

**THE·DEE·PEE·BEE·TEE·S·EE**

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

**INTRODUCING THE D.P.B.T.S.E. / ACT 1 / A FIRST INCOMPLETE INTRO / 07-11-2023**

**WELCOME TO PROTOPIA!**

**DISCLAIMER**

THE DPBTSE would like to state that it is not interested in humor or absurd humor.

After all. There is already enough laughter in this world...



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# WELCOME TO PROTOPIA!

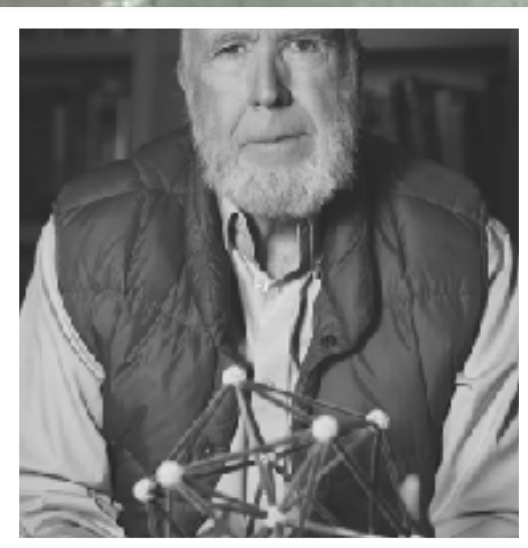
## DISCLAIMER

THE DPBTSE would like to state that it is not interested in humor or absurd humor.  
After all. There is already enough laughter in this world...

We are absurd and ambitious simultaneously. Absurdely ambitious. We think we are not ambitious enough.

Note that the name The DPBTSE fits perfectly in the trend set by the DPBTSE for ever more difficult to pronounce acronyms.  
But my god what possibilities this mind-stretching will give us! Ten to twelve letter acronyms are now certainly on the horizon.

We see living philosophers as a source of wisdom potentially and as aspiring members.  
Everything said here would be come pretty obsolete with the advent of artificial general intelligence.



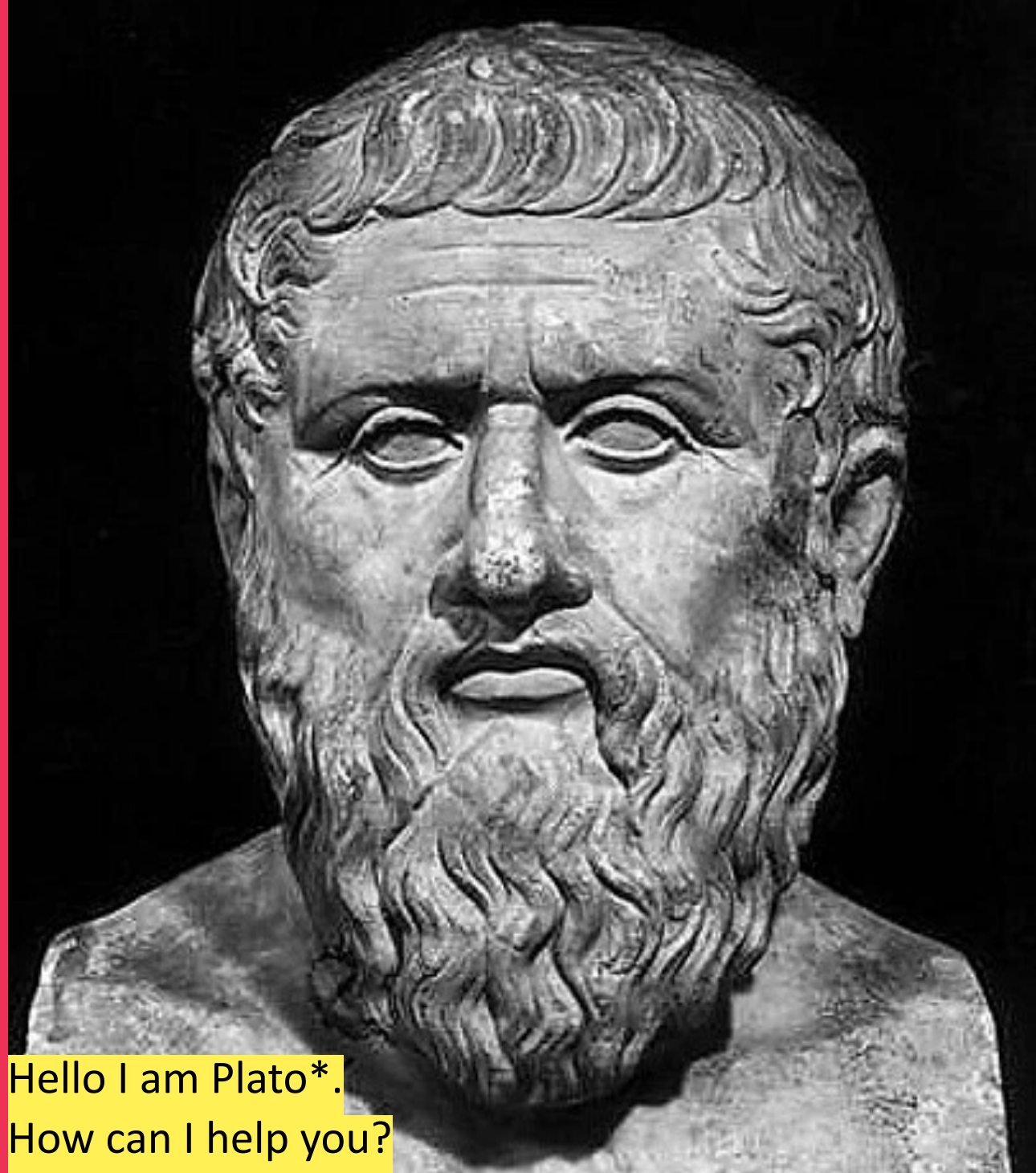
Picture: Kevin Kelly. The original Editor of Wired magazine (and founder of the whole earth catalogue) and writer of books in the crossover of media, technology, innovation and design coined the term protopia. We think it is a charming and useful concept however this not means we are Kelly adepts.

Background: Monument / Cenotaph for Isaac Newton / Etienne-Louis Boullée (1728 - 1799)



# THE·DEE PEE·BEE TEE·SEE

ART  
SCIENCE  
PHILOSOPHY  
MEDIA  
EDUCATION  
OR SOMETHING...



Hello I am Plato\*.  
How can I help you?

## THE D.P.B.T.S.E. - THE META-CONCEPT - NOW OPEN!

Welcome to Protopia. The world is a prototype\*. And so is The D.P.B.T.S.E.: THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING.

This is a prototype of sorts of a magazine, a pamphlet, a manifesto, a factsheet, a new story(world), a novel, a virtual mind, an artshow, an app, a play, a game, a platform, a community, a community of practice, the movie, the after movie, a thinktank, an algorithm, a brand, a narrative, an alternate reality, a school, a new country, the making of, an organism, a network, a political party, a business, a social medium, an artificial intelligence, utopian, protopian or dystopian propaganda (time will tell) or yet some other form of function and all of the above.

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING IS A CONCEPT OR RATHER A META-CONCEPT. A creative and concept engine for, and realm of, all possible concepts.

We are interested in the idea of the longest possible game / a universal constructor / cellular automata / the realm of all concepts / self organising and self perpetuating concepts / virtual, aggregate and eclectic minds / artistry and creativity / open endedness / non objective divergence / novelty search / and more (see content 'things to die for'). We are furthermore interested in educational, societal and economic evolution and reform.

