

Ladies and Gentlemen, the name of this experiment is *Mindscape 21. Digital Immortality for the 21<sup>st</sup> Century*. Today, the public is only aware of mere talks on this sort of technology.

**Commented [SS1]:** Capitalize the 'c' in 'century'

Well, the truth is that my research team ~~is~~ *has been* developing the process and working out the kinks for at least 75 years. Yes, you heard that correctly. In 1946, the Josiah Macy, Jr.

**Commented [SS2]:** Place the name of scientific works in italics.

**Commented [SS3]:** Past perfect to explain an ongoing action that began in the past

Foundation brought together a diverse team of researchers and motivated scholars in the new field of cybernetics. This, as crazy as it may sound, was the introduction of the concept of artificial intelligence and *has* eventually *lead to the* uploading of the human consciousness to a central computer. The goal then, as it is today, to solve problems of human biology and to eventually end what we conceive of as traditional death. Sounding like the *Twilight Zone* to any of you yet?"

**Commented [SS4]:** Added for clarity

Laughter emitted from a few of the attendees.

"Ok, ok," he chuckled. "Think about this way. We all have kids or grandkids at least who are extremely addicted to video gaming. Why, you may have asked. Well, the computer, especially to this millennial society, is indeed real. ~~The computer is~~ just as real as you or I. The computer opponent in a video game is able to block ~~their~~ *human* moves and win. ~~by~~ *The computer can* predicting, rather anticipate ~~ing their~~ future actions by analyzing a long series of their past actions. Of course, the human player is always prompted to "log in", right? It's because the computer can then know who its playing."

**Commented [SS5]:** Overuse of the word ;computer. Combine the sentences to reduce reduncancy

More head-nodding *came* from the panel and the audience, with motions for him to continue. Dr. Dixon cleared his throat.

**Commented [SS6]:** Verb added

"When you woke up today, you woke up in the world that you have always known. The world that you were born in, grew up in. Everyone around you is alive and living in the current moment. But in a *simulated world*, ladies and gentlemen, it is quite a different experience.

“Simulated worlds are created by the entire mapping, scanning, and digitally reconstructed by those who have volunteered for this project and have passed on. For example, a participant of this project would be connected to machine that would allow us to download all the details of their memories, the abstract ones mixed with clear ones. Then we have a specialized team that is able to interpret the data and sort of “stitch” it together, creating a totally realistic simulated world, very real to the participant. Yes, they would be reliving memories of a world they once knew, but we are taking that information to create a sort of paradise for them, or others to live in forever.”