of trust and belonging changed making old school reputation systems obsolete and some of the conditions for cooperation diminished (long term relationships) while others increased (communication).

- As we lose more and more sustained relationships and roots in our immediate environment and while corporate media monopolizes our communications (they usually pick the topics for us to talk about) it seems more smart to compete and try to take the most benefit of every encounter you have with other entities. We are living in a world with the perfect environment for brutal individualism and

competition, and many of us see how many well working systems that provided abundant happiness disappear. Enough.

Points I wanted to talk about (I forgot some but you know, it's not going in any science magazine):

- Design achievements that just require measures in a game/platform
- Design achievements that require harder verification
- Different trust options and my election: group intelligence
- Variables that would affect the verification process (classify difficulty of verification and importance)
- Why harder verification? More real value to connect through the same game
- Examples of self regulating processes embedded in the design of just the platform
- Put more weight on the real world and less on the platform (verification meetings, help self evaluate activities face to face and rely less on the digital)
- For a game to make sense lets focus on just one kind of incentives but enable other hacks of the game for other secondary purposes. One kind of interactions (free, valuable for society and the environment, democratic, open, public, amateur, replicable...) and then whatever may find our thing useful.

There are many good ideas and intentions out there that don't find the proper space for developing, usually because there is no material compensation for taking them into practice, while there's an enormous pressure to gather resources, be it for survival or for addiction to any kind of stuff.

We just have to recognize and translate all this paths that lead to a better world, at least the minimum consensus where a majority of us could agree upon, that are blocked by current power structures. In order to do so we need a change on behaviors and a change of mind in relation to value.

We need to use appropriate tools that empower us and doesn't serve somebody else like for example current money systems, big enterprises or in many cases some big chunks of states, despite the redistribution they make (which is not sufficient nor can be expected to grow from their current designs).

In order to surpass this flaws in the designing of systems we have to recognize the difficulties on putting ideas into practice. All of the last examples believe in some great ideals that they try to achieve but in reality both three are prey for corruption and degeneration flowing from hierarchical power structures and bad or inexistent control systems that rely on good faith of the people in power or in other broken means of control like journalism today.

It's not hard to find great ideas on the Internet that could be revolutionary without being hard to understand, and to make them gain support from almost everybody if there were room in the conquered minds, without much difficulty if it wasn't by the lack of means for transitioning into that from an individualistic and unequal society.

Great ideas, bad strategies, worse tools. It would be sad if we let go that 'better world that we know it's possible' just because our lack of coherent tools that match our current values and that serve our interests.

Advertisement has accustomed us not to analyze the profound consequences of a broken design, that can seem ok in the surface but if the rules are dissected it's obvious who is benefited by the design. Most amazing examples of this are our state currencies (I should say central banks ones), or the gambling industry. Many of us don't fall into gambling because we see that in the long run it's easier to lose than to win and it's utterly unfair (it promotes accumulation of wealth by arbitrary means or even worse, by discrimination based on ableism such as in poker, or in professional soccer), but we fail to see that many of our video games, our social relationships (cults in varying degrees) and our economic relationships are often as unsupported by our values as casinos. It's worth paying attention to that.

Now let me exemplify how can we create better value systems by explaining a bit some of the previous and present most popular ones.

First let's talk about old style reputation stored in human brains and shared in small communities where everybody almost knew each other. There everybody kept an idea about how much did every person contributed to the community wellbeing (many times this perception was good but as always many tried to hack this process too and there were built awful religions or other kind of privileges or entitlements like disproportionate private property rights).

This control systems weren't too bad in keeping some sort of equality (we are living in the most unequal world of all) but they also promoted a lot of 'society over individual' like scenarios. For many people this was very oppressive too as the values of the group dominated over the individuals, and they were not always good values, as we can see evolution has to come up with enough diversity to chose one successful result from many mistakes.

Then we roughly transitioned to the opposite scenario where every community values are smashed by the values of powerful individuals. This has led to many broken monetary systems like today's where the total control over the economy is in the hands of a few bankers and their corporate puppets. Money is the key and lock of our collective chains in this masked slavery where we work to earn green papers (while some can just print them out of thin air) in order to survive or live. And then this injustice pollutes every aspect of our societies because money can hijack our minds through our oldest parts of the brain and make us forget our thinkings and their children, values.

The whole point on designing new currencies and thinking on how to leave the virtual reality for our games is to regain the working social values that can transform society into something better, without much dialectical effort. A new set of rules can change our perception of the world dramatically, and just having more than one way to visualize value in a given situation is enough for that issue to enter our conscious attention, so lets make new value systems for our real world so we can start thinking

on our current ones with a little more depth and simplicity than the one we see often in popular political discourses.