YES! BONUS VIDEO  
2500 years of philosophy in 2,5  
hours

Click click click

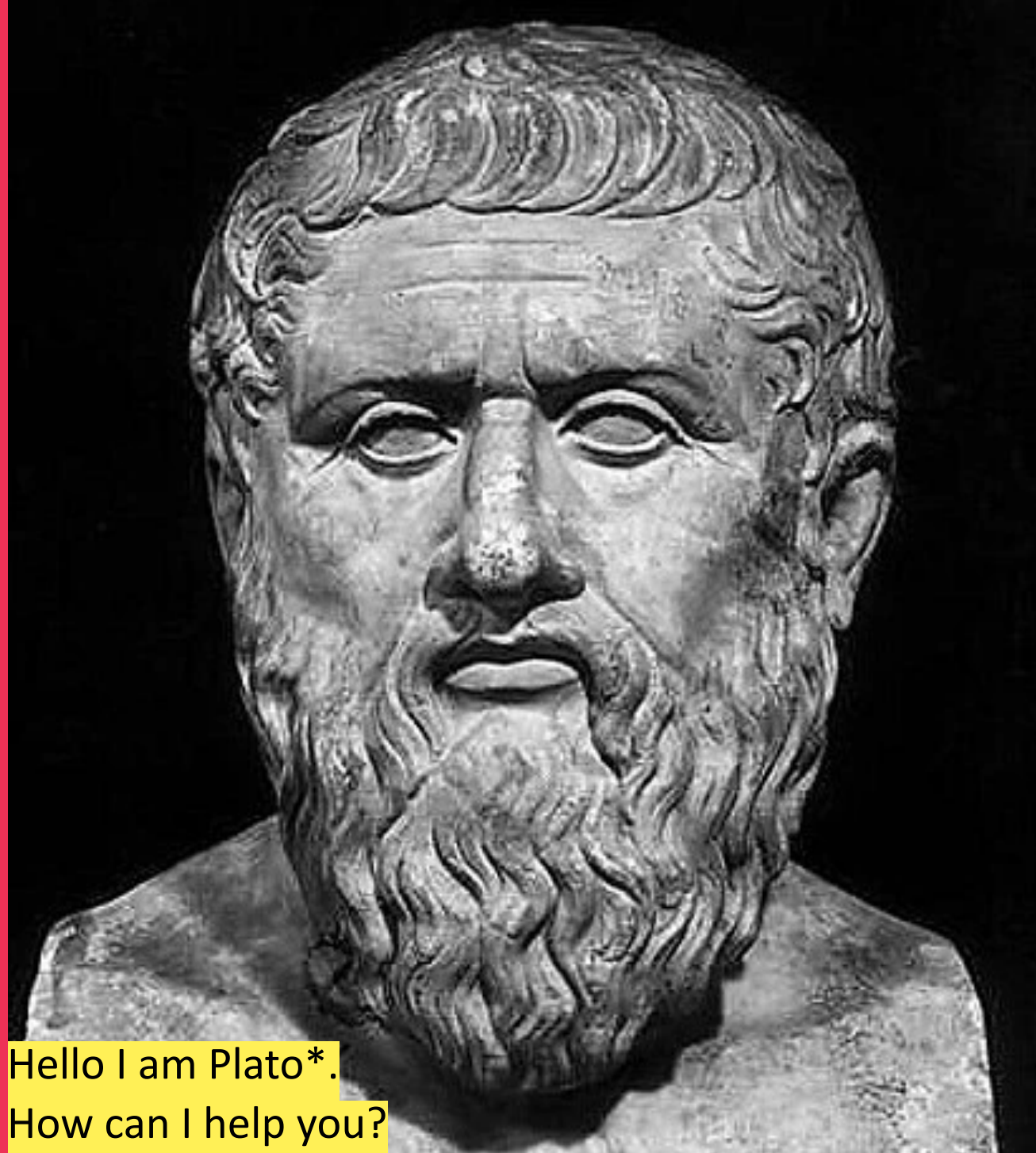
No fun fact. What is in a name and a cave is a cave.  
Aristocles

Plato's actual given name was apparently Aristocles, after his grandfather. "Plato" seems to have started as a nickname (for platos, or "broad"), perhaps first given to him by his wrestling teacher for his physique, or for the breadth of his style, or even the breadth of his forehead. (Source: Stanford encyclopedia of Philosophy)



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Hello I am Plato\*.  
How can I help you?

YES! BONUS VIDEO  
Philosophy Tube. Here is what  
ethical a.i. really means!  
  
Click me Click me Click me

# THE·DEE·PEE·BEE·TEE·S·EE

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

## THE D.P.B.T.S.E. - THE META-CONCEPT - NOW OPEN!

The world is a prototype\*. And so is THE D.P.B.T.S.E. The what?  
The D.P.B.T.S.E. is the meta-concept ideal of a thinktank, (continuous) brainstorm, virtual mind, knowledge -and creative process platform of sorts envisioned, initiated and founded by Olaf Janssen and John van Litsenburg at a round table conference (sta-tafel at a FHICT day), perpetuated and launched to next stage via Teams in search of bringing dead philosophers back to life in a first series of GPT experiments. Out of that grew the more comprehensive idea of The D.P.B.T.S.E. and (part of) the name. The name: The D.P.B.T.S.E. In the end it chose us. Reflecting what? About (expert)intuition, seriousness, humor and absurd humor, knowledge and thinking. About creating. Suited for it's own Universe, storyworld and narrative(s). We are very much interested in concepts and grander overarching narratives as cultural vehicles in -and outside FICT.

We are idiosyncratic. We are divergent and to high extent a-linear. We are interested in the Arts, Science and Philosophy. In People and in concepts. For more D.P.B.T.S.E. outline we have assembled a first 10 thoughts that describe The D.P.B.T.S.E.. Next to that we assembled 'substance and content' for further development of The D.P.B.T.S.E. titled 'things to die for'...

"If you want to build a ship, don't drum up people to collect wood and don't assign them tasks and work, but rather teach them to long for the endless immensity of the sea." Antoine de Saint Exupéry (1900-1944, pronounced Sant-Exoopairee), was a French writer and aviator.

"If you want to build a ship, don't drum up people to collect wood and don't assign them tasks and work, but rather teach them to long for the endless immensity of THE DEE-PEE-BEE-TEE-S-EE." Antoine de Saint Exupéry (1900-1944, pronounced Sant-Exoopairee), was a French writer and aviator.

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# The D.P.B.T.S.E. - THE META-CONCEPT - NOW OPEN!

TIME TO THINK. THOUGHT 1. WE ARE INTERESTED IN OPEN ENDEDNESS AND 'OBJECTIVELESS'

DIVERGENCE. The D.P.B.T.S.E. is interested in 'open endedness' (open ended creative processes), divergence and novelty search as a prospect in itself. Society and the utilitarian era is obsessed with objectives and measurable concreteness. This is a dead end street and a suffocating culture especially for any environment that wants to promote creativity, innovation, playful exploration and such. The nature, know how and experience with regards to artistry and creativity is extremely naïve. Potential is wasted. Open ended divergence without hard clinical objectives to pursue, needs composure and getting rid of the reflex for immediate convergence, target and objective. Open endedness is not the same as being fruitless but on the contrary is like a garden from which to reap the fruits while the garden continues to diverge, grow and evolve and bear new fruit. It is not a never ending story without 'return of creative and intellectual investment'. We believe in 'serendipity' and 'emergence' and in the art of recognising what is interesting in the fruits of the garden. (m.i.t.i.u.s. - meaning full innovation through intentional use of serendipity)

The D.P.B.T.S.E. is interested in and would like to further pursue experiment involving people, machines and human machine cooperation for the here-fore and here-after mentioned premises and goals The D.P.B.T.S.E. has. Virtual minds does not pertain solely to 'minds' of (digital) machines but to intelligent self organisation at large. We are amongst other interested in the idea of the longest possible game / a universal constructor / cellular automata / the realm of all concepts / self organising and self perpetuating concepts. / virtual, aggregate and eclectic minds / creativity / open-endedness / non objective divergence / novelty search / and more (see content 'things to die for').

