

THE EMPATHIC REVOLUTION: USING AI TO FOSTER GREATER UNDERSTANDING AND CONNECTION

MoveMe is a yet-to-be developed revolutionary technology envisioned to improve communication and empathy between individuals and societal groups. It would use cutting-edge AI, machine learning, and biosensors to create personalized story-telling films that help individuals understand themselves and others while ensuring mindfulness-based practices. MoveMe would enable users to share experiences, thoughts, and emotions in a powerful way that surpasses the limitations of language and text; facilitating better decision-making and connection-making.

The idea is that the technology behind MoveMe would draw from recent advancements in AI, cognitive science, multisensory perception, and 3D rendering. Some cognitive models are able to replicate the process of social cognition and communication strategies; these could enable MoveMe to generate stories that convey specific messages and goals. As users engage with the platform, the models would learn from them and improve, making the stories more individualized and compelling. MoveMe would utilize an iterative user-supervised active learning approach, where users guide the AI system towards their desired outcome. As the system learns from the user's inputs, it would get better at generating movies that match their vision. New work in multisensory perception and modeling allows for the automatic synthesis and combination of environmental sounds, physics-based sounds, emotive speech, and music, enhancing the viewing experience. Additionally, advancements in automating 3D rendering using CodeX and Unity would enable MoveMe to create more realistic scenes beyond 2D animation.

However, there are also potential risks associated with MoveMe. Users may use it dishonestly or manipulatively, as has been observed with social media. To prevent this, MoveMe's structural framework, along with machine learning systems and in-person interactions, could help regulate the content people create and make it difficult to lie to those nearby. Another significant risk is that it could be replicated and used by profit-driven companies that do not regulate its use. To prevent such a danger, it is crucial to involve policy-makers, economists, and ethical philosophers to develop a thoughtful approach to address this concern. MoveMe also has the potential to affect the jobs and livelihoods of artists. To prevent this, MoveMe could create opportunities for professions such as human animators and film directors to improve the technology and incorporate their unique storytelling style, while always crediting them. Another potential risk of MoveMe is that people may be uninterested in using it due to its restrictive nature. However, if people find current social media exchanges dull or unhealthy, they may be more inclined to use MoveMe as a tool to share experiences while practicing good mental health.

Overall, MoveMe is uniquely positioned to bring personalized movie creation to the masses. With a user-friendly interface and innovative technology, MoveMe would democratize the art of movie-making and enable everyone to tell their own unique stories.

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Imagine having a talented and creative friend who has the time and resources to create immersive personal mini-movies that capture the depth, emotion, and thoughts underlying our experiences in the world. Enter MoveMe - a proposed device and technological framework powered by artificial intelligence that could serve as such a friend, giving each of us the ability to share our memories, thoughts, and experiences in a highly communicative artistic form: film-based storytelling.

The proposed device, tentatively named MoveMe, could be considered a multimedia version of ChatGPT with notable differences in functionality. Just like ChatGPT, MoveMe engages in an interactive back-and-forth with users to write and develop stories, but it takes this process further. Leveraging cutting-edge computing technologies, the proposed device would perform the following steps:

- First, MoveMe would use novel cognitive models to compute the story structure that best conveys a message to a specific person, based on a few user-given sentences describing an experience and the desired message to convey.
- Next, for a written story, MoveMe would use diffusion models similar to those used by DALL-E to generate an animated version of the story. MoveMe would also incorporate sound, music, and emotion models to create accompanying speech, environmental sounds, and music that would induce specific experiences and thoughts.
- MoveMe would then engage in an iterative process with the user to change different aspects of the movie until the user is satisfied with the result.
- Finally, MoveMe would pick up on patterns pertaining to individual use and generate a summary story that could teach users about themselves, their experiences, and their creative storytelling process.

Unlike ChatGPT, the user can only interact with MoveMe a few times a day. Furthermore, the process of storytelling involves not just the creator of the story but also the receiver, whether an individual or a group. The ability to share experiences with others must meet certain conditions that incentivize users to see others in person, be out in nature, and practice mindfulness to become consciously selective of what stories to share and view.

