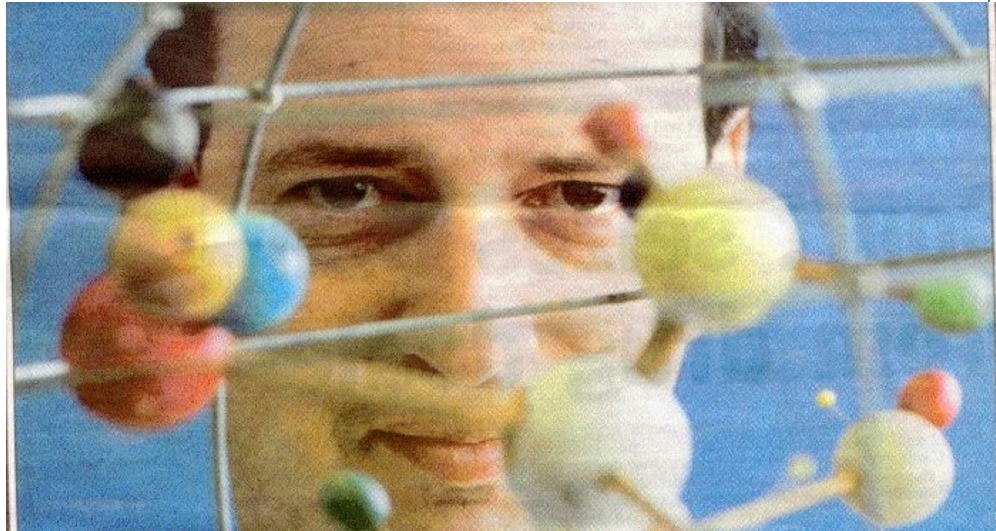




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## Mapping reality through gaming practices that copy reality.

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We are beings of information. We spend our entire lives from birth to death, producing, processing, and using information to survive & interact. Everything in the universe, either life or object, micro or macro, internal or external, emits both objective and subject information. We follow and are constrained by the rules and laws of recurring actions, and while we are all unique, we are complex patterns of simple commonalities. We are fully integrated into the cycles of cause & effect, our dependency, intradependency and interdependency, allow us to dynamically rise about the false perception of randomness, and function as living beings.

We are all patterns. We live in a universe of patterns. Reality is simply a capstone of System of Systems, applied to parent & child hierarchies, within a 3d fuzzy matrix within represents a compressed and nth dimensional observations, arranged by Digital Fingerprinting. By simply recording observations by Data, Metadata, Values, and Difference (distance) Measures, into a data repository. By mapping to a knowledge classification framework, anything can be plotted and visualised in 3d dendrograms or 3d clusters, thus allowing for exploration at your fingertips. Thus, coordinates provides the opportunities of hotspots, nearest neighbour, and rule generations for predictive modelling.

Every pattern is made up of attributes. In my matrix so far, I have over 300 possible attributes in various classifications, which describe objects. When two or more objects interact, this generates an event. The levels of interaction are; entanglement, happenstance, cause & effect, accidental, and purposefully. Events generate more patterns with more attributes, which cascade into more complex patterns and develop into streams and sequences as the build upon each other.



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surveys, and providing potentially insights of reality can be gathered in play/questionnaires/ observational activities.

Since before 1995, I have developed this process in my own time. So I anniversary of first presenting this concept, I would share, get some feedback options for its continuation.

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