We have needs, let's find the best current available solutions to them, and for the case of the urgent need for cooperation on a global scale we should build new accountable systems that bypass the old ones. This need is made of other smaller needs like the need for shared vision, the need for taking care of the planet, the need to provide basic resources in order to free the mind, the need to coordinate and to engage meaningfully with our peers, the need for spreading useful skills, the need to know each other, the need to practice non-violence... it's an endless list and this are my own priorities, but everybody could enrich this long list. Let's focus on one group of these needs where video game dynamics can provide a lot of value: the need to be active creators of our own culture. And a culture can't be more well defined than by what does a group of people do, what do they engage into on their free time. So my first idea was to build a tool with all the principles above mentioned applied which can ease the process of proposing, organizing and participating into meaningful activities without the need for a central authority provider of culture. (What an abstract thing that is by the way)

If you agree with most of the above you may be interested in what's coming. I will try to make some examples for the augmented reality games side of this *new game rules* paradigm focusing on people's actions outside of the game, in the real world, which can be input for the game or provide with recognition and value, in a virtual environment that promotes motivation, quality and cooperation.

The easiest case would be one where one person is incentivized to meet others face to face in order to do some meaningful activity for the community. This could be easily verified as long as the meeting is public, accessible, free and therefore we can trust that the people that participate will self-verify each other that the thing was real, and any try to fake it could be easily dismantled if only one person there has a higher moral condition and reports the intended fake, starting a process where for the thing to be proven needs more proofs than the regular ones. For the person reporting, she/he has to act on good faith because if they are proven wrong they will be punished for boycotting a legit event, so this will rarely occur if we provide hard to hack methods of verifications. They could look something like this (from basic to only if necessary):

- Once the event has started which is defined by the event hour, the organizer can act as a verifying person checking-in the assistants with a mobile phone physical contact (which requires effectively that the people are there). As long as one attendant is checked by the organizer, they can check others and this process becomes decentralized as time goes by, guaranteeing that the mobile phones are on the defined area of the event. If somebody finds suspicious check-ins of people that then leaves or other intents of cheating they can claim a harder verification, and if enough percentage do so the following verifications may be required.
- If the above measure is not sufficient there can be a second check at the end, where everybody verifies that the people checking at the end where there the whole event, or it doesn't count as participation. When large number of people

it's easier to fake assistance but we could give less points for that, meaning we encourage people diversifying into small groups rather than participating in mass events (which are easier to participate if you think about it).

- Random people are asked to take pictures during the event just for verification purposes (and rewarded with points). Then the pictures are sent together to a random number of people using the app that didn't attend the event to grant that it is the same thing and that it is really being done.
- We cannot identify a user easily so there must be an artificial intelligence that joins data together in order to guess how credible a person is by measuring the amount of reports that the events where this person was have had. This way a cheater may not know that he/she is being tracked but the game knows without a lot of confusion as long as people attend an unique and distinct set of events.
- We can incentive people to attend events that are not of their interest in order to break bubbles and to merge groups so there is no spreading of faking inside a given closed collective, and more if we have more reports on that kind of interests or if the organizer trust (that only the game knows) is low. This missions would be very challenging and you will be able to do them if you level up.
- There can be a moderator human being group that can mediate in conflicts trying to discover who is right. Maybe not resolving every dispute, and thus we should act in innocent precondition for everyone, but avoiding future conflicts by attending themselves 'suspicious of cheat' activities. This group could be made of well trusted members of our communities. Members that have been proven dedicated to the quality of our events and activities. We could add this question and generate private data on what people are the most trusted (probably the ones more exposed also and thus the hard working organizers).

As you can see the main guarantee that one event was done is that it requires more than one person to meet in person, and if only one honorable person attends it, it can be exposed a group of cheaters (as long as the majority of users are into keeping good track of points), making a smart choice not to cheat. Contrary, what happens in hierarchical power structures is that if only one person cheats it's enough to spread corruption among that level of power and below.

How could this same set of guarantees be applied to achievements that one can do on his/her own? Well, many of them may require a necessary proof as they may be making a public something that will remain public in order that others (random) could agree upon. There may be different qualities of the proofs provided. Videos where you are exposed (your voice, your face, your youtube channel) are very strong proofs and hard to fake. But a picture can easily be faked and much more a comment about a book you've just read. This means that we can only provide rewards to users as far as the quality of the proof is.

This would exclude many of the valuable things that human beings can do that cannot be verified accurately. And if that is the case there is no point on rewarding something so easily fakeable, as long as social reputation measures. A solution for

this invisible tasks could be a private feed where you can enjoy your achievements even if nobody has been able to prove them, as far as you are truthful to yourself. It would be an individual choice to be true with themselves in order to visualize what they have achieved in life in one place, but not anymore a game with human interaction and common shared value systems. So in order to design achievements for the easily proven actions that could be beneficial to human kind I suggest we focus on those achievements that cannot leave doubts.