Finally, it's worth noting that MoveMe wouldn't simply be another phone or web application. Instead, it would be introduced to society within a framework that ensures healthy and balanced use of the device.

Motivation

During a recent video call, my young sister shared her experience of the moment she learned that, in our birth-country, she would not be able to attend medical school. Her emotion contained a sense of disappointment and a resentful confusion towards a system that makes education extremely inaccessible. She struggled to communicate everything she felt the moment she learned of her circumstance. She described the bearer of bad-news, their exchanged words, their actions, her rising thoughts. Yet, at the end of our call, she strongly believed that I couldn't possibly imagine how she felt, despite my empathetic expressions and

attempts at soothing her. Like my sister, I struggle to capture what it felt like to be a helpless listener, how I lacked explanations for why things are the way they are, and how much I wished I could share with her my own education opportunities.

The desire for the ability to properly share such interaction is not unique. Many of us often hear or say meaningful phrases like “If only you could see what I see,” or “I wish you had been there,” signaling two things: first, that a significant event or thought was experienced, and second, that it would be as significant to properly share it with another. We often lack the right words or medium of expression. MoveMe could be that medium.

Movies have long succeeded in transporting us into the lives and minds of others, allowing us to understand the suffering and joy of others. With access to this "friend," my sister could feel as though she can share her experience and not be alone in it. I could better understand her internal state and find helpful things to say. Beyond our personal relationship, a government official could be immersed in her story and advocate for more educational funding.

Societal Broad Impacts and Applications

MoveMe has the potential to bridge the divide between our internal experience and external expression. While some writers and artists possess the unique ability to effectively express themselves, others struggle to communicate effectively, resulting in conflict and tension in their relationships with loved ones and themselves. MoveMe would be able to learn from each user's personal experiences and identify patterns in their behavior and internal mindset, which could ultimately help alleviate suffering. However, this technology must be developed with thoughtful restrictions to ensure its effectiveness and prevent any potential negative consequences. By doing so, MoveMe has the potential to:

- **Improve communication in personal relationships:** MoveMe can help minimize communication gaps by providing a tool for clarification during conversations, allowing individuals to share their perspectives and views with greater clarity and understanding.
- **Increase self-awareness:** MoveMe has the potential to provide each user with a more intimate view of their own subjectivity, by identifying patterns in their behavior and internal states. This can lead to greater self-awareness.
- **Promote healthy and creative sharing:** MoveMe can be a healthier and more creative alternative to social media platforms, providing a platform for alternative forms of experience-sharing that are properly regulated. This can create a more positive and supportive online community, where individuals feel comfortable sharing their experiences and learning from others.

An expanded and improved relationship with others and ourselves can have an (indirect) impact on societal organization, by making us more empathetic and effective communicators. However, with further regulations and supervision, MoveMe can have (direct) impacts on society at large if used widely, such as:

- **Amplify the voices of marginalized communities:** MoveMe has the potential to provide a platform for underrepresented groups to share their stories and experiences. By incorporating diverse perspectives and narratives, MoveMe can help bridge gaps in understanding and

promote social justice.

- **Foster empathy and understanding:** By exposing us to the experiences and perspectives of people from different backgrounds, MoveMe can facilitate greater empathy and understanding between groups.
- **Bridge divides and promote dialogue:** MoveMe can serve as a tool to promote dialogue and exchange between people who might not otherwise have the opportunity to interact. By breaking down barriers and fostering connections, MoveMe can help us build a more connected and inclusive society.

The aforementioned potential impacts may seem overly ambitious for a single technology to achieve, and one might compare this vision to the wishful idea of Stewart Brand, who believed that if only everyone could see the Earth from space, we would all lead more grateful lives. Brand went on to create the "Whole Earth Catalog," which realized a smaller version of his envisioned impact. However, even these smaller versions of societal impact are worth pursuing, and the same can be said for the vision outlined here. The vision is not just about a single technology, but rather a comprehensive framework for how to integrate such a technology into our society.

