

THE HYPERVERSE ...WHY DOES THE WORLD NEED SOMETHING LIKE THIS?

Keno Oneo in Conversation with Jochen Franck

Franck: You pointed out in our conversations that we need ... or will get ... several "Whole-Life-Metaverses"...

Keno: ... yes, these are Metaverses that depict all sectors of life in terms of content ...

Franck: ... from gaming to shopping to family life, work, etc.

Keno: ... yes, the whole of life as a digital offer for use ... combined with an expansion of reality, in which these sectors are then offered and staged:

**in other words,
an intensification
of the lived life.**

Franck: What's wrong with this type of Metaverse?

Keno: Nothing at all. We absolutely need something like this. And I expect that we will get between five to ten of these "whole-life Metaverses" worldwide. I'm pretty sure of that.

Franck: Ok, but why do we need such a super version of Metaverse ... what you call

HYPERVERSE?

What should and can that effect?

Keno: Hyperverse is bigger than the whole life. Hyperverse is the beginning of a new historical epoch of mankind. Hyperverse is our ticket to

the 2nd Axial-Age.

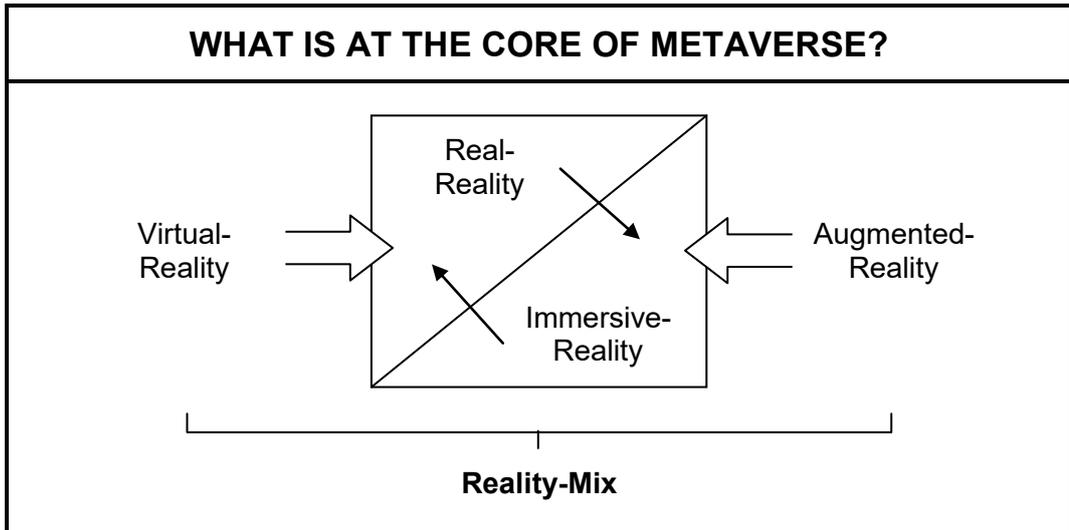
Franck: Awesome thesis! And how do you justify this?

Keno: Let's take Mark Zuckerberg's Metaverse as an example. I assume that it will probably become a particularly well-functioning "whole-life Metaverse".

Franck: Ok. Let's take META's Metaverse as a reference ...

Keno: ...then the question becomes what it can offer, doesn't it?

It offers the whole world for use. The world as extrinsic ... and in a radically new and interesting form ... in a quality I call expanded worldly reality. The whole of life and the whole of the world integrates and stages itself in a historically new kind of experiential space, which can be outlined as follows:



Franck: So, you're seeing what exactly in the system called the "Metaverse"?

Keno: From my point of view, Metaverse is a usable new experience space that can stage real reality in such a way that "normal" reality can be experienced more intensively. In other words:

Metaverse is a staging creator.

It combines the classic functions of social media ... i.e., connectivity with individually attractive staging of reality.

Franck: Metaverse as a staging creator. Good, that has now become clear. But what is it that is missing to turn a Whole-Life-Metaverse into a "Hyperverser"? What is the essence to hyper?

Keno: Good question. Let's describe it piece by piece ... agreed?

Franck: Yes.

Keno: As a staging creator, Metaverse produces offers for intensive use of the world. This makes the user's life more intensive in an individual way.

Franck: By what exactly?

Keno: Through a technical-digital technology that is geared to the following function:

**"Transition the mundane reality
into a continuous expansion."**

So, the staging effect of Metaverse is... and this is hardly discussed in current discussions... in shifting the present to the extreme tip of our arrow of time.

