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The XMAIL convergence platform intends to support students with variable literacy modes, using the AVX architecture, creating new hybrids of text, image, voice and video interactivity, coupled to an interest and knowledge graph.

By doing so inside a brand new portal, and inventing new media learning technologies, XMAIL can also plan for new digital cultures that enable students to pursue a lifetime of knowledge personalization.

XMAIL is also a penpal network; a student hub introducing new content protocols for TV, movies, books, games and comics (with exclusive fan content); IP communications (rich text composer and apps); a smart gaming locus, with daily signature "BrainGum" (a mixed media email chain and viral storytelling game); brand new short messaging, VMS (variable message service); mask (persona) and totem (content stack) profile utility, for "trying on" identities and values associated with characters, historical figures, etc.; and ultimately a methodical plot to support enrichment and personal development across big story, visual culture, new media mashes, applied gaming, and real world events.

XMAIL combines the richness of entertainment culture, the ubiquity of IP communications, and the versatility of new media formats, towards building cornerstone technologies for education. In support of adaptive learning models, and augmented frontiers, XMAIL enlists virtual worlds like DUNKO, thought emulation like SLUBB, and physical thinking like BrainSports, to forward its mission: the development of new humans, through knowledge creation, acquisition and sharing.

Jared

# XMAIL



will you be  
my penpal?

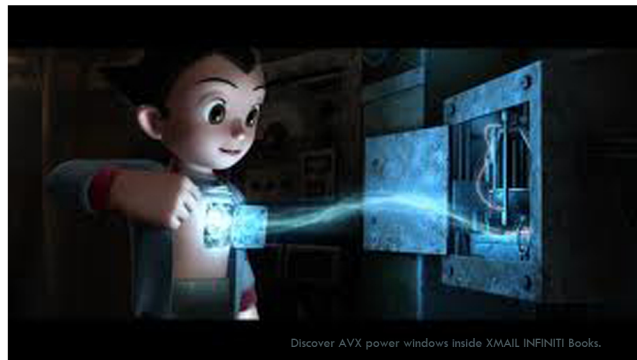
brief introduction

## *Xmail Innovation using New Media*



# A + V + X

***What is AVX writing technology?***



The “AVX” model is at the core of XMail, IYPWIIC and VMS technology. AVX (Audio Visual teXt) is a platform media architecture that integrates multi-channel information design, which can bring text to life through motion graphics, graphics, animation, CGI, video, interactive video and scripted interactivity. The AVX hybrid enables variable media display modes (*i.e. media metabolics*), necessary at this stage of our culture because media, like games, can replace fundamental literacy, like reading. AVX installs “multitext,” a writing technology that reboots how we interact with words, books and story, to create shared meaning – reasserting the core values of critical thinking, augmented by hypermedia interactivity.

[more about Xmail ----->](#)

snackster  
switcheroo  
shopaholic  
radio song  
flipflop  
bliss... over 50  
original  
programming  
formats.

\*XMAIL STUDENT NETWORK  
XMAIL.com (per domain)  
and New Media Distribution Platform

TV  
RADIO  
GAMES  
MOVIES  
BOOKS  
and more.

Proprietary XMAIL apps & branded content:

vevo mail  
like mail  
hash mail  
fx mail  
and more viral,  
interactive mail brands.

"It's  
not  
email!"

X = all your favorite email brands.

PLATFORM TECHNOLOGIES:



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**XMAIL SDK** (XMAIL software developer kit enables custom mail brands to be launched by content creators who offer rich mail experiences)

**TORK AI** (visual VPA/PIM)

**BrainGum** (chain mail story-game)

**(Original Flavor) JUNK Mail** (*GetchGo/ Garbage In/Out* ready-to-recycle email for your next story-game)

**VMS** (variable messaging service w/ paid content schemes and ADR voices)

**IYPWII Keyboard** (XMAIL composer w/ content-based keyboard apps, and text-based physics engine)

**MG3** (motion graphic "3Deep" photo technology)

**MobCasting** (create or capture an audience on-the-fly with realtime AVX programming)

**SLUBB** (superlink URI/"URB" building block)

**DUNK'O** (First-Person Thinker/ARG/Actuality Game – "Grow your brain, earn real world opportunities!")

....and more

media mail channels.

