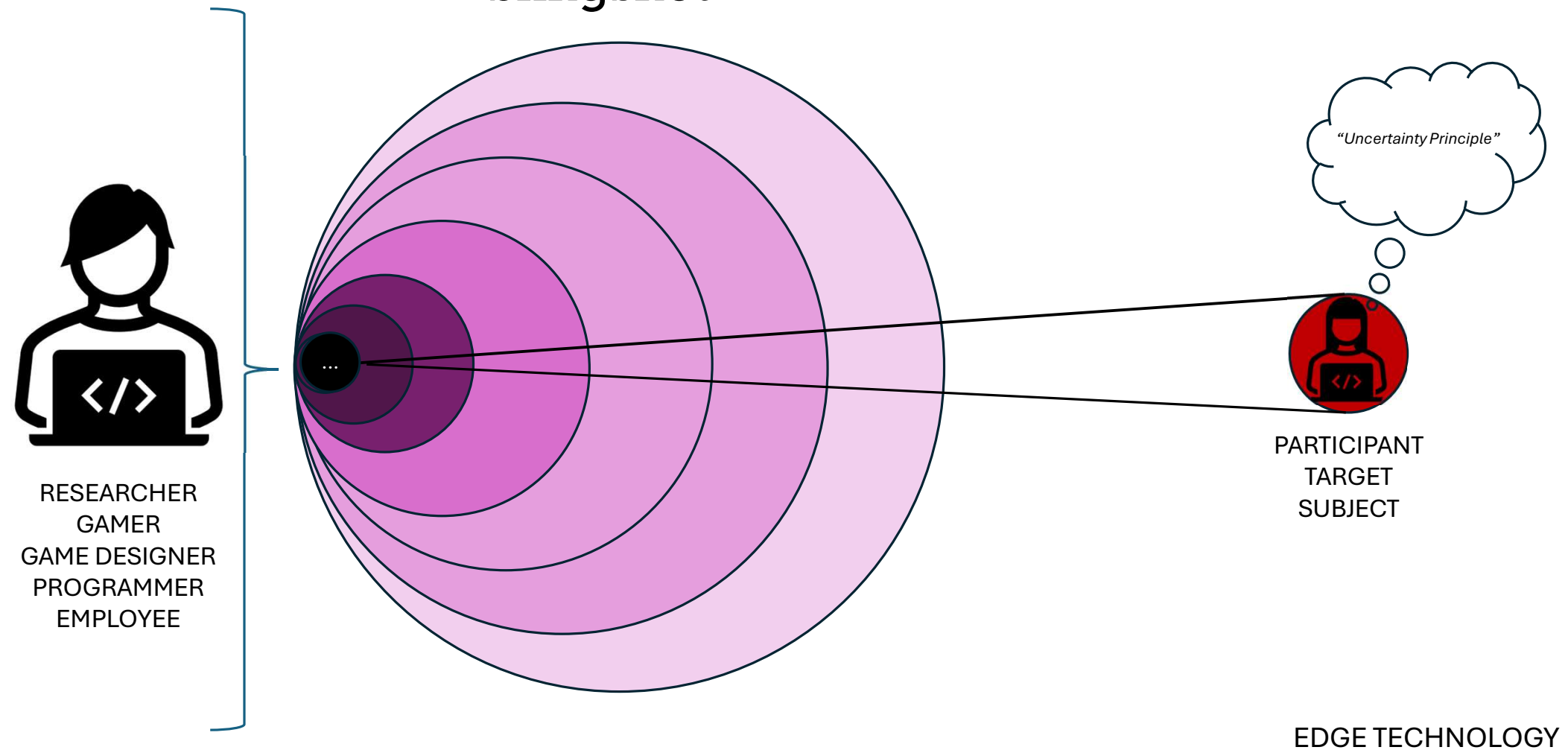


OPEN CASES

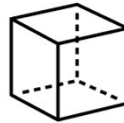
TYPE: CASE STUDY
ISSUE: RESEARCH OVERLAP

1. MULTIPLE INSTANCES OF RESEARCH OVERLAP.
2. MULTIPLE PROJECTS FUNDING THE SAME RESEARCH.
3. EVIDENCE OF FORCED ALIGNMENT AND CONNECTION TO PRODUCE DESIRED RESULTS.
4. MULTIPLE PARTIES PERFORMING RESEARCH ON THE SAME DATA SET.
5. EVIDENCE OF POTENTIALLY CONFLICTING INTERESTS THAT HAVE BECOME OBVIOUS.
6. PROJECTS AIMING TO REACH THE SAME CONCLUSIONS AND OUTCOMES.
7. REPORTS OF OBVIOUS OVERLAP, WITH INSTANCES OF CONFLICTING RESEARCH ACTIVITY.
8. MULTIPLE PARTIES, INCLUDING RESEARCHERS, GAMERS, GAME DESIGNERