

soul

Possibly non-existent constructs.
See also: presence, identity, trust.

dragons of eden

Carl Sagan and Anne Druyan.
Speculations on the Evolution of Human Intelligence.



5:30pm, April 10th, 1901: Duncan Macdougall. .75 ounces: 21 grams (insensible loss: water vapour)
The weight of the web. 2 ounces: 56.7 grams. (driving it requires 200 million horsepower)
100 Billion neurons. How many links?

id & ego
self

ego: “Das Ich”

Soul:

“The self-aware essence unique to a particular living being”

“The unification of one’s sense of identity”

the story we tell ourselves

Paul Broks “Into the Silent Land: Travels in Neuropsychology”

Soul: the story a brain tells itself.

The story informs our awareness of self. In the brain, right hemisphere.

200,000 – 500,000 years ago: introspective consciousness.

language

Naming the world. Singing the world into existence (Bruce Chatwin: songlines).
Tokens. Naming a thing gives it a soul. Naming a thing gives you power: controlling demons.
Glamour (meaning magic) has the same root as grammar.
Language is magic. Stories are magic.

furiously

green

ideas

Juxtaposition of tokens = imagination.

fray.com

Storytelling

blogging

Confessional. Laugh. Cry. A piece of soul.
Good music “from the soul”. Good blogging too.

upcoming.org

del.icio.us

adactio.com

flickr.com

Fragmentation.
Pulling it together: widgets?

elsewhere.adactio.com

APIs. Too geeky.

tweets

songs

photos

narrative

links

blog posts

The ongoing story I tell myself... and the world.

When I travel, it's on Dopplr, Twitter, Flickr and my blog. (I could even tell an untrue story...)

All timestamped. All available via RSS.

lifestream

lifestream.adactio.com

Colour coded snapshot.
Wordpress plug-in. iStalkr. Lifestream blog.
Tools: Jaiku, Yahoo Pipes.
Fleeting. Temporary.

provenance

Gavin Bell. Antiques.
Add me on Twitter: but who are you? What's your provenance.

infovore.org
/talks/

Tom Armitage. Reboot 8: long-term narrative; blog migration.

avalonstar.com

Bryan Veloso: disappointing erasing of provenance.
Praise Google and archive.org.

I will return to the idea of provenance in a moment.

the third policeman

Flann O'Brien (Miles Na Gopaleen): Bicycles and people exchanging molecules: the moral question.
Physical objects taking on some of our soul (essence, identity).
Cars, Macs, mobile phones (the toilet dilemma).
Protrusions of the soul.

avatar demon

Neal Stephenson: Snowcrash. The Metaverse built by the Global Multimedia Protocols Group.
Philip Pullman: His Dark Materials. Animal representation of the soul.
Avatars: Second Life.
Demons: Nabaztag, Availibot.

gaming

Interactive narrative. Will Wright.

Good games feel open-ended. Bad games feel restricted.

Play (like language) is part of what makes us human: another form of storytelling.

world of warcraft

Collaborative.

Now we're moving beyond the individual (soul) to the collective (society).

Each individual in this society has provenance (history, experience) and a demon (avatar).

myspace

upcoming

twitter

dopplr

social

last.fm

jaiku flickr

facebook

Social networks.

Walled gardens.

Web 2.0 = open data (APIs, RSS) but not relationships.

Jaiku is superior to Twitter, but I want all my friends.

rel attribute

the relationship from the current document to the anchor specified by the href attribute

```
<link rel="stylesheet" href="foo.css" />
```

```
<a rel="help" href="foo.htm">help</a>
```

xfn

```
<a rel="friend met colleague"  
href="http://suda.co.uk/">  
Brian Suda  
</a>
```

```
<a rel="friend met co-worker"  
href="http://andybudd.com/">  
Andy Budd  
</a>
```

Microformat. Ludicrously simple. Makes relationships explicit.

xfn

```
<a rel="me"
href="http://flickr.com/
photos/adactio">
My photos</a>
```

```
<a rel="me"
href="http://del.icio.us/
adactio">
My links</a>
```

OpenID can solve the sign-in issue.

XFN (and hCard) can solve identity relationship consolidation.

Mix them and you've got truly open data that can flow from app to app without an API.

idsix.com

Gavin Bell's code. A mixture of scraping (with XPath) and parsing (microformats).

social

gaming &

provenance

bud.com

passivelymultiplayer.com

Justin Hall.

PMOG: Passively Multiplayer Online Game.

Surfing the web gives provenance. Using that for fun and profit.

But let's take it further...

d&d

strength del.icio.us
dexterity last.fm
stamina twitter
experience flickr

Online publishing = hacking and slaying.
Let's do something with all those experience points.
Let's make a game.

london

2007-06-16

hack day

Hacking is social.

kthxbai!



jeremy keith
<http://adactio.com>