

**The purpose of the first video is:**

Offer the viewer an optimistic view of the future and draw them into an investment in learning more

**2:00 minutes**

**Video 1: Easy pill**

Thesis: 3 biggest problems with world

1. competition
2. asymmetric information
3. rating systems / Hierarchy

Hook: We will solve these problems with one Simple App

**The purpose of the second video is:**

Introduce the idea of intangible assets vs. tangible assets. Introduce the link to innovation hence “creatives” underwriting the “new economics”

**2:00 minutes**

**Video 2: Common Knowledge**

Thesis: held captive by the semantics

Example: engineers

Solution: common ontology for knowledge

Hook: Commons sets us free; applies to all creatives

**The third video is transformative:**

Deliver on the premises of the first two videos while opening up the discussion for applications.

It should leave people wanting to know more

**4:00 - 6:00 Minutes**

**Video 3: Introduction to Curiosumé:**

**Thesis: Replace the Résumé:**

1. Select Wikipedia Article
2. Self assess student to teacher
3. Curiosumé Code

Economics:

1. Supply and demand
2. Factors of production
3. Six Sigmas
4. Anonymity
5. Incentives

Reinforce 3 Pain Points

Hook: society must reorganize

**The purpose of the 4th video is:**

1. Diffuse objection that may arise from videos 1-3.
2. To put a common foundation beneath everyone.
3. Alleviate Fear, Uncertainty, Doubt with simple parables.

**2:00 Minutes**

**Video 4: Collaboration in Nature**

Thesis: Examples of collaboration in Nature.  
Philosophy of the fluid and the rock

Hook: We must respond as a liquid and “occupy” composition of problems from within

## APPLICATIONS

**The purpose of the 5th video is:**

To introduce the general construction of applications for Curiosumé. Application videos will follow a specific format of “the Value Game”

1. identifying a shared asset
2. identify affinity group in whose best interest it is to preserve the asset
3. Identify 5-7 process points, and connecting the cycle of sustainability.

**2:00 - 4:00 Minutes**

**Video 5: The Value Game**

Thesis: Communities can reorganize around intangible assets.

Interrelation of communities around the assets that they share

Articulating a community currency within a domain

Hook; anything “enterprise” that can be articulated in Tangibles can also be articulated with intangibles.

**The objective of follow-on videos:**

1. Teach entrepreneurs how to build “Value Games”
2. Demonstrate the breadth of opportunities
3. Inspire smart Contract development.
4. Report on “Case Studies” and sub-domains.

**2:00 - 4:00 minutes each**

Video 6: Cooperatives  
Video 7: Community Currencies  
Video 8: Schools and Education  
Video 9: Community Insurance  
Video 10: Community Banking  
Video 11: Community Production  
Video 11: Community Construction  
Video 12: Transportation

# Aggregate

## Season Two; The Hedge:

Generalize Value Games  
Amalgamate value flows  
Measure rates of change  
Assign values per WIKiD elements  
Pool risk exposures  
Introduce Innovation Bond

## Season Two: Introduce WIKiD Tools Algorithm

Data  
Information  
Knowledge  
Innovation  
Wisdom

Hook; Capitalization and Securitization of  
Knowledge Assets

## Season 3 Social Capitalism

Sell Innovation Bonds backed by community  
currencies

Redistribute wealth to most productive  
enterprise

Dis-incent consumption capitalism

## Season 3: When the Shit Hits The Fan

As legacy economy expires, introduce a basket of  
intangible goods, backed by productivity, as “black  
market” currency

Innovation Bond (future productivity) becomes  
capitalization instrument that expires debt  
instruments.