From Human Doings to Human Beings

Automation Used for Good

When we look at one's career progression today, it goes something like this. Find passion, master the skills needed to pursuit passion, learn through trial and error, perfect one's skills, become aware of big ideas, proliferate ideas through leadership and make a global impact. In simpler words, do what you love and outsource what you don't. This approach has led humanity towards ever evolving progress, prosperity and technological marvels. However, it still leaves humanity with winners and losers and we finally have the right tools to improve our story. Instead of doing what we love and outsourcing what we do not, we automate the undesirable. This approach leads us to the tipping point, the transition from type zero to type one civilization (see Kardashev scale), we are moving from human doing to human being.

I will tell you a story, enriched with animated visuals from my experience in leading a half a million dollar private footwear and apparel company towards automation, by simplifying the product creation process into clean steps, rewritten as algorithms to be fed to machine learning mechanisms on phase one. Next, the machines will breed between digitally human created 3d CAD models, similar to how nature breeds us and everything alive. Finally, bring in artificial intelligence to bridge the gap between creator and benefactor (client) allowing everyone involved to seamlessly influence the product throughout its entire life-cycle.

Track 6-1 Loss of Human Jobs?

We can all highlight parts of our jobs that are repetitive, boring, perfect for robots. Therefore, instead of trying to take away the entire job, why don't we come up with hybrid systems where we do the emotionally dominant tasks and let the machines deal with the mundane. Both tasks are necessary for any size business and organization. We are all capable of taking out a piece of paper, folding it in half and write at the top: Things I love about my job on one side and things I wish to automate on the other. If we all do this, it should take us another decade to implement the system globally, find our purpose and ascend everyone towards a higher quality of life.

Track 6-2 Technology and time

The best place to look, Moore's Law, technological devices doubling in increments of time, leading to exponential growth. Our brains have a hard time understanding what's happening in the process, but perfectly capable of seeing the big picture once it is mapped out on a graph. We think linearly, but feel, exponentially. Technology can do something else to time. It can compress millions of years into one second though simulation, allowing us to make decisions by evaluating our ideas past the fourth dimension. We cannot see it, but we can measure it, and this is powerful.

Track 6-3 Trust and Production

When it comes to trust, Blockchain technology appears very promising. An idea, project, and all human manifestations can be captured into blocks which belong to a network that allows distribution and provides protection and verification similar to how the living cells that compose a body carry out DNA within each nuclei and mitochondria. The system recognizes the creator and automatically shields the IP (Intellectual Property) and inception of idea(s), facilitating distribution and growth autonomously through its newtrowl-like nature. No one single mind can be trusted entirely, therefore distributing trust away from the mind, but encapsulating it throughout the entire organism, exactly as our bodies do. Our brains verify signals, but cannot omit them. When we burn a finger, the signal travels from the impact area all the way to our brain, and no matter how much we want to diffuse the pain, we simply cannot. We can only learn how to embrace the event, not delete it's occurrence.

In terms of production, think in terms of humans doing the job until it is perfected enough to be broken down in algorithmic steps, which will be handed off to machines to take care of the rest of development. Very similar to how we procreate, where we consciously combine sperm and egg, then our bodies take care of the rest. Yes we have to be aware of the process and take care of our bodies until the offspring is born, (something that we should be doing all the time, regardless), however, we are not able to micro-manage anything. The key is not being able to. We need to develop systems that make it impossible for humans to screw up, because 'do not signs' do not work as good as we want them to, as we fail to follow them consciously and subconsciously.

Track 6-4 Revenue on future products

Thanks to automation and all of the branching technologies, we have data to measure and engines to simulate. It's kind of like looking into the future or futures. Something along the lines of mini market universes. Mini is key. Large, well established organizations are old news. It's all about the smallest teams, operating and collaborating with the fewest, smartest machines, in the smallest micro-factories, distributed along a network. Potentially even collaborating with competitors. It is all about node based market research, delivery, feedback and adaptability. Now we have products and services, not to long from now we are going to only have products as services, what Daniel Burrus, author of *The Anticipatory Organization* calls XAAS, (everything as a service). In short, revenue can be established upfront, and adjusted as needed, everything is like a Netflix subscription.

Track 6-5 Future outlook

Peter Diamandis, Executive Chairman of the X Prize Foundation, nails this portion with his six Ds, which I will explain in terms of my workflow in the footwear industry.

1. **Digitized** - we take all physical existing shoes and new ideas and make digital twins (a 3D CAD model that contains all of the material, properties, pricing and production information within one unifying file.)
2. **Deceptive** - although it takes longer to prepare a digital twin in comparison to traditional shoe making, this twin can be used for more than the end product. It can be used for 3D visualization, presale, AR, VR, MR, Holograms, and other things that we haven't even thought of.
3. **Disruptive** - when the day comes where additive manufacturing outperforms subtractive manufacturing and when people buy files to make the product rather than the product, the files themselves are the asset. Files are free to transfer, they need a tiny fraction of storage as they live on the cloud, (but we need physical servers somewhere), they are fluid and can adapt to incoming data, (think of custom shoes for every human being that matches each person's foot scan data and so on.
4. **Demonetized** - as creator tools and shoe knowledge becomes vast and free on the internet. There will be a tsunami of designs flooding the market and most of them will be free for people to download and make at home.
5. **Dematerialized** - people will only buy the files they need for when they need a specific pair of shoes to satisfy a specific activity. If we take a peek at the research that **MIT** is doing with programmable matter, It doesn't seem that far fetched to expect one pair of shoes to shape themselves to another pair simply by downloading the DNA file.
6. **Democratized** - once shoes transition from physical to digital, anyone can have them as value transfers from design to the materials used to make the product. The same product might be able to become physical in a vast array of materials.

Presentation Map