Design and Components of MoveMe

Why a Physical Device:

Our dependence on digital devices is increasing, making it harder to focus and be present in our surroundings. MoveMe would not just be another app on our phones adding to the noise and distractions. It would be a comfortable wearable device similar to a sleep mask, allowing users to experience multi-sensory stimuli while tracking their heartbeat and breathing patterns with bio-sensors.

Software:

MoveMe software would be user-friendly, with an avatar that listens to the user and iteratively receives feedback to complete the movie. Once the movie represents the user's experience, a minimalist interface allows users to share and receive movies from a small, close-knit community.

Ethical Design:

To prevent MoveMe from becoming an addictive social media platform, several measures would be in place:

- Users can only share experiences when in close proximity to the person who is sending or viewing the story, to encourage in-person connections.
- Public-facing experiences can be unlocked at specific locations like parks or museums, encouraging users to explore new places and enjoy nature.
- When sending experiences to long-distance users, receivers must be in a calm and meditative state, monitored by AI-powered bio-sensors, before opening and viewing an experience.
- Users can only share a limited number of experiences per day, promoting thoughtful creation, sharing, and viewing practices.

MoveMe aims to be a unique and ethical technology that promotes thoughtful engagement and connections among users while minimizing the addictive qualities of traditional social media platforms.

Example Usecases

It may be difficult to see how the restrictions aforementioned would make our relationship with MoveMe different from our relationship with other devices. Therefore, the following examples illustrate how MoveMe could be used, highlighting the device's functionalities and the situations where each regulation would apply.

Sharing Meaningful Experiences with Close Communities: A user creates a personalized movie using MoveMe to capture the essence of a profound experience or set of thoughts. Since the movie cannot be shared unless the receiving device is nearby, the user invites their friends to a meet-up. The friends watch the movie together and discuss their thoughts and emotions afterward. This experience brings the group closer together and allows for a meaningful sharing of personal experiences.

Resolving Conflict due to Miscommunication: A couple uses MoveMe to recreate the experience of a misinterpreted conversation, exploring their own experience of the conversation. MoveMe generates content that could be better understood between the two, considering their history of shared experiences. They watch each other's movies and have a discussion to clarify their intentions. Through this process, MoveMe facilitates a deeper understanding of each other's perspectives, leading to resolution of the conflict.

Sharing Memories: A user works with MoveMe to recreate memories of a beloved family member who has passed away, using photos, videos, and voice recordings. The family can watch and listen to these movies together, giving them a glimpse into the life of their loved one and helping to keep their memory alive. Through MoveMe, the user is able to share their experiences and emotions with their family in a unique and meaningful way.

Making Future Ideas More Tangible: A professor uses MoveMe to create a mini-movie that visually represents a new research project idea. The professor can then explain their idea to their research group and share the movie with them, providing a more engaging and interactive alternative to traditional keynote presentations. With the help of MoveMe, the professor can better convey their ideas and facilitate a more productive discussion with their team.

Sharing the Experience of Discrimination with More Privileged Groups: A person belonging to an oppressed group works with MoveMe to recreate the experience of facing discrimination in an insurance company due to their race. The movie is shared with the insurance company employees to help them reflect on their implicit biases.

Presenting and Hiring Our Nonreduced Selves: Employees and employers create mini-movies with MoveMe to tell their professional and personal stories before a job conference, rather than relying on a reductive one-page resume. This allows for more equitable hiring decisions and helps employees find companies aligned with their values.

Organizing Experiences to Bring People into Public Spaces: Artists create mini-movies about their artistic process, but can only be viewed when the device is near a museum. This unique experience draws people to the museum and fosters a deeper appreciation of the art.

Facilitation of Educational Material: A teacher uses MoveMe to create personalized mini-movies that help each student understand material. This allows for individualized learning and helps students better grasp the subject matter.

Meta-Analysis of Storytelling: A user requests their MoveMe community to share selected data, which allows MoveMe to identify individual and group patterns in storytelling. This information can be used to create personalized mini-movies for each person and a group story that highlights their similarities.

Bridging Long-Distance Relationships: MoveMe can be used to help maintain close relationships between separated family members. People in different countries, for example, can use MoveMe to meditate together and then share their day through mini-movies.

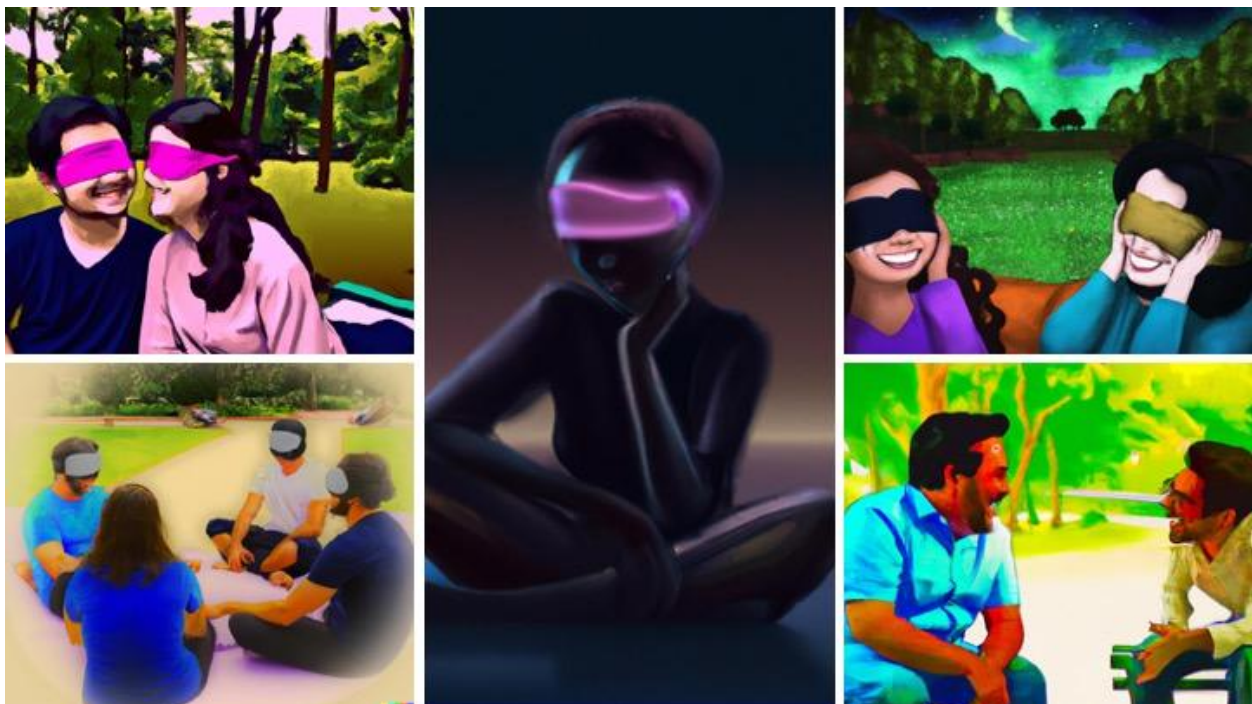
While MoveMe has endless possibilities for positive use cases, there are also potential risks and dangers. For instance, users may fabricate movies that misrepresent their intentions, leading to deception and harm. Therefore, it is important to evaluate and address all potential pitfalls of MoveMe technology, even as we acknowledge its potential to enhance relationships and society.

