

Slide 1:

Hello, my name is Josh Pang.

In 1964 Buckminster Fuller conceived of a computer game with the objective “making the world work for 100% of humanity without ecological offense or the disadvantage of anyone.” When I first became aware of this, it struck me as one of the most compelling statements of planetary potential that I had ever heard. Now having written my MS thesis on World Game, I’m convinced the conversation around breaking the wall of planetary potential is the most important thing we can be talking about on Earth.

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World Game is a computer game where teams of people use simulation to reason over a database of world resources, kind of like how AlphaGo uses simulation to reason over a database of possible moves. The objective of World Game is to find computer-validated solutions to vexing planetary problems. World Game is essentially a computerized problem-solving engine that crowdsources and standardizes the global problem-solving process ultimately engaging teams of people all over the world.

The complexity of global problems are at a level which require this computer tool. Something like World Game isn’t *just* a good idea, it is in fact *necessary* in the face of problems like climate change. At its core, a global problem-solving engine like World Game integrates three fundamental components: a database + map + simulation. It is necessary for all effective procedures at world-scale. I think it is very simple to see the necessity for this database + map + simulation tool: without a database you have amnesia, without a map you swim in a sea of numbers, and without a simulation you play a game of chance instead of a game of strategy. A problem-solving engine like World Game is necessary for the survival of humanity. In plain English, there is literally no way to handle the complexity of the entire planet right now without utilising something like it.

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The wall of planetary potential is a meta-wall, which if broken, implies the breaking of so many others. In order to test World Game’s sufficiency, we need to actually engineer an international database + map + simulation because there is no precedent. Without access to the necessary computer tools, Buckminster Fuller was unable to build World Game. Today, we have those tools at our fingertips. What’s stopping us from breaking this wall? Thank you.