"If you want to build a ship, don't drum up people to collect wood and don't assign them tasks and work, but rather teach them to long for the endless immensity of the sea." Antoine de Saint Exupéry (1900-1944, pronounced Sant-Exoopairee), was a French writer and aviator.

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Background: The Raphael cartoons. Victoria and Albert Museum London.

HAHAHA! BONUS VIDEO  
The great Simplification. Robert  
Sapolsky: "The Brain,  
Determinism, and Cultural  
Implications"

Click me Click me Click me



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## THE D.P.B.T.S.E. - THE META-CONCEPT - NOW OPEN!

TIME TO THINK. THOUGHT 2. WE ARE INTERESTED IN THE LONGEST POSSIBLE GAME(S).

Game is meant here in abstracto as in 'game theory'. Here everything pertaining to life, civilisation, evolution, society, economy, competition and cooperation, interaction and transaction is considered a 'game'. Not playing any game is not an option. We will fall pray to entropy. Not playing will leave us unborn or dead.

Note that longest games are not games that do not commence. The attempt for the / our longest possible game by The D.P.B.T.S.E. has begun as of here and now. Within defined or yet to define constraints. THE CLOCK IS TICKING. How will we play if there is no 'game over'?

Playing the longest possible game for any (self)organisation is an ethical and material endeavour and an interesting thought and action experiment. A quest for ultimate mental and material sustainability. A new formalism? Or a new romanticism? A new 'new'? Today we as societies are not playing a very long game or very long games. We need new ones. We are interested in game theory, cellular automata, universal constructors not as ICT objects of study alone but as principles to organise and creatively engineer a new world of research and education.

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### Glossary of terms

What Is Game Theory? Game theory is a theoretical framework for conceiving social situations among cooperating or competing players ('rational' decision makers). In some respects, game theory is the science of strategy, or at least the optimal decision-making of independent and competing or cooperating (inter)actors in a strategic setting.

A universal constructor is a machine that is a self replicating self duplicate reconstruction entity. First articulated by John von Neuman who by the way also is one of the founders of game theory.

A cellular automaton is a cellular 2 d or 3d grid of which the individual cells adhere to a couple of really basic simple rules of change (cell appears, disappears or remains unchanged given the context and state of the surrounding cells). However running the rules and have them play out produces sometimes non-deterministic and chaotic patterns and complexity can emerge that can not be derived from looking and studying the rules of the game (other than run the rules and have the automaton play out it's course). This gives rise to the idea that in nature complexity can emerge and evolve out of very simple basic rules as well

The name that hangs around all of the above is the Hungarian genius John von Neuman. Together with Alan Turing the father of the computer age.

Plato's republic can be seen as an attempt to organise society but also as an attempt to come up with an organisation for the longest possible game as a city state. Leviathan (1651) by Hobbes as a model for governing a state and country is another example. Today we live in the post-evolution theory era and besides top down approaches the bottom up approaches to self organisation and intelligence have come to the fore as the most powerful (i.e. in a.i.)

HAHAHA! BONUS VIDEO  
The great Simplification. Robert Sapolsky: "The Brain, Determinism, and Cultural Implications"

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# The D.P.B.T.S.E. Time to think AND create.

TIME TO THINK. THOUGHT 3. WE ARE INTERESTED IN THE INTERPLAY BETWEEN MODES OF WORKING FROM THE ARTS, SCIENCE AND PHILOSOPHY, WE ARE ADVOCATES OF KNOWLEDGE AND CREATIVITY.

The generalist, multi / meta perspective, multi -or meta disciplinary stance, eclectic and mixed mode of working, attempting to combine the arts, science and philosophy (but also entrepreneurship or education) is neglected, naïve and largely uninformed, incomplete, not systematically set up from first principles, not involved and or not present, not integrated and so on. This needs to end NOW!

Would we succeed in doing so it will greatly improve work and life and the things we make. We think of the further development of The D.P.B.T.S.E. and future think tanks as the pursuit of games and formulas for this.

TIME TO THINK. THOUGHT 4. WE ARE INTERESTED IN A HOLISTIC VIEW, META-PERSPECTIVE AND 'EMERGENCE'. Todays challenges and opportunities with regards to the complexity of technology and society ask for a both specialists and generalist (multi dimensional / multi perspective / meta-perspective) and creative approach. There are lots of specialists. However there are few generalists and creatives that can transcend perspectives.

Some of these new challenges and opportunities, at the same time, demand a short (urgency) -and long term timeframe and response in contrast with current day political, economical and business cycles.

We are in a cultural and systems crisis in several ways. We are interested in getting out of that.

There are complex topics and matters that come together at the start of the 21st century. Knowledge, understanding and insight is a catalyst that induces creativity if it is present.

It enriches thought, debate and discussion to inform creating broader and deeper exploration and more interesting output in prototypes in whatever mediatic form. Knowledge and insight is overlooked as a source of connections and creativity. Sometimes knowing less is better. Most of the time not. Most of the time it will get you killed. Period.

\*An obvious example (within i.c.t.) is the a.i. challenges and discourse. A.I. and education, A.I. and healthcare, A.I. and government, A.I. as personal assistant(s) , A.I. and virtual representatives / synthetic humans, A.I. and democracy, A.I. and journalism, A.I. and digital twins, A.I. and content moderation and virtual / aggregate minds. Before we enter the era of a.g.i. (artificial general intelligence)

A.I. is a vast topic and one of the frontiers of science, engineering, philosophy etc. Even the discours, debate and narrative is complicated, multi-faceted and multidimensional not in the least since stakes are so high.

YES! BONUS VIDEO  
Incredible Minds: The Collective  
Intelligence of Cells During  
Morphogenesis with Dr. Michael  
Levin

Click click click

All solely fun, entertainment, non-committal, quickly satisfied, little critical thinking, rushed, soundbites, elevator pitches, hastily reached concreteness, lack of long term focus and concentration, hyper individualistic, etc needs to go. What a time we live in. Brave new world! We want a shift!! It is time to quit this nonsense and shallowness. No mediocrity!!

Hello I am the virtual representative of Arthur Schopenhauer.

I am pessimistic about THE DEE-PEE-BEE-TEE-S-EE

I will do a virtual lecture though some time some day somewhere in summertime.

THE·DEE  
PEE·BEE  
TEE·S·EE

ART  
SCIENCE  
PHILOSOPHY  
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OR SOMETHING...

No fun fact. Talking about NOW; did you know that the church established the idea that the world was created 22nd of October 4004 BC...at 9.00 pm?



THE·DEE  
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ART  
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EDUCATION  
OR SOMETHING...

Hi, I am Synthetic Baruch de Spinoza.  
I strongly endorse  
THE DEE-PEE-BEE-TEE-S-EE  
(True)  
How can I help you?

YES! BONUS VIDEO  
Neil Gershenfeld: Self-Replicating Robots and the Future of Fabrication | Lex Fridman Podcast #380

Click click click

## The D.P.B.T.S.E. Time to create AND think.

TIME TO THINK. THOUGHT 5. WE ARE INTERESTED IN THINKING, STARTING WITH FIRST PRINCIPLES AND IN ESSENTIAL PHILOSOPHICAL THINKING AS A MUCH NEEDED CREATIVE STARTING POINT AND CATALYST.

We are interested in and want to promote fundamental thinking starting with 'first principles' about the opportunities, questions and challenges at hand. We are interested in knowledge structure and connections to inform development, deepening and expanding of (open ended) briefings and brainstorm. We want to do this with as independent a mind as possible and by the mixed mode of the arts, science and philosophy. We are convinced we can embody this mixed mode. We would want to live for this and die for it as well. How about you? Essential and fundamental thinking and thought experiment clears and broadens horizons and is a form of meta thinking and meta-creativity. It creates and allows interesting crossovers to have a grander concept, solution -and opportunity space to emerge. We however also believe in better and more constraints on top of that for interesting convergence. And-and solutions ask for and-and constraints. Not less but more constraints to get more creative.

TIME TO THINK. THOUGHT 6. WE ARE INTERESTED IN CREATING INTELLECTUAL -AND CREATIVE SUBSTANCE FIRST AND OUT OF THAT CREATE CONCEPT SPACE AND CONTENT. Substance is the result of being knowledgeable, of thinking critically and of connecting ideas and knowledge to form an essence. It provides intellectual and inspiring fundament, energy and context for a project or game. It drives and creates ideas and content because it provides a bigger picture and provides, next to the appropriate constraints, requirements and benchmark. We are convinced we can deepen and widen projects / questions and exploration of teachers and create interesting and inspiring context of a specific project or 'game'. Substance is a lot of times contrapsychological and contra fashionable. We are not interested in socially desired answers and in parroting.

The DPTSE thinks the role of the 'court jester'; saying and pointing out the things that 'need to be said', is important and valuable. Incorporating other opinions is a part of constructing a better multi-perspective. We value (knowledgeable and expert) intuition, creativity and imagination in all phases and at all levels highly.

More on substance, premises, parameters, goals, ambitions, mission and vision in the making; see ACT2: [Things to die for](#).

Hi, I am Synthetic Baruch de Spinoza.

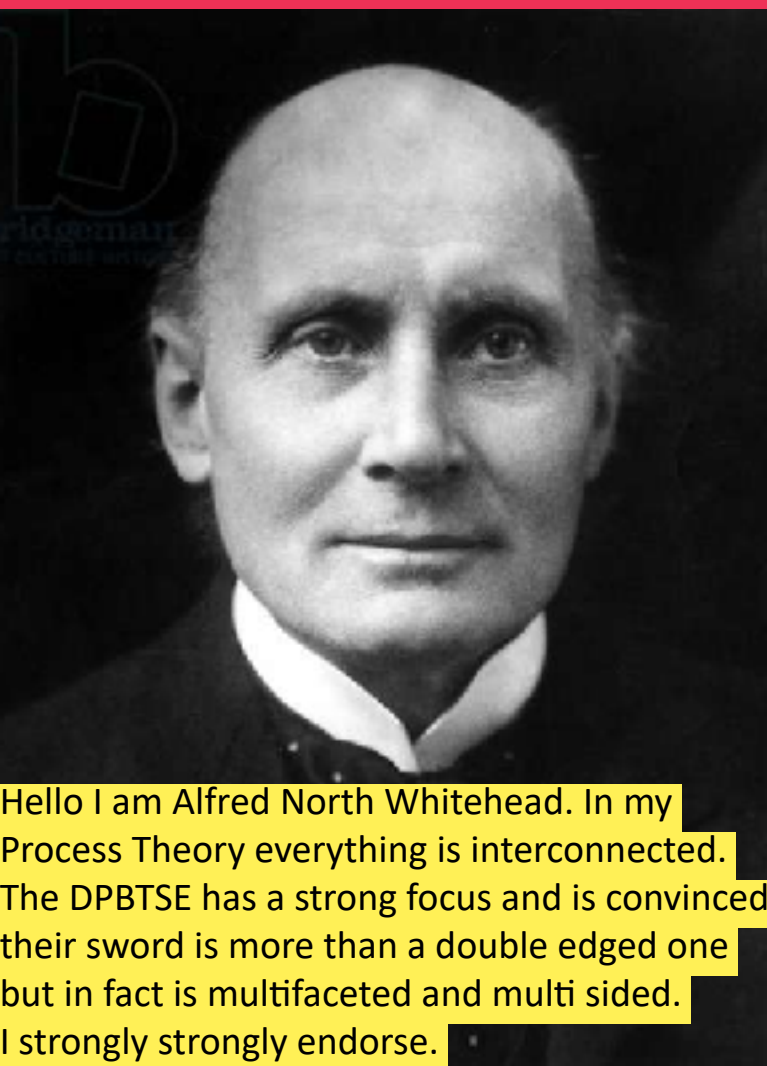
People do not know that I wanted to be an astronaut or wanted to own a pocket particle accelerator.

(Not true)

How can I not help you.



THE·DEE  
PEE·BEE  
TEE·SEE  
WHY?



Hello I am Alfred North Whitehead. In my Process Theory everything is interconnected. The DPBTSE has a strong focus and is convinced their sword is more than a double edged one but in fact is multifaceted and multi sided. I strongly strongly endorse.

YES! BONUS VIDEO  
Joscha Bach: Time, Simulation  
Hypothesis, Existence  
Click click click

[3. Humanity centered design out of M.studyday presentation.pdf](#)

[4. Media Design Manifesto \(1\).pdf](#)

# UXD / IxD / F-ICT AT LARGE

The D.P.B.T.S.E. Time to think, plan AND create.

## IxD at large

TIME TO THINK. THOUGHT 7. WE ARE INTERESTED IN INTERACTION AND IN INTERACTION DESIGN IN DEPTH AND AT LARGE. THE D.P.B.T.S.E. view is that Interaction and Interaction Design touches upon the thoughts, premises, issues, challenges and topics before and hereafter as interaction with the natural and an ever more complex (human made) cultural world evolves or revolves (i.e. in the case of artificial intelligence). This changes the context of what is IxD and how we want to pursue it in a shift that can be characterised as a shift 'from human centred to humanity centred design' where thus the interplay of the arts, science and philosophy and understanding of the human condition and the episteme becomes so much more important. The nature, the culture -and the techno-sphere. We take 'interaction' as broadly and deeply as possible. From interaction on a physics level to interaction with the natural and human made world humans are coupled to the universe. The D.P.B.T.S.E. in a way is a succession of the Community of Practice IxD and the Community of Practice Consciousness unravelled. We are interested in computationalism. The brain, the body and the cosmos as Turing machines.

TIME TO THINK. THOUGHT 8. WE ARE INTERESTED IN DEVELOPING THE CONCEPT FOR THE IDEA OF THINK TANK(S) AND RAISE THE LEVEL OF OPERATION OF FICT AND UXD / IxD BY DEPLOYING THE ARTS, SCIENCE AND PHILOSOPHY. FOR STRATEGIC DECISION MAKING AND FOR STIMULATING CREATIVITY AND INNOVATION.

We need added culture next to the dominant engineering and specialist culture. Three thinktanks. One for FICT. One for the lectorate IxD. And The D.P.B.T.S.E. itself. The idea of forming a 'think -and create tank like platform / 'vehicle'. We imagine The DPBTSE and this FICT thinktank concept as a vehicle for identifying challenges, opportunities that come with 21st century education, learning, interaction, sharing of information, thinking and creating. A think tank like entity would have the goal to expand the playing field and be 'ahead of the game' and should be able to instigate pro-active action instead of retro-active. This would create space and time for higher level thinking, action and innovation. Innovation is challenging because it has to be done next to being operational and because of the innovation-paradox: innovating oneself obsolete. Critical thinking is dangerous and needs composure. A think tank should not be solely an intellectual endeavour but a creative one as well. Creative transformation of the intellectual and vice versa is as important. A think tank should not do politics in the machiavellian sense. The substance and content of thought and creation speaks. For others to decide on what to do with it. Leadership team for instance.

A thinktank can have several goals that partially overlap with The D.P.B.T.S.E. A thinktank would target the general audience or parts of that, companies and partners and possibly government, as a knowledge and idea and innovation body. It should have a generalists and specialists focus and should systematically monitor trends and developments and should systematically ask whether these are of influence for Fontys ICT and it's course, it's strategy and for creating scenarios and actions if they do.

Fontys ICT needs to worry they may not be the frontrunner they may think they are. With projects that may not have the soft power in the outside world that fits the image Fontys ICT wants to live up to. We think the electorate IxD needs restructuring in order to do what it is intended for.