Why Now is the perfect time: Feasibility of MoveMe

MoveMe would be a new platform that leverages cutting-edge technology to automate the process of creating personalized movies. Here are some of the key reasons why now is the perfect time for MoveMe:

Diffusion Models:

Diffusion models are a powerful tool that can generate visualizations of prompts, such as images and animations. DALL-E is a tool that leverages diffusion models, taking prompts like “girl in meditative state with sleep-mask technological device” or “people enjoying each other’s company as they each watch films on their own devices,” and outputting images like the ones shown below. These models have come a long way, and can now generate entire animations from just a few images. In this [\[link\]](#), you can watch a movie generated by an artist and coder using diffusion models. MoveMe would automate this process for users without any artistic or computational skills, enabling anyone to create animations that reflect their unique ideas and vision.



Cognitive Models:

New models can replicate the process of social cognition and communication strategies, enabling MoveMe to generate stories that convey specific messages and goals to people with certain traits and background. As users engage with the platform, the models would learn, making the stories more individualized and compelling.

Unpublished Cutting-Edge Work:

New work in multisensory perception and modeling allows for the automatic synthesis and combination of environmental sounds, physics-based sounds, emotive speech, and music. This would help MoveMe generate movies with immersive audio experiences that enhance the viewing experience. Additionally, advancements in automating 3D rendering using CodeX and Unity would enable MoveMe to create more realistic scenes beyond 2D animation.

Overall, MoveMe would be uniquely positioned to take advantage of these advancements. MoveMe could democratize the art of movie-making and enable everyone to tell their own unique stories.

Potential Pitfalls

Dishonest or manipulative use of the technology

One potential pitfall of MoveMe is that users may use it dishonestly or manipulatively, as has been observed with social media. The reward systems of social media often encourage users to portray a false or incomplete version of themselves, leading to mental health problems. However, MoveMe's structural framework, along with machine learning systems and in-person interactions, could help regulate the content people create and make it difficult to lie to those nearby.

Acquirement by companies that do not restrict the use of the technology

A significant risk associated with MoveMe is that it could be replicated and used by profit-driven companies that do not regulate its use. To prevent such a danger, one option is to ensure that the technology is provided only by institutions such as schools, hospitals, governments, and human rights organizations. However, such a centralized setup would go against the idea of people intimately interacting with the device. It is crucial to involve policy-makers, economists, and ethical philosophers to develop a thoughtful approach to address this concern.

Risking the jobs and livelihoods of artists

MoveMe has the potential to affect the jobs and livelihoods of artists, as seen with technologies like DALL-E. To prevent this, MoveMe could create opportunities for professions such as human animators and film directors to improve the technology and incorporate their unique storytelling style, while always crediting them. Additionally, users could be required to watch MoveMe films made by these artists to appreciate the human experience of making such art forms manually rather than through an AI system. This could encourage the appreciation of artists and their craft, whose style would always be unique and ingenious.

Lack of interest from society due to its restrictive nature

Another potential pitfall of MoveMe is that people may be uninterested in using it due to its restrictive

nature. However, the aim of MoveMe is to create immersive and powerful films that can help improve communication and relationships, expanding the medium and creativity behind connection-making. If people find current social media exchanges dull or unhealthy, they may be more inclined to use MoveMe as a tool to share experiences while practicing good mental health.

Cheating the rules

It is possible that users may try to bypass the rules of MoveMe, such as by creating multiple accounts or tricking the bio-sensors into reading a calm state. To prevent this, MoveMe needs to have a robust security system in place that verifies accounts and can detect abrupt changes in sensor data. If this is not feasible, the design and restrictions of the technology could at least help those who want to engage with the device sustainably, while making it more challenging for those who do not.

Conclusion

In conclusion, MoveMe could be a tool that improves communication and empathy between individuals and societal groups. It would provide an immersive experience of storytelling that surpasses the limitations of language and text. While the technology has potential pitfalls such as dishonest use, acquisition by profit-driven companies, and risking the livelihoods of artists, these can be mitigated through careful design, regulation, and collaboration with policy-makers and ethical philosophers. By becoming more aware of our subjectivity through MoveMe, we can cultivate compassion and understanding towards others, and make better decisions about which views of ourselves and each other to keep, improve or discard. It is crucial to approach the injection of such technologies into society with a critical and ethical lens, considering the impact they may have on our relationships and society as a whole.