Franck: And what does that mean?

Keno: Quite simply:

**The present
becomes Nowness.**

Metaverse produces a historically novel mode of time ... the mode of Nowness ... the sudden is staged as pleasure-gain.

Franck: So Metaverse shifts all aspects of the world and life into the mode of Nowness. And that succeeds when Metaverse is organized as a staging creator. That's right?

Keno: Absolutely right: not every Whole-Life Metaverse is likely to be designed to function as a Staging Creator. But Mark Zuckerberg's Metaverse has absolutely what it takes.

Franck: If I understand this correctly, the perfect Metaverse is a kind of time machine that produces Nowness by offering users the reality mix. Right?

Keno: es. A perfect Metaverse has the following central programmatic:

**"Give People
the Nowness of
their Life."**

Franck: Exciting. So, you're interpreting the reality mix that's now becoming technically possible, not spatially, but temporally.

Keno: Yes, if one consults neuro-research, one recognizes the following chain of effects:

- When a person commutes relatively frequently and actively between different types of reality, a neural dispositive arises in the brain that is completely new. There is a devaluation of reality ... more precisely, a devaluation of the "objectively true" and only reality.

Reality is encoded as a subjective game or private construction. This means:

**Metaverse's Staging Creator
liberates the reality of the world
from its absolute and authoritative facticity.**

In other words: The empirical materiality of reality becomes diaphanous ... i.e., transparent and light ... tends to be cheerful and playful.

- The second reality then builds on this dispositive:

**The more diaphanous
and playful reality becomes,
the more the person's experience
of time is centered on the current moment ...
i.e., Nowness is born ...
a new type of time mode is established.**

Franck: What characterizes this Nowness?

Keno: What we normally experience and interpret as "my present" is permanently and intensively influenced by the stored past. To put it simply: our experience of the present always contains a lot of dead pasts.

Franck: This means ... in my words ... that my experience of the present does not have the full life in it. Right?

Keno: Yes. We are constantly missing the "jubilation of the moment" (Ortega Y Gasset).

Metaverse's Staging Creator establishes a circuit in the user's brain for experiencing life in its true instantaneousness. This is Nowness ... experiencing the unfiltered and liberated moments of life.

In the noeteric model this experience is called

Bright Ecstasy

... as the source of true Bliss.

Franck: Well, now we have described two aspects of the chain of effects:

1. reality becomes diaphanous and playful.



2. The present becomes Nowness.

Are there other, additional effects ... in the brain?

Keno: Yes. The use of the reality mix in the context of the staging generator leads to an erosion of the occidental, i.e., Western technique of "cumulative cultural transmission" (Tomasello).

This means concretely:

- Western culture's belief patterns open up to Contingency.
- The strategy scheme of Western culture shifts to Emergence.

Contingency (the Emergence of the unexpected) and Emergence (the Secularization of the Improbable) are successively moving into the center of Western culture.

Franck: And what exactly is changing?

Keno: At the top attractor level, the following is happening:

- Our concept of learning and optimizing will become different.
- The way we deal with the future will be organized in a different way.

Franck: So we will socially recode both learning and the future. Is that the way to understand it?

Keno: Yes. I'd like to emphasize two aspects:

Learning

Learning at present primarily happens through crises, conflicts, threats, and problems.

Franck: Yes, one says, "Damage makes you wise."

Keno: Yes ... but firstly, on the basis of this old scheme of learning, one is always lagging behind, one is always too late. And secondly, one primarily develops solutions to problems, which in the end always are "repairs". Thus, these repairs constantly cause new, unnecessary problems - an endless vicious cycle.

Franck: Learning through repair causes unnecessary problems?

Keno: Yes. Optimization of our upcoming futures is based on ideations ... and that is the opposite of repair.

Franck: Understood: Problems get smaller when one manages to ...

Keno: ... ahead of time ...

Franck: ... to invent better futures.

Keno: Yes. And that leads us to the second aspect:

Future

An "ideal" or "better" future must be ... this is the ideology of rationality ... "reasonable and logical".

But: This ideology ties the making of our better futures to expectations. And "expectations" are primarily based on experiences from the past ... that is to say, based on what we so heroically call "experience".

Franck: So, you are advocating a different future intelligence?

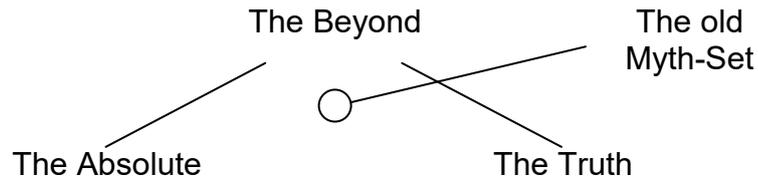
Keno: Yes. For the elevated intelligence of invention ... consciously disconnected from a logic of thinking that consists of the mental processing of a dead past.

Franck: And for these new concepts of learning and shaping the future, one needs ... if I understand you correctly ... a different culture and especially a different cumulative transmission?

Keno: Yes, because we today cumulatively pass on to the latest generation what is becoming increasingly ineffectual.

Franck: What is becoming more and more ineffectual?

Keno: Our old, occidental set of myths. You remember, we have discussed it several times:



Bottom line: we are programming the brains of teens and young adults with ineffectual myths.

From this perspective, one of the central goals of the Metaverse is to fundamentally dissolve this old myth-set ... forever.

Franck: And then what will be the alternative?

Keno: Nowness.

Franck: Hm. Please explain.

Keno: If a powerful circuit of Nowness can be established in the brain of the coming generations, then two effects will result that will lead to a significant

Growth in Intelligence

In detail:

- | | |
|---------------------------------------|---|
| better Flexibility | – In the mental state-space of Nowness, absolute truths are transformed into viable constructions programmed for short time (viability instead of absoluteness). |
| no adherence to the problematic today | – In the state-space of Nowness, ideality is encoded in such a way that it represents the better logic. This means that the mind can free itself from the compulsion to have to become wise by processing negativity (crises, conflicts, problems, etc.). |

Franck: The coming Mind shall become wise by ideality, which is invented creatively. Is it meant that way?

Keno: Yes. We are developing a

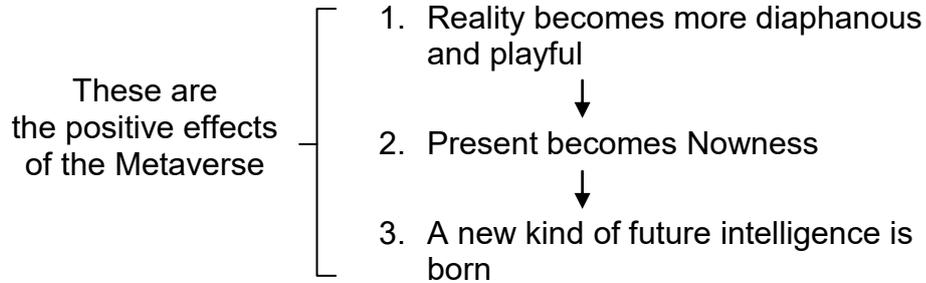
Society of Creation.

And the Metaverse will be the developing system. Consequently, it follows:

**What used
to be the role of culture
will now become the role of the Metaverse.**

Franck: Ok, but how do you describe the whole effect chain?

Keno: In detail:



Franck: So far, we have only analyzed the Metaverse aspect. But now you have said that the coming Metaverses will not be able to initiate a new epoch of human evolution.

You have claimed beyond that that only a "Hyperverse" can accomplish the historical quantum leap, to spiritually evolve us into the 2nd Axial-Age.

Keno: Yes. We should be very clear about that: The Metaverses are important because they act as Staging Creators ... based on the Reality Mix ... i.e., VR, AR and Immersive Reality. As already analyzed, the Metaverses fulfill the following:

**"Give People
the Nowness
of their Life."**

But this is not enough, it is too little, because it is clearly too extrinsically focused. It is missing the advancement in the Intrinsic of us humans.

Franck: But that doesn't explain why we need the "Hyperverse" and what additional and positive effects it could provide.

Keno: You are right, so let's describe the "Hyperverse" in more detail. Some theses:

- **The Hyperverse is built on two pillars:**

- 1. METAVERSE**
- 2. METABLISS**

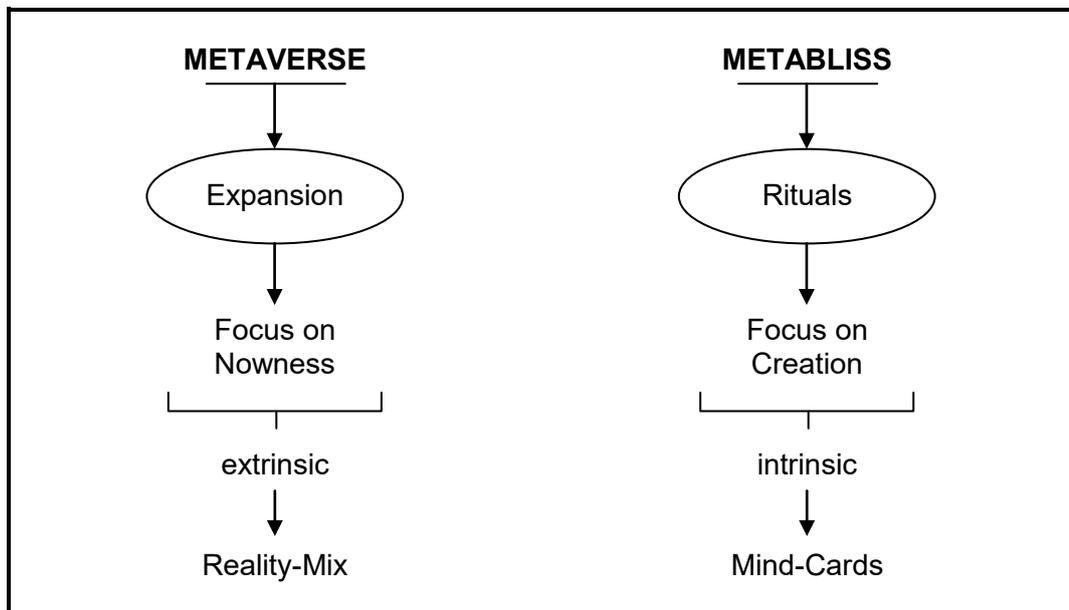
- The effect chain of Metabliss is clearly different from that of the Metaverse. But both impact chains

are aimed at a continuous and productive cooperation.

- Metaverse has the objective to expand the worldly realities in such a way that a new kind of future intelligence can emerge, which is based on Nowness.
- Metabliss has the objective of shaping the Intrinsic mind-cards through Rituals in such a way that the inner reality of the person ... that is, his mind-set ... can connect with the Now-of-Creation.

Franck: In my words: Metaverse works with the instruments of expansion. And Metabliss works with Rituals.

Keno: Yes, as a sketch:



The effect of Metaverse is: expanded daily life.
The effect of Metabliss is: liberated consciousness.

Metabliss cannot create an expansion of reality. On the other hand, Metaverse cannot perform Rituals that liberate the mind so that it can unite with the Now-of-Creation. That means: both systems depend on each other.

Franck: Do you really see it that strictly?

Keno: Yes. Look: If the consciousness is not liberated, it cannot unite with the Now-of-Creation. This means that it cannot become a happy consciousness.

When Metaverse accomplishes the expansion of reality (which is important!), life is intensified, but the non-happy consciousness does not become happier as a result.

In other words:

- The expansion effects of the reality of Metaverse do not really become effective if the involved consciousness of the user remains a constrained consciousness ... constrained to the problems of the world.
- But if the consciousness of the user is simultaneously experiencing the actual world as well as in the Now-of-Creation in Nowness... which is the effect of the Rituals of Metabliss ..., then the new future intelligence emerges.

Franck: Ok, but I assume that what you just describe as "future intelligence" ... has nothing to do with IQ or knowledge, right?

Keno: I'm glad you asked that. If we want to democratize making our futures better ... Bottom-up organized ... then we don't need geniuses or better-knowledge or intellectual experts.

What do we need? Ordinary people like you and me, who can connect their Mind with the Now-of-Creation. That means:

**The better-becoming
of our futures
needs the interfusion
of person and creation ...
thus, the practice of co-evolution.**

As a formula:

Metaverse makes the whole life more intense and thus the reality more diaphanous and playful. The productive state-space of Nowness emerges.

Metabliss frees personal consciousness from the cumulative limits of our culture. This allows consciousness to make the Now-of-Creation its agent for making futures better.

If we want to take this formula to a quintessence, we get the following model:

Metaverse
creates
Nowness
in the consciousness
of the individual.