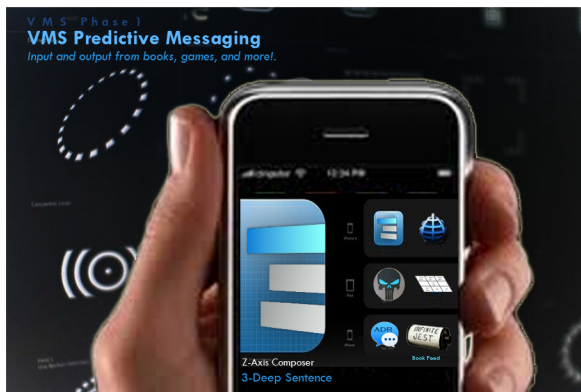


**NOTE:** This product is designed to interrogate alphabetic literacy in a culture considered to be in "secondary orality," with the mission to build critical and creative mediated language skills.





## XMAIL: Xtreme Mail Composer | Unlimited Toolsets



A. VMS with Interactive Tools on XMAIL mobile composer.



B. Infinite Inkdrop Tool.

XMAIL enables developers and brand sponsors a new platform for creative email, story games, pen pal communications, predictive messaging, and new kinds of text media experiences. *(VMS precedes Xchange Mail Composer & Xtreme Media Mail Locker.)*

Message with VMS, IYPWIIC keyboards and TORK Visual VPA:

- \***Ultra Personal Stationary Kit: Custom Logo, Stamp Maker and Watermark Tool**
- \***Electrostatic Pixel Pen** (turns touch into a custom finger quill using your own personal font and color themes)
- \***Infinite Inkdrop Tool** (in-app upgrade with built-in image sampler encodes graphics, video, or motion FX into in-line text)
- \***Mega-What? Predictive Text Tool** (uses Facebook, Twitter, favorite song lyrics and other real-time feeds to help you compose your personal XMAIL message)
- \***Word Warbler** (bend any word into any shape with any shape shifter attachment)
- !\***Eraser Magnet** (erase anything and save it for later, or erase and replace with previous)
- \***Hyperlink Phasar** (automatically adds hyperlinks to your document aggregated from the XMAIL Tool Box, or any IYPWIIC Keyboard)
- \***Typewriter Tool** (inserts keystrokes from famous authors while typing your message)
- \***Word-Flip Tool** (adds 90 degree in-line multi-flip thesaurus to any word)
- \***Self-constructing Gum Wad** (in-app upgrade adds dynamic properties to full stop punctuation turning ordinary sentences into evolving message events)
- !\***Word Vacuum** (fragments words and phases in forward or reverse stitch)
- \***Boolean Glue** (mash any two words, or more, into meaningful new expressions)
- !\***Razor Boom** (swipes words, phrases and sentences, in whole or part, into inline audio bars which can be shared by VMS or added to your XMAIL messages)
- \***"Exploding InBox" Priority Email Delivery** (in-app priority delivery upgrade ensures your friends will definitely know when they have new mail)

Each custom app from the XMAIL store features interactive media content from your favorite movies, bands, games, brands, and more. As well, each custom toolset allows new kinds of interactivity, with user-generated or brand-sponsored content, custom built for Xchange Mail penpal network or Xtreme Media Mail fans across the globe.

! = Made for Junk Mail

**XMAIL.com** (xtreme mail service) *media technologies and experiences*  
P E N P A L A N D S T U D E N T N E T W O R K

## XMAIL UTILITIES (Rich Personalization Tools and Formats)

- WebTape (wide data capture, management and cloud storage for private users, collectively called the personal graph)
- PPI (predictive preference integer) (algorithmic and transactional data portraits, based on the personal graph, designed for planning goals, decision making and tracking user productivity)
- Data Noodles, Loopholes and PopSpots (new media formats, using webtape and big data, arranged for lifestyle management, time optimization and augmented travel experiences)
- WURBB (Web User Resource Bit Board) (part “atomic” bookmark/highlight, part personal BBS and part “webdiver” log – records “URB superdomain” metadata into a “gridlist” or bit board)
- BrainSports (gaming based on board, ball, action and motor sports analogs adapted to “physical thinking” debate formats and real world problem solving)
- SLUBB (Super Link-Up Building Block) (“media environment” that extrudes and contains conceptual and procedural knowledge into object-oriented nodes, paths and fields that allow users to engage with and learn complex systems, big picture thinking and social values)
- DUNK’O (Dual User Networked Knowledge Environment) (project-based world-building gamified student network with sponsored challenges that use SLUBB models, BrainSports game protocols, and WURBB artifacts, to create and present solutions that connect individual students or teams to real world mentors, experts and role models – top players earn social capital and gain access to enrichment experiences, with real world professional figures, that are shared with the DUNK’O MMOG community)