Again there are systems that we can trust and should make use of and also, we could leave space for harder to prove ones by accounting only with a percentage of their true value (if the proofs where 100% objective) and maybe discouraging them a bit but anyway, making them possible to integrate. Here are some ways:

- Challenge requires you to make an unique public creation.
- Challenge involves that many unpredictable amount of people can see by themselves that it was done (a circus demonstration on the street).
- Challenge needs to be testified by only one person and then we would take into account the estimated accuracy of that person (we could keep track of misinformation and non consensus about quality of proofs, the trust).
- Challenge has to be done with the cooperation of more than five random people so it can be easily verified taking into account those peoples histories of past criteria and possible evaluations.

I missed to mention that a layer of evaluation upon the evaluations themselves would be needed if we want to measure how a person criteria deviates from the average criteria of the group (the interconnected world in this case) and how much we trust them.

If the people that verified your good actions get dismissed for cheating it should automatically decrease the trustability of your verified actions by them, so when somebody is proven faking it can have strong consequences for everyone's points involved with him/her.

I think this is a good resume. Now lets go with examples:

For my envisioned platform of event crafting and collective agenda there could be private points to foster cooperation and not competition, except with oneself (if you want leader boards or competition of some sort we could have it less personal if it can be accounted area wide instead of person wide, and anyway you will get it, people can screenshot their profiles if they cannot resist the need for extra recognition):

1. For every activity that you participate into you could receive 10 to 50 points, depending on the number of other people attending, and the duration of the activity. The less people and the more time, the best. (Or maybe we can encourage not too long activities and make the max points be reached in say, two hours and then not more).
2. For every activity that you organize you could earn from 100 to 1000 points depending on the number of participants, the quality of the activity (if it meets the expectations of the assistants), the duration and also the type of activity that it is (lets encourage what matters the most for society and let that be

decided by the game community itself), and the new people and interests that you reach (helping people not getting stuck on one kind of thing). It would be preferred to gather a whole bunch of people that you never saw before than a all of your friends.

3. For every little task that helps the good functioning of the game/platform you could earn 1 point with a max points per day of 10 for each kind of task available. Let's not encourage any repetitive anything.

And also private achievements:

1. Participate in 10 events.
2. Participate in 50 events.
3. Participate in 100 events.
4. Participate in 500 events.
5. ...
6. Participate in 3 events in one week.
7. ...
8. Participate in events with more than 10 different interests (Let's say that any event can only choose one big category and then be more accurate with handcrafted tags and here we are counting the main categories in order to incentive diversity of behaviors).
9. Participate in events this week with more than 10 different interests.
10. Participate in an event with more than 50 people attending (Oh, attending, not every attendant will be on the game in order to check so at the end one question every checked in user will have to answer is how many people do they think were there and then we have a pretty decent mean with extra points if the typical deviation between them was small).
11. Participate in an event with more than 1000 assistants.
12. ...
13. Organize a lot of stuff and very diverse like achievements.
14. ...
15. Help keep the platform accurate (volunteer badges) and detect missuses (detective like badges).
16. Have a forum account (where users can help co-create the game and resolve problems derived from it. They will be asked to give their user name on the game in order to have this automatically done).
17. Organize an horizontal classroom.
18. Organize a playfight.
19. Organize a tree planting.
20. Organize a cryptocurrency workshop.
21. Organize an (insert whatever trendy/stereotypical good action here).
22. ...
23. Complete x number of missions (go to something you wouldn't normally do)
24. ...

This can be truly endless. The cool point would be to have a liquid democratic process in parallel where community can decide from the game what new achievements are made and what it's their real difficulty/value asking them things like: Was this too easy for you? Do you think that were a lot of points?. And we can design everything so that the users crave more points and every time they have

a chance to earn easy points by answering questions like that they will be willing to stop, think carefully and answer their most accurate truth (because they know that there are systems to benefit who does so, trust/fear artificial intelligence).

This is the really cool part, we can not only use the group intelligence to verify stuff, we can also let it create the game itself by deciding if the points and the achievements are ok and crating more of them that create a perfect learning curve that is accessible, engaging, meaningful and challenging enough. I have watched some videos on this regard (video game designing) that I can share with you here: <https://pad.disroot.org/p/hpyIEI7zV9>

In the case of other kind of reward systems that try to embrace larger actions (beyond community organized events) this same process of co-creation has to be implemented because developers will always miss something that thousands of players won't.