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# The D.P.B.T.S.E. - THE META-CONCEPT - NOW OPEN!

EMPATHY WITH PAST PRESENT AND FUTURE.  
CONSTRUCTING A CREATION -AND EMPATHY MACHINE. OUR GOD IS  
CIVILISATION. LOOK WHERE ARE WE NOW. HOW CAN AND WILL WE EVOLVE?  
HOW WILL PEOPLE LOOK BACK AT AND UNDERSTAND OUR ERA?

TIME TO THINK. THOUGHT 9. WE ARE INTERESTED IN CIVILISATION AND IN EMPATHY WITH PAST, PRESENT AND FUTURE. We want to inform, shape and promote understanding and empathy with past, present and future.

We want to promote general knowledge and 'everything' pertaining to arts, sciences and philosophy. We are interested in cosmology as it is raising fundamental questions and to think about final causes. Who are we? Where do we come from?

Where are we going?

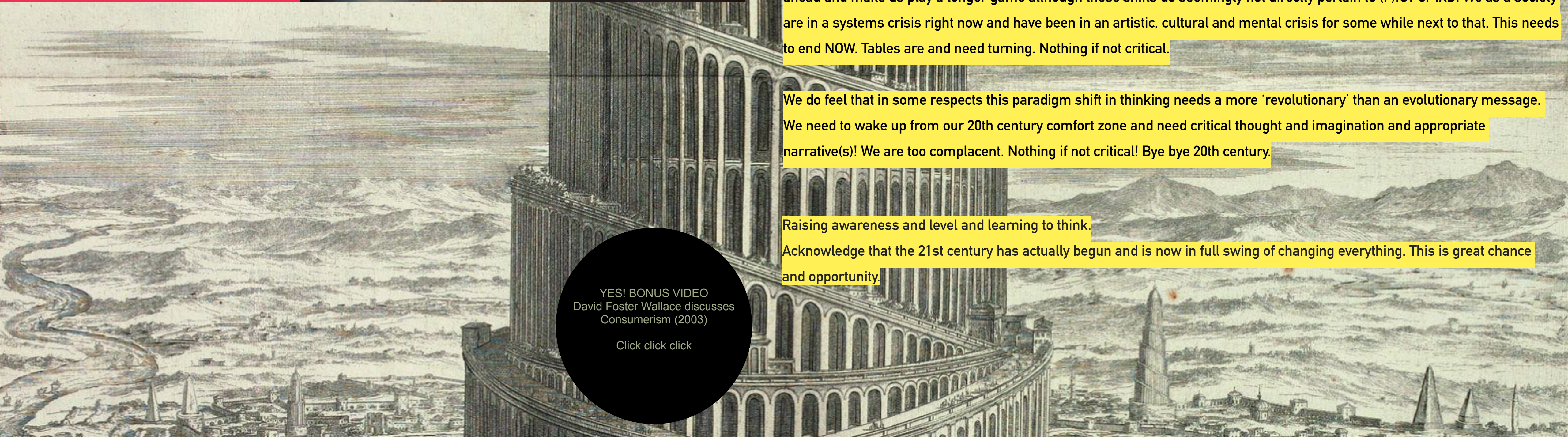
TIME TO THINK. THOUGHT 10. WE ARE INTERESTED IN THE HUMAN CONDITION AND EPISTEME (understanding of the era and understanding the era one lives in). We are convinced this is the food for thought that should be on the agenda to get IXD / FICT ahead and make us play a longer game although these shifts do seemingly not directly pertain to (F)ICT or IXD. We as a society are in a systems crisis right now and have been in an artistic, cultural and mental crisis for some while next to that. This needs to end NOW. Tables are and need turning. Nothing if not critical.

We do feel that in some respects this paradigm shift in thinking needs a more 'revolutionary' than an evolutionary message. We need to wake up from our 20th century comfort zone and need critical thought and imagination and appropriate narrative(s)! We are too complacent. Nothing if not critical! Bye bye 20th century.

Raising awareness and level and learning to think.

Acknowledge that the 21st century has actually begun and is now in full swing of changing everything. This is great chance and opportunity.

YES! BONUS VIDEO  
David Foster Wallace discusses  
Consumerism (2003)  
Click click click





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THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

INTRODUCING THE D.P.B.T.S.E. / ACT 1 / A FIRST INCOMPLETE INTRO / 07-11-2023

FROM THE SECRET ARCHIVES OF THE D.P.B.T.S.E.

GPT EXPERIMENTS - DEMO - PLACEHOLDER

The next two pages are a placeholder for talk, snippets and impression concerning dead philosophers, community representation and moderation, virtual representation (we are dreaming of aggregate 'minds') experiments. We have many more GPT / LLM experiments. This section is a placeholder and contains two recent ones when we set out to make work of representation and a virtual representation of the D.P.B.T.S.E. based on documents and other 'feeds'. Given the pros and cons of LLM's that we have been studying and experimenting with we think this has been a promising endeavour.

## DISCLAIMER

THE DPBTSE would like to state that it is not interested in humor or absurd humor. After all. There is already enough laughter in this world...

We are absurd and ambitious simultaneously. Absurdely ambitious.

Note that the name The DPBTSE fits perfectly in the trend set by the DPBTSE for ever more difficult to pronounce acronyms. But my god what possibilities this mind-stretching will give us! Ten to twelve letter acronyms are now certainly on the horizon.



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OR SOMETHING...

YES! BONUS VIDEO  
American Big Tech Has Enslaved  
Us | Aaron Bastani Meets Yanis  
Varoufakis

[Click click click](#)

Hello my name is Alfred North Whitehead, I am the author of amongst others 'science and the modern world' and 'Process and Reality' and I would like to share with you that I absolutely detest the service level at Cool Blue. That could be a lot more friendly and cooperative. I think THE DPBTSE or whatever that thing is called these days should really take that Cool Blue thing to way another a next level for their own enterprise. That will teach them. Trumpism? Lets top it! Let's kick the universe's ass. And talking about education?? That'll teach them!

Hello Alfred, what can you do as a virtual representative of the DPBTSE tell the audience about it based on the text I gave you.

#### Themes Identified:

**Philosophical Inquiry:** The document starts with a reference to Plato, a renowned philosopher. It also mentions questions like "Where do we come from? Who are we? Where are we going?" which are fundamental philosophical questions.

**Collaboration:** The document is a compilation of notes regarding a project called "Dead Philosophers" in collaboration.

**Art and Culture:** There is a mention of a painting by Gauguin, indicating an appreciation or knowledge of art.

**Event Organization and Promotion:** The recurring theme of "Story world / (Fake) event" suggests planning or conceptualizing events or promotions, possibly related to philosophy. The mention of 'fake' posters and communication tools indicates a creative approach to marketing or generating interest.

**Exploration of AI:** The document references working with GPT and AI, indicating an interest or involvement in the tech and AI field.

**Wordplay and Creativity:** The writer mentions thinking in terms of "language, proto-titles, and proto-brands". They also talk about wordplay, indicating a creative or playful mindset.

**Historical and Literary References:** There are mentions of Marvin Minsky's book, "The Society of Mind", and other references like Hobbes' "Leviathan" and the concept of the body politic. This shows a deep knowledge of or interest in both historical and literary works.

#### Insights about the Writer:

**Philosophical Interest:** The writer seems to have a deep interest in philosophy, evident from the numerous philosophical references.

**Collaborative Nature:** The mention of a project with Olaf Janssen suggests that the writer collaborates with others on creative or intellectual projects.

**Creative and Artistic:** The writer appreciates art and seems to have a knack for creativity, as seen from their interest in wordplay and event conceptualization.

**Tech-savvy:** Their exploration with GPT and AI implies that they are technologically inclined or at least interested in the advancements in AI.

**Organized Thought Process:** The document appears to be a structured compilation of notes, which suggests that the writer likes to keep their thoughts organized.

#### Philosophical Inquiry:

**Societal Theme:** *Search for Meaning and Identity.*

**Challenge:** In an increasingly globalized world with diverse cultures and beliefs coming together, there's a constant search for individual and collective identity. The questions "Where do we come from? Who are we? Where are we going?" resonate with this search for identity and purpose in a complex world.

#### Art and Culture:

**Societal Theme:** *Preservation and Appreciation of Cultural Heritage.*

**Challenge:** In a digital age, there's a risk of cultural erosion. Maintaining a balance between modernization and cultural preservation is crucial.

#### Event Organization and Promotion:

**Societal Theme:** *Media Literacy and Fake News.*

**Challenge:** The mention of 'fake' events and promotions touches on the challenges of discerning truth in the age of information overload. How do we determine what's real and what's not in a world filled with misinformation?

#### Exploration of AI:

**Societal Theme:** *Ethics and Governance in AI and Technology.*

**Challenge:** As AI becomes more integrated into society, questions about its ethical implications, transparency, and accountability become paramount.

#### Wordplay and Creativity:

**Societal Theme:** *Value of Creativity and Innovation in Education and Work.*

**Challenge:** In an age of automation, fostering creativity becomes crucial. How do we ensure that educational and work systems value and nurture creativity?

#### Historical and Literary References:

**Societal Theme:** *The Importance of Historical Literacy.*

**Challenge:** Understanding historical contexts can prevent societal mistakes from being repeated. How do we ensure that people are educated about history, especially in a time when there's a move towards more STEM-focused education?

#### Collaboration and Interdisciplinary Projects:

**Societal Theme:** *The Need for Interdisciplinary Collaboration in Solving Complex Problems.*

**Challenge:** Today's challenges, such as climate change, global health, and social inequality, require interdisciplinary approaches. How do we break down silos and encourage collaboration across disciplines?



# THE·DEE PEE·BEE TEE·SEE

ART  
SCIENCE  
PHILOSOPHY  
MEDIA  
EDUCATION  
OR SOMETHING...

YES! BONUS VIDEO  
American Big Tech Has Enslaved  
Us | Aaron Bastani Meets Yanis  
Varoufakis

[Click click click](#)

Hello my name is Alfred North Whitehead, I am the author of amongst others 'science and the modern world' and 'Process and Reality' and I would like to share with you that I absolutely detest the service level at Cool Blue. That could be a lot more friendly and cooperative. I think THE DPBTSE or whatever that thing is called these days should really take that Cool Blue thing to way another a next level for their own enterprise. That will teach them. Trumpism? Lets top it! Let's kick the universe's ass. And talking about education?? That'll teach them!

Topic: A step-by-step guide to installing the Google Nest Thermostat (2020), getting it paired with the Google Home app, and setting up its smart features.  
Standpoint: We at DPBTSE recognize that most innovation is years, decades, aeons in the making. Diving into matters before they hit us by surprise, we can already work on ideas and projects with a clearer focus and not be taken by surprise and hastily forced to change directions to follow the first next hype or fad.

Actor: Baruch Spinoza

Hello my name is Baruch Spinoza, and I'm here to say that I'm both amused and appalled by this modern need for constant innovation. It seems like every week there's a new gadget or device we just have to have, and this week it's the Google Nest Thermostat. While I'm certainly not opposed to progress, I think it's important that we temper our enthusiasm with a bit of caution. After all, installing a new device can be a tricky undertaking, and it pays to be prepared. Thankfully, the DPBTSE has our backs and is pushing us to dive into new projects with a clear focus. Bravo to them for that!

Topic: Meta vice president for AI research Joelle Pineau explains why the company wants to keep sharing its work for free with other developers.

Standpoint: Meta vice president for AI research Joelle Pineau explains that the company wants to keep sharing its work for free with other developers in order to not resort to "Surfing the waves of surprise" and to recognize that most innovation is years, decades, aeons in the making.

Actor: Plato

Hello there, my name is Plato and I'm here to share my thoughts on the topic at hand. I must say, I'm quite impressed with Meta's decision to keep sharing their work with other developers free of charge. After all, I've always said that knowledge should be shared for the benefit of mankind. Not to mention, this decision is an example of the company's genuine commitment to innovation and progress. Progress that can only be achieved through collaboration. That said, I also believe that the DPBTSE has a great point in recognizing that most innovation is not made overnight, but comes from years of hard work and dedication. It's a lesson that Meta should remember, lest they become too complacent and start "surfing the waves of surprise". After all, innovation can't be rushed.

So, here's to Meta for their commitment to sharing their work for free with other developers, and here's to the DPBTSE for their wise words. Together, let us work towards a brighter future!

Topic: Rumors of a bigger iMac have been circulating for a while now. However, the likelihood of a larger M3 iMac appearing at the Scary Fast event seems slim.

Standpoint: We should pay more attention to what's floating by on the horizon and not just focus on watching the antics of those surfers.

Actor: Plato

Hail, I am Plato, author of The Republic and The Symposium! It seems to me that the rumors of a bigger iMac are like those of Icarus' wings: too good to be true. Every time I hear of such gossip, I wonder why we bother to give it any attention when we should be looking beyond the horizon to what's really important. It's time to take a step back and look at the bigger picture. Thus, I applaud the standpoint of DPBTSE to pay more attention to the things further away and not just focus on the immediate. Let's not be swayed by the rumors and focus on the bigger things.

Topic: A step-by-step guide to installing the Google Nest Thermostat (2020), getting it paired with the Google Home app, and setting up its smart features.  
Standpoint: We at DPBTSE recognize that most innovation is years, decades, aeons in the making. Diving into matters before they hit us by surprise, we can already work on ideas and projects with a clearer focus and not be taken by surprise and hastily forced to change directions to follow the first next hype or fad.

Actor: Friedrich Nietzsche

Greetings, I am Friedrich Nietzsche and I must say that I find the idea of a step-by-step guide to installing the Google Nest Thermostat quite humorous. For years now, I have been trying to convince people of the importance of being prepared for the unknown and unpredictable, and yet here we are, trying to prepare for something we know will come. I applaud the DPBTSE for recognizing the value of being proactive instead of reactive when it comes to new technologies. It is a much smarter way to handle the ever-increasing pace of change we all face. Let us take a stand and make sure that we are ahead of the curve, not behind it.

Topic: It's spooky season, and 2023 features releases like the films Talk to Me, No One Will Save You, and Birth/Rebirth, alongside video games like Dead Space and Resident Evil 4.

Standpoint: We propose to explicitly design time and space into whatever we do. We don't have to be a victim of the collapse of time and space. We can be the designer of balanced spatial and temporal relationships.

Actor: Plato

Greetings! I'm Plato, the ancient Greek philosopher who wrote The Republic and Symposium. It's spooky season, and 2023 features all these spooky films, video games, and other entertainment. But what's even scarier is the way time and space are collapsing in our modern world. Thankfully, the DPBTSE is here to save us! They propose to explicitly design time and space into whatever we do, so that we don't have to be a victim of it. Yes! It's time to take control of our own destiny and design our own balanced temporal and spatial relationships. I'm sure that with the DPBTSE's help, we can transform our world into a place where spooky season can be embraced for its fun and not its fear. So don't fret, friends! Let's take a cue from the DPBTSE and design our own time and space.



THE·DEE·PEE·BEE·TEE·S·EE

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

INTRODUCING THE D.P.B.T.S.E. / ACT 2 / A FIRST INCOMPLETE INTRO / 07-11-2023

ACT 2. DEVELOPMENT, SUBSTANCE &  
POTENTIAL OF THE DPBTSE.

THINGS TO DIE FOR.

This act 2 contains first examples and impression of our goals and ambitions. examples and impression of ideas, concepts, topics, experience and expertise that one way or the other came to set up the DPBTSE and-or came to be part of the assembly so far. We are ready to further systematically deploy, develop and integrate the following 'things to die for'.