## XCHANGE MAIL + MESSAGING HUB (User ID and IP Communication Technologies)

- XipCodes (personalized location discovery and social maps based on foot traffic, transaction data and user reviews, with geofencing stories, place-shifted communities and global pen pal network – “Surf XipCodes to make new friends near or far!”)
- X3 (personal geopresence within the XipCodes community using GPS and NFC/RFID wearables)
- Mask and Totem (content-based rich profile technology based on the personal graph, movie/TV/game/social characters or influencers and curated transaction arrays)
- Mail Composer and Toolbox (Xchange Mail account and XMAIL/VMS messaging apps)
- VMS (Variable Message Service) successor to SMS/MMS featuring rich voice, visual voice, visual messaging, character-based ADR, custom voice fonts and visual VPA)
- Mobcasting (real-time/event-based/peer-based ephemeral broadcast network)
- IYPWII (CGI meets WYSIWYG, *pronounced ip-wik*, i.e. if-you-play-with-it-it-changes) (editor and keyboard platform with content-based predictive messaging tools and hypervisual text designed for VMS and XMAIL gamified communications)

## XTREME MEDIA MAIL (Premium and Subscription Media Content, Formats and Protocols)

- NCS (News Club Society) (knowledge graph database with horizons, timelines, perspectives, multi-linear POV aka MLPOV, panoramic categories, and news future business model – based on Renaissance perspective, news objectivity principles and democratic social process)
- RBW (Rubberband Width) (“elastic” IP radio bandwidth featuring interactive, social and visual multi-track file format, human playlist curation and influencer/UGC programming with streaming radio channels that users can guest host and live mix on – “Make Your Own Radio with RBW”)
- Retreads (“Recycled Media Content”; *cf. reboot, remake, remix*) (repurposed and remonetized post distribution media assets assembled from failed pilots and tentpoles featuring overdubbed audio, remixed editorial and media mashups – with re-release dates slated for online and crossover theatrical for viral hits – crowdsourced creative and retread media hybrids based on sponsored content pools by big media brands)
- Reality TV 2.0 (next-gen reality TV programming foregrounding social utility and second-screen experiences – Snackster/Stomach is a prototype RTV 2.0 vehicle with crossmedia franchise – frontrunners include FunnyUp, Radio Song, Wardrobe Junkie, and Icon as model 2.0 flagships, plus “XWave” youth programming block)
- Rated-S (social/spectacular/sustainable) (new content creation and ratings engine for theatrical features applying development, production and review methodology based on non-disposable entertainment principles tangent to the high level design requirements installed by LEED, PZEV/SULEV, organic/biodynamic, etc.)
- MG3/3-Deep (motion audioglyph for RBW visual music)/(interactive 3D lenticular photo/graphic content via AR lens view/record mode – used with INFINITI Magazines and Trade Books)
- 3/2-G/HVX (2D graphical content with 3D interactivity, used with Coloramba for ecommerce proscenium display and merchandising)/(hypervideo technology used with Cineramba virtual theatrical venue featuring event-based movies, concerts, specials, xtreme sports and other zeitgeist programming, based on the hyperstory eXperience and file format)

## XTREME MAIL MEDIA SDK (Brands and Channels)

Freemium and subscription fan-based context from all your favorite content purveyors: Vevo, NFL, Xbox, MTV, FX Channel, Red Bull, Vans, L'Oreal, Mondelez, Warner Brothers, Looney Tunes, Marvel, Disney, etc.

## **XWAVE/AVX INITIUM** (Student Hub/Interactive Environments for K-thru-College Immersive Learning)

The XWAVE Education Hub connects students to course syllabi and homework, library resources, instructor profiles, recommendations and comments, grades, academic applications and policies, note-taking tools, tailored PPI algorithms and brainspores for developing academic skill and career paths – AVX INITIUM offers environment-based hypermedia “textbooks” with alphabetic, visual, spatial, aural and tactile experiences – co-branded with AR/VR/MR devices, LinkedIn and e-learning partnerships.

