Possibly non-existent constructs.
See also: presence, identity, trust.
dragons of eden

Carl Sagan and Anne Druyan. Speculations on the Evolution of Human Intelligence.
5:30pm, April 10th, 1901: Duncan Macdougall. .75 ounces: 21 grams (insensible loss: water vapour)
The weight of the web. 2 ounces: 56.7 grams. (driving it requires 200 million horsepower)
100 Billion neurons. How many links?
ego: “Das Ich”
Soul:
“The self-aware essence unique to a particular living being”
“The unification of one’s sense of identity”
Paul Broks “Into the Silent Land: Travels in Neuropsychology”
Soul: the story a brain tells itself.
The story informs our awareness of self. In the brain, right hemisphere.
200,000 – 500,000 years ago: introspective consciousness.
Naming the world. Singing the world into existence (Bruce Chatwin: songlines).
Glamour (meaning magic) has the same root as grammar.
Language is magic. Stories are magic.
furious green ideas

Juxtaposition of tokens = imagination.
Storytelling

fray.com
blogging

Good music “from the soul”. Good blogging too.
upcoming.org
del.icio.us
adactio.com
flickr.com

Fragmentation.
Pulling it together: widgets?
APIs. Too geeky.
The ongoing story I tell myself... and the world.
When I travel, it’s on Dopplr, Twitter, Flickr and my blog. (I could even tell an untrue story...) All timestamped. All available via RSS.
lifestream
lifestream.adactio.com

Colour coded snapshot.
Wordpress plug-in. iStalkr. Lifestream blog.
Tools: Jaiku, Yahoo Pipes.
Fleeting. Temporary.
provenance

Gavin Bell. Antiques.
Add me on Twitter: but who are you? What’s your provenance.
Tom Armitage. Reboot 8: long-term narrative; blog migration.

I will return to the idea of provenance in a moment.
the third policeman

Avatars: Second Life.
Demons: Nabaztag, Availibot.
Interactive narrative. Will Wright.
Good games feel open-ended. Bad games feel restricted.
Play (like language) is part of what makes us human: another form of storytelling.
Collaborative.
Now we’re moving beyond the individual (soul) to the collective (society).
Each individual in this society has provenance (history, experience) and a demon (avatar).
Social networks.
Walled gardens.
Web 2.0 = open data (APIs, RSS) but not relationships.
Jaiku is superior to Twitter, but I want all my friends.
rel attribute

the relationship from the current document to the anchor specified by the href attribute

<link rel="stylesheet" href="foo.css" />
<a rel="help" href="foo.htm">help</a>
Microformat. Ludicrously simple. Makes relationships explicit.
OpenID can solve the sign-in issue.
XFN (and hCard) can solve identity relationship consolidation.
Mix them and you’ve got truly open data that can flow from app to app without an API.
Gavin Bell’s code. A mixture of scraping (with XPath) and parsing (microformats).
social
gaming
provenance
Justin Hall.
PMOG: Passively Multiplayer Online Game.
Surfing the web gives provenance. Using that for fun and profit. But let’s take it further...
Online publishing = hacking and slaying.
Let’s do something with all those experience points.
Let’s make a game.
Hacking is social.