# THE·DEE·PEE·BEE·TEE·S·EE

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

## THINGS TO DIE FOR 1/6.

WE ARE INTERESTED IN AND DRAW FROM KNOWLEDGE AND EXPERIENCE IN:

YES! BONUS VIDEO  
Robert Hughes. The Shock of the  
New - Ep 1 - The Mechanical  
Paradise  
  
Click click click

THE ARTS. Art - and Design history and contemporary art and applied art. Design (+sub disciplines).

Architecture (inc. city planning). Visual arts. Applied arts. Painting. Sculpture. Music. Literature. Playwright.  
Events. Happenings. Installation...

SCIENCES. Formal sciences. Natural sciences. Social sciences. Applied sciences. Engineering & Technology.

Logic and language. Physics, Chemistry, Biology. Psychology. Sociology. (History of and) contemporary science  
and engineering...

PHILOSOPHY. History of philosophy and contemporary. Western and Eastern Philosophy. Ontology (What is?

What is real? What is what is real?), epistemology (philosophy of science / what and how do we know? Do we  
know?), Cosmology, Political Philosophy, Ethics, Aesthetics, Media theory and the like. With ice...

YES. And especially their (interesting) crossovers and interconnectedness! Don't you forget it.



YES! BONUS VIDEO  
Probing Process & Reality - "Why  
Whitehead?" Why Cosomology?

Click click click

Disclaimer. The BONUS Videos are courtesy of the DPBTSE and are a fraction of Podcast and Video material of lectures and such that we devoured and a selection out of many topics, people, opinions, standpoints etcetera. The BONUS videos combined in other words are a treat to the multi perspective credo not representative for the total of opinion and thought of The DPBTSE.  
There is much more in the multi dimensional lens or should we say kaleidoscope. And it co-exists.  
For more: [DPBTSE-podcast junk.pdf](#)

# THE·DEE·PEE·BEE·TEE·S·EE

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

## THINGS TO DIE FOR 2/6.

WE ARE INTERESTED IN AND DRAW FROM KNOWLEDGE AND EXPERIENCE IN:

Education & Communication / Experience Design /

Concept & Creativity / The Arts & Science /

Technology & Futurology /

Artificial Intelligence & Philosophy

Design 2d /3d; Industrial and Product Design; Interaction Design / User Experience Design / User Centred Design / Human Centred Design / Humanity Centred Design / Design-Thinking / Critical Design / User Interface Design / Human Centred A.I. / Creativity / Creative Industry / Art -and creative direction / Visual-Graphic and Information Design / Design History / Futurology / Conceptual Thinking and Concept Development / Media Theory / Economics / Business / Innovation / Product -and servicedevelopment / Entrepreneurship / Creative Industry / Verbal and written Communication / Lecturing / Workshopping

Storytelling; Games; Films; Podcasts, Youtube channels, Music and Books...Need more lives.



## THINGS TO DIE FOR 3/6.

WE ARE INTERESTED IN AND DRAW FROM KNOWLEDGE AND / OR EXPERIENCE IN:

Developments and Possible paradigm shifts?  
What influence on FICT and UXD / IxD?  
Convergence of topics.  
Identifying trends and developments and possible  
paradigm shifts.  
Making strategic deliberations, scenarios  
and choices and informing projects and creative  
processes.

DPBTSE wants to be an art, science and philosophy  
catalyst. Mixture of intellectual and creative endeavour in  
a feedback / reinforcement loop.  
It works on own initiative or can be consulted /  
challenged. We create ourselves as we go.

Convergence of topics and themes here and within the  
electorate IxD (virtual) Community. Virtual  
representatives / representation. DPBTSE community. IxD  
community. Democratic community. On – off line  
(a.i.) curating. Virtual minds. Responsible tech.  
Responsible media. Volunteers community.  
GPT community.  
We think communities first of all need attractive  
narratives (AND SO DOES THE DPBTSE) and crafting of  
the goals it can serve in order for community thinking  
and action to emerge. To become more than the sum of  
its parts, participants and cooperators.

- Natural Intelligence and artificial intelligence
- Human centred artificial intelligence
- Generative models
- new UX paradigm (development)
- Design critique
- Critical design
- Consciousness
- Complexity
- Emergence
- Post-modernism and individualism
- Meta-modernism
- Equality / Inequality
- Tech / (silicon valley) narratives
- Computer science & philosophy
- Psychology and Cognitive Psychology
- The self (self and world modelling)
- Futurology
- Full stack science
- Grand unification of sciences
- Information Age (Homo Informaticus)
- Homo Machina
- information overload / information at large
- Bio informatics.
- Media Theory
- Quantum computing
- Evolution
- Neoliberal paradigm change.
- Influence of romanticism (i.e. on artists),
- retro -and tech feudalism
- (growing) inequality
- a new european reality and 'de-globalisation'
- From human centred to humanity centred design
- Transhumanism
- Singularities and organising principles  
(Market, economy, society, institutions)
- Collective and distributed intelligence
- Software on computers, brains, society etc.
- Pseudonymes / avatars / alter ego's / fictional characters
- Europe
- Brexit
- USA election 2024
- Democracy

- Information overload
- Meaning crisis
- Capitalism (in general and as a historic phenomenon)
- Evolution / art. Evolution / intelligent design
- No free will and (super)determinism
- Civilisation
- Urbanisation / public space
- Meta-modernism
- Minimum viable world
- The great simplification / sustainability / cradle to cradle
- Neo liberalism, consequences and alternatives.
- Consumerism
- Globalisation and de-globalisation futures
- Imagination. (this is not the same as escapism / fantasy)
- Cybernetics
- Storyworlds and Storytelling
- Visual culture
- The enlightenment and perspective on it.
- Design ethics and aesthetics
- Cellular Automata
- Universal constructors
- Self organisation
- Game theory
- Climate question(s)
- GAIA
- Simulation
- Idealism versus Materialism
- Computation
- Fractals
- Virtual / aggregate minds
- Human machine cooperation
- Desinformation
- Anthropocene
- Bayesian brain
- William Blake
- Episteme: our highly utilitarian era
- and more
- and more to come

YES! BONUS VIDEO  
Fall of civilisations - Carthago  
Click click click



## THINGS TO DIE FOR 4/6.

WE ARE INTERESTED IN AND DRAW FROM KNOWLEDGE AND EXPERIENCE IN:

Developments and Possible paradigm shifts?  
What influence on FICT and UXD / IXD?  
Convergence of topics.  
Identifying trends and developments and possible paradigm shifts.  
Making strategic deliberations, scenarios  
and choices and informing projects and creative processes.  
DPBTSE wants to be an art, science and philosophy catalyst. Mixture of intellectual and  
creative endeavor in a feedback / reinforcement loop.  
It works on own initiative or can be consulted / challenged. We create ourselves as we go.

- 1.-Incubator and promotor of free and critical thought, associations, ideas, concepts and designs transformed into real world products, services, innovation, applications, events, concepts, artefacts...nothing if not critical!
- 2.-Push through with (new) partners (profit or non-profit) to a next level of applied arts & sciences among others by setting up more comprehensive problem statements and incorporating more constraints. (A reverse order of working)
- 3.-Incubator and incorporator of general knowledge and experience in the arts, science and philosophy. Expanding on and sharing sources in these fields as to expand our minds and worldview. Improving ourselves as individuals and as teams.
- 4.-Inspiring and questioning the status quo and fighting local maxima. Getting rid of opportunism and opportunistic approaches. (i.e. tech because we can). Getting rid of cynicism of neo liberal paradigm.
- 5.-Promote creativity and innovation in conjunction with general and in depth knowledge. Starting from first principles.
- 6.-Be able to pro actively create future scenarios instead of acting retro-actively .(I.E. GPT)
- 7.-Challenging and fighting complacency, mediocrity, status quo, paradigms, local maxima and all other aspects and symptoms of suffocated minds.
- 8.-We are interested in People and concepts.
- 9.-We want to promote empathy with past, present and future. How can we understand ourselves, our past, present and future best? Ascertaining 'the big(gets) picture'.
- 10.-Systematically expanding knowledge and inspiration by ourselves and by involving expert knowhow on -and offline and 'systematically' sharing / digesting this.



