

AV8'R + Ski'r

Webdiv'r 1 + 2

Sk8t'r + Srf'r

DARE 2B

SUPERHUMAN

introducing **BrainSports**

("physical thinking" model
adapted from ball, board,
motor, action & xtreme
sports and games)

solve real
world problems
using cooperative
thinking, creative
tools and game play



 **Oculus VR**
"Change the future using story."



Brain Jockey,
Clark Kent

TITLE: DARE 2B SUPERHUMAN (D2BS)

GENRE: "Physical Thinking" Game Show (DCEU vs. MCU, etc.)

TAGLINES: "Thinking and acting require terms of evaluation." "Turns thinking into a sport." "Think and Play." "Stretch your mind!" "Think it up!"

PREMISE: Cultural problem solving using media-based digital and analog sports, aka "brainsports" -- a modified version of parliamentary debate grafted onto ball, board, motor, action, and xtreme sports and game play -- designed to externalize and facilitate the thinking process used in arriving at a decision.

FORMAT: **Influencer/Celebrity Host** (ball'r) (introduces participants; represents aggregated social voice or opinion via polling, comments, sentiment, or other digital metric; game play commentator)

Public Figure Moderator (pitch'r) (introduces the proposal for debate; based on consensus with host, sponsor and panel, the moderator officially accepts, suspends, or rejects the resolution being tried by proposal)

Social Entity Sponsor (board'r) (introduces the cause; reiterates the unique human value being represented at game level challenges)

Actor/Character Contestant (act'r) (inhabits the debate format using levels, tools, and participatory "physical thinking" applications based on visual, interactive, alphabetic and environment-based game resources)

Networked Virtual Social Panel (play'r) (public participation through networked real-time digital channels and second screen interaction)

Proposal (a human value introduced through a cause that is defended using a moderated and mediated discussion and proof methodology called brainsports)

Resources (curated database network; personalized experience organized via context-driven information architecture, aka multi-linear point of view (MLPOV) comprised of: POV, perspective, horizon, timelines, origins and panoramic categories)

Brainsports Team (5 act'r configuration + 1 expert consultant):
webdiv'r 1 (tagger); webdiv'r 2 (tailer); av8'r (switcher);

sk8t'r (spare head); srf'r (talking head); ski'r (flying head).

Brainsports Protocol (3 stage configuration):

Two teams of five, made from "act'r" figures, represent two diverse points of view using role play and "physical thinking" tropes intended to position elective problems and vet new solutions. Each level of the game unlocks the values and ideas inherent to each view point, staging the underlying data and supporting logic required for a best solution, while ultimately employing MLPOV (adapted from Renaissance perspective), a methodology for public discourse that separates subjectivity from personal bias, which offers a new model and potential standard for democratic objectivity across the communication and media arts.

- a) **Problem Articulation** - (2) teams of (5) act'rs (e.g. superhero characters from DC vs. Marvel) are given 30 minutes to warm up to a "proposal," and then using "resources" articulate value and context into a moderated "contention," and actionable "resolution." The "articulation" must be accessible (presented using visual, alphabetic, auditory, dramatic, and interactive media channels), designed to more fully represent an inflection of data constrained as story, using a supporting knowledge context: e.g., this can be an infographic, a photo essay, an article, a performance, or any artifacts/channel(s) elected by the team.
- b) **Represented Contention** - next the team of act'rs must inhabit and defend a point of view, the "contention." This point of view must be rooted in a defensible perspective, defined by origins and horizons, and contained by timelines that engender a panoramic view. Using the brainsports protocol -- MLPOV -- subjectivity and objectivity are mutually constrained, strictly eliminating dependence on "floating point" argumentation (partisanship, opinion, etc.), a common fallacy of modern mediated communication (news shows, etc.).
- c) **Argumented Construction** - point and counterpoint rounds between teams build tension on either side of the game play, with each act'r winning physical points on an ideation map, used in the "construction" to represent the progressive contribution made by each team towards an anticipated, collaborative, proof-driven resolution. Act'rs use physical thinking maneuvers -- facilitated by brainsports -- to articulate the proposal, contend resource values, and construct a tactical resolution into what might be considered a final "bullet proof": a positioning of data, the prime subunit of MLPOV, ultimately crafted to resolve the featured cause.

The social cause continues to the next week's episode if the proposal's resolution is rejected, invoking new brainsports teams, or concluded if the resolution is accepted. Proposals can continue for multiple episodes, can be the theme of a season, or can be suspended until resources (original research, etc.) are allocated into the game (per expert/academic report, critical social data, etc.), esteemed to be vital for resolution).

Resolution (the final summary of evidence affecting a decision that can be applied to resolve the sponsored cause; it is the moderator's job to collate the summary and represent the aggregated judgement, a consensus representing the (public) play'r, (social) board'rs, and (brainsports team) act'rs, who collectively have interfaced to champion a best solution for a particular problem using advanced communication arts and a new social science brainsports format.

PROPOSAL A

The public figure, as pitch'r, writer-producer Aaron Sorkin, might extend an invitation to Matt Damon, as himself. "We challenge you Matt Damon: On Project Greenlight you said, 'Diversity happens in the casting.' Can you prove it?" Matt can submit to the challenge, submit to a modified challenge (e.g., "Diversity is non-proscriptive"), or defer to an incontestable challenge that he will be presented with in real-time. Matt, as the av8'r, will pick his team. He will face an opponent (appointed by majority from the pitch'r, ball'r, and board'r), who will defend an alternate view, who will also pick his or her act'r team. The brainsports protocol proceeds from there, introducing a social sponsor board'r, say the Academy of Motion Picture Art and Sciences, with the pitch'r serving as the protocol moderator, and the ball'r as the play-by-play commentator.

PROPOSAL B

The public figure, as pitch'r, a film critic, A.O. Scott, might extend an invitation to Henry Cavill, as Superman: "We challenge you Superman: Your father said, 'Be a force for good.' How do you reconcile your actions against his words?" Henry, as Superman, the av8'r, will pick his team. He will face an appointed opponent, say Robert Downey Jr., as Iron Man from Marvel, who also picks his team. The social sponsor, board'r, may be the Department of Homeland Security, whose cause may be citizen safety or cyber security. Specific proposals can derive from play'rs, via popular culture or current events, or be generated by prospective sponsors, future board'rs, whose missions support organized change. Through brainsports act'rs and play'rs share ideas and values across collective aspirational experiences, shaped using rich media and gamified storytelling, offering a brand new cultural format for public discourse and action.

"May the best idea win!" "YOU TOO CAN TRANSFORM THE FUTURE"