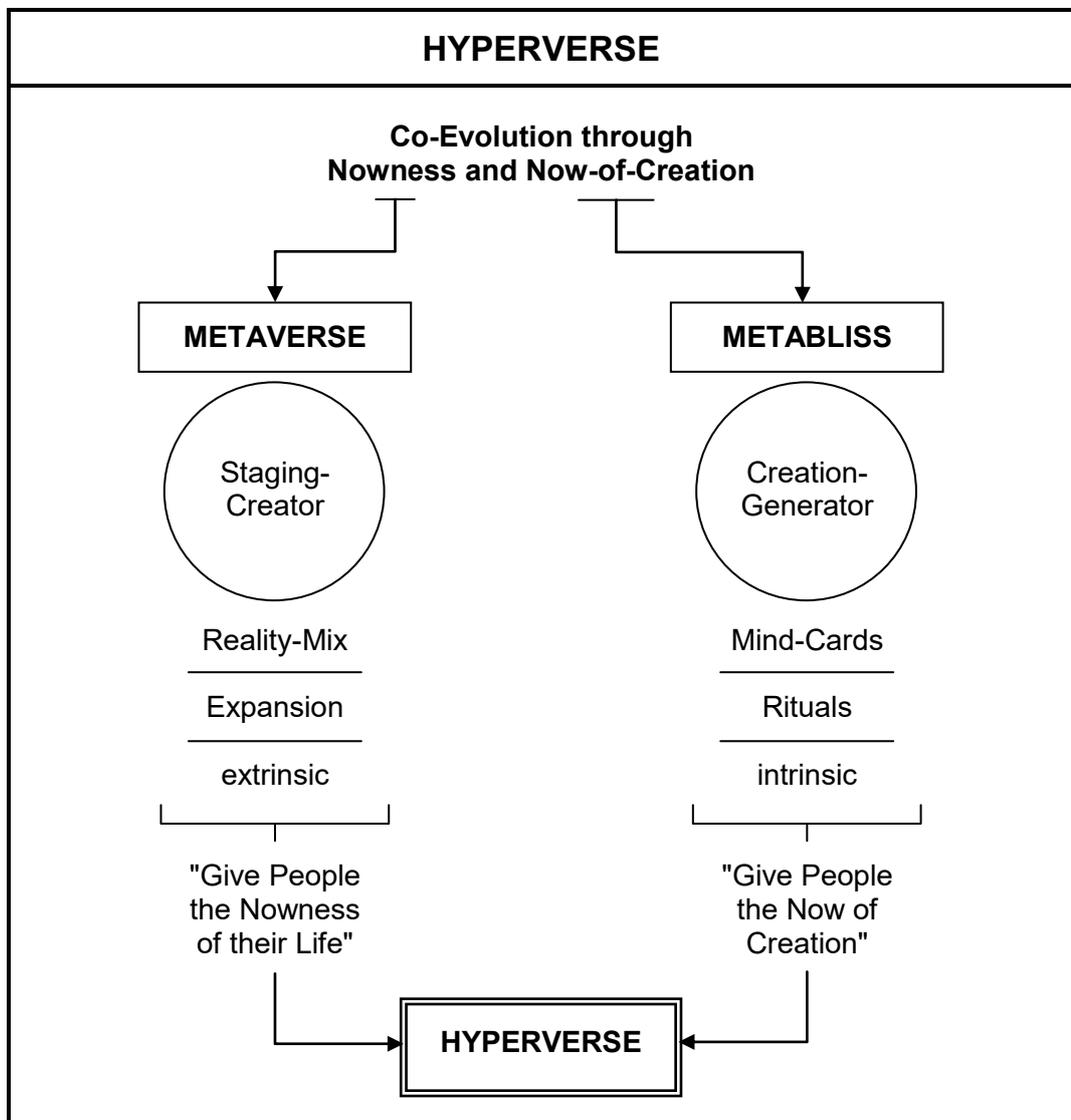
Metabliss
creates
the Now-of-Creation
in the consciousness
of the individual.

Franck: So, the Hyperverse unifies the personal Nowness with the now of the creation.

Keno: Yes: Our Nowness cooperates with the Now-of-Creation.

This is Co-Evolution.

I think that at this point we can see the functional scheme of Hyperverse quite well:



At the very beginning of our conversation, you asked: "What should and can the Hyperverse effectuate?"

I believe that the answer has now become a little clearer: The Hyperverse is leading us as humanity into the coming 2nd Axial-Age ... based on the practice of co-evolution that can in principle be accomplished ... by all humans!

That will initiate the end of the epoch of power. And this will become the basis for a new Spirit of Democracy.

Franck: Why?

Keno: The Hyperverse organizes its effects by interfusion. And interfusion works only through unification. On the individual level it is the unification of the personal Mind with the Now-of-Creation.

On the collective-social level, it is the unification of people into a creative We-All that continuously organizes itself digitally and rhizomatically.

This means that the epoch of the Hyperverse will initiate the epoch of unification. This will successively heal our divided and split society.

Franck: As a final question, how many Hyperverses will there be?

Keno: Just one.

And I sincerely hope that Mark Zuckerberg will develop it and establish it globally.