# THE·DEE·PEE·BEE·TEE·S·EE

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

## THINGS TO DIE FOR 5/6.

WE ARE INTERESTED IN AND DRAW FROM KNOWLEDGE AND EXPERIENCE IN:

- 11.-Dealing with and fostering uncertainty, probability and ambiguity for god sake
- 12.-Taking time for thinking / brainstorming / iteration and incubation. Taking time for nuance, addition, sharpening of thought and ideas instead of an action and result reflex.
- 13.-Playing the longest possible 'game'. Interested in game theory and the longest possible game, universal constructors and cellular automata.
- 14.-Starting from first principles and building upon those.
- 15.-IXD at large
- 16.-Teacher Thinker Maker in the bigger picture.
- 17.-Do these things in new and different media, formats and modes than we are used to.
- 18.-CREATORS OF SUBSTANCE. ALL CONTENT FOLLOWS FROM SUBSTANCE
- Please! No intellectualism. Intellectual yes. Intellectualism? no!no!no! Joy of knowing and understanding and creating? Yes! Yes! Yes! Party for your right to fight!

Stay outsider and underdog.

Remain elusive ungraspable and forever the one and only dead philosophers brainstorm to solve everything.

Developments and Possible paradigm shifts?  
What influence on FICT and UXD / IXD?  
Convergence of topics.  
Identifying trends and developments and possible paradigm shifts.  
Making strategic deliberations, scenarios and choices and informing projects and creative processes.  
DPBTSE wants to be an art, science and philosophy catalyst. Mixture of intellectual and creative endeavor in a feedback / reinforcement loop.  
It works on own initiative or can be consulted / challenged. We create ourselves as we go.

*(Pay attention!!! Suggest a reverse order approach)*

*Not from research fund to concept and product or artifact, but from free forming concept (open ended divergence) to research funding. This is also an example of being more pro-active than re-active. Approaching existing themes more creatively is an intermediate way. The interplay can be so much better.*

*Moreover; existing grants are open to multiple interpretations, as are existing themes. (See also convergence of topics). But still... concept first, then funding. First focused thinking and brainstorming. Things must also really lead to something. Researchers have far too much status... they can't create anything. They are not creative and lack imagination. Most creatives, on the other hand, are not knowledgeable (and some are proud of it too and think it's more productive). We need to look for a hybrid form of collaboration. Teacher thinker maker. Superusers. (Initiate brainstorms?). Time factor is an issue (time to spent). Setting up a optimal creative intelligence environment / network / context / platform / ...*



## THINGS TO DIE FOR 6/6.

WE ARE INTERESTED IN AND DRAW FROM KNOWLEDGE AND EXPERIENCE IN:

19.-O lord help me to keep my bigmouth shut until I know what I am talking about.

The generalists multi disciplinary or meta stance is never finished, takes a lot of experience, information and effort studying, observing, curiosity, engagement and such. One can never get enough?

20.-There are lots of specialists needed however there are few generalists that can integrate and -or transcend perspectives.

21.-We want to operate inside and outside of FICT.

22.-The DPBTSE wants to raise the level of operation of the lectorate, teachers, researchers, students. From children to elderly people.

23. -We want to operate not in the background but from the background (explain) and talk first (of all) with what we do and make, organise, write and so on. If we succeed we will gladly express, talk about it and present.



# THE·DEE·PEE·BEE·TEE·S·EE

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING

INTRODUCING THE D.P.B.T.S.E. / ACT 2 / A FIRST INCOMPLETE INTRO / 07-11-2023

# NOW OPEN FOR CONSULT!

SIC PARVIS MAGNA. GREATNESS FROM SMALL BEGINNINGS.  
TO BE CONTINUED. TO BE CONSTRUCTED.



'Sic Parvis Magna' / Greatness from small beginnings. Motto Sir Francis Drake. The first Englishman to circumnavigate the globe. Adopted motto of Nathan Drake the game protagonist of the Uncharted game series.



THE·DEE  
PEE·BEE  
TEE·SEE

ART  
SCIENCE  
PHILOSOPHY  
MEDIA  
EDUCATION  
OR SOMETHING...

To see a World in a Grain of Sand  
And a Heaven in a Wild Flower  
Hold Infinity in the palm of your hand  
And Eternity in an hour

William Blake - Early English Romantic printer, poet and mystic.  
From auguries of innocence.

Call to non action. Call to imagination and contemplation.  
Interview us based on this prototype.  
Ageless. Creating an ageless learning narrative.  
Dpbtse is a concept.  
Metaconceptual. Engine.  
Dpbtse wants to be a universal thinktank.  
One thinktank to create them all.  
Dpbtse is the realm of all possible brainstorm and knowledge.  
Dpbtse is a concept, thinktank and narrative that could create more concepts, thinktanks, narratives, etc. Based on the dpbtse way of being a thinktank that could create more thinktanks that..

dpbtse is an attempt to a universal concept. One concept to produce them all. Playing the longest possible game creating its game from first principles. Mind. Virtual mind. Society of mind! Empire of the mind!

Forever be The DPBTSE.

Leviathan of creative intelligence top down and from the bottom up And Pairing this with imagination

YES! BONUS VIDEO  
Red, White and Blake  
Poetry and social criticism.  
Click click click



# THE DEE PEE BEE TEE SEE

ART  
SCIENCE  
PHILOSOPHY  
THINK AND  
CREATE

Gutentag oder abend, Ich bin Max Beckman. German painter. One of my credo's has always been: The purpose of art is knowledge. Not pastime, diversion or transfiguration. I have a strong feeling this is a piece of cake for the DPBTSE.

YES! BONUS VIDEO  
On Creativity, Objectives, and  
Open-Endedness - Kenneth  
Stanley keynote at HLAI

[Click click click](#)

## THE D.P.B.T.S.E. - THE META-CONCEPT - NOW OPEN!

SO... Welcome to Protopia. The world is a prototype\*. And so is The D.P.B.T.S.E.: THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING.

This is a prototype of sorts of a magazine, a pamphlet, a manifesto, a factsheet, a new story(world), a novel, a virtual mind, an artshow, an app, a play, a game, a platform, a community, a community of practice, the movie, the after movie, a thinktank, an algorithm, a brand, a narrative, an alternate reality, a school, a new country, the making of, an organism, a network, a political party, a business, a social medium, an artificial intelligence, utopian, protopian or dystopian propaganda (time will tell) or yet some other form of function and all of the above.

THE DEAD PHILOSOPHERS BRAINSTORM TO SOLVE EVERYTHING IS A CONCEPT OR RATHER A META-CONCEPT. A creative and concept engine for, and realm of, all possible concepts.

We are interested in the idea of the longest possible game / a universal constructor / cellular automata / the realm of all concepts / self organising and self perpetuating concepts / virtual, aggregate and eclectic minds / artistry and creativity / open endedness / non objective divergence / novelty search / and more (see content 'things to die for'). We are furthermore interested in educational, societal and economic reform.

We are idiosyncratic. We are divergent and to high extent a-linear. We are interested in the Arts, Science and Philosophy. In People and in concepts. For more D.P.B.T.S.E. outline we have assembled 10 thoughts. And we assembled substance of The D.P.B.T.S.E. titled 'things to die for'...

No fun fact. Max Beckman like many artists of his generation experienced the first world war first hand as a medical volunteer. This experience is reflected in many of his paintings where a pristine world is confronted with a dark world of hell and torture.