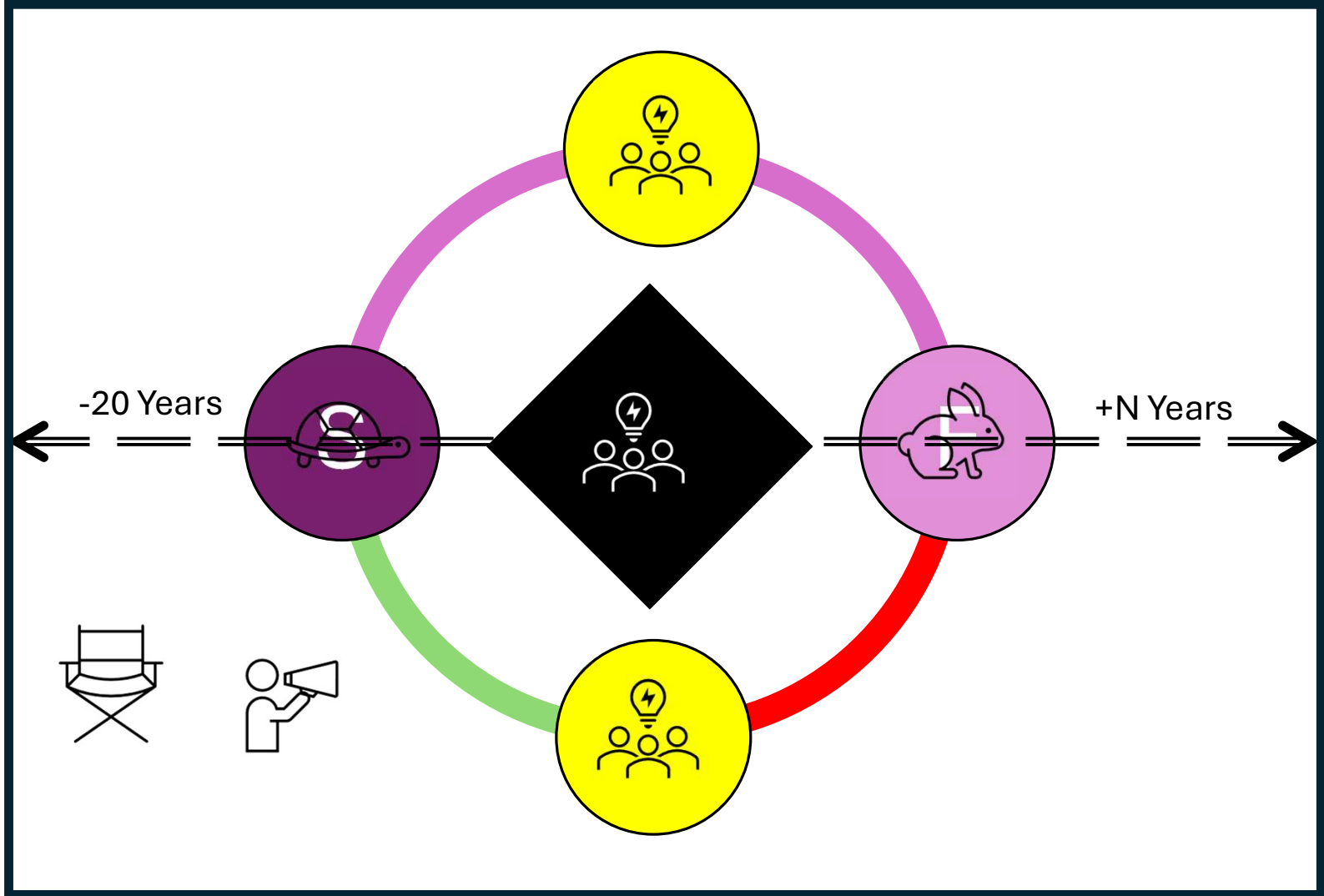


BEYOND THE BLACK BOX

- At the core of all programming environments, including those used for institutional research, gaming, game design, and custom R&D, there is an object known as a Black Box. The name is unfortunate, and most likely selected with intention, considering its ultimate function.
- In general, the real secret behind *Black Box Programming* is that the people closest to its design, engineering, maintenance, and operation (in generally, highly-skilled gamers and programmers) have designed it to maintain a 20-year “time gap” with outcomes influenced by factors such as: speed, skill, and technological leverage.
- Effectively serving as *Digital Divide by Design*, the core of Black Box Programming is a sophisticated algorithmically-aligned protocol and process whose primary function is to maintain separation between: (1) the human contributor they have identified as having the “fastest” speed and level of access; and (2) the human contributor they have identified as being the least likely to effectuate the required action within the required timeframe.
- Now, based on historical perspectives, can you guess the “color” typically associated with the “slow” lane? Thereafter, imagine the astonishing look on their faces when they realize that the real outcome is the exact opposite?
- Unbeknownst to nearly all, it has been determined that, at the core of *Black Box Programming*, there is an actual list of Names. In fact, a list of living, breathing, conscious and capable human professionals relegated to serving as *Silent Inputs*, *Invisible Bits*, and *Unacknowledged Sources* within closed, non-transparent, secretive, and exclusive custom research, game design, and software development projects, all undertaken without the consent of at least one human contributor to the project. In fact, thus far, despite outreach and communications, there has been no expressed intent by any person, entity, institution, or Stakeholder involved in this project to engage in open and transparent discussions on a range of business-related topics, including personal security and fair compensation.
- Apparently, the attempted theft of our bodies was not enough. Now, they are trying to invade our minds.



NAME/PARTICIPANT	ROLE	AVAILABILITY
[REDACTED]	F	YES; TSP only
[REDACTED]	S	NO

AI-Enabled Targeting

- EY: [Neurodiversity-Powered Transformation | EY – US](#)
- Deloitte: [Neurodiversity and innovation | Deloitte Insights](#)
- HFS Research: [Unleash the superpower of neurodiversity: A strategic imperative for EX - HFS Research](#)
- Korn Ferry: [Embracing Neurodiverse Talent is a Business Imperative \(kornferry.com\)](#)

Data Visualization

Unreal Engine:

- [Getting started with digital twins - Unreal Engine](#)
- [MetaHuman | Realistic Person Creator - Unreal Engine](#)
- [Unreal Engine For Research \(ue4research.org\)](https://ue4research.org)

Other Issues

Algorithmic Nudging:

- Welcome to the algorithmic nudging debate - a potent AI practice with ethical implications (diginomica.com)

Black Box Programming:

- [1806.09936] Open the Black Box Data-Driven Explanation of Black Box Decision Systems (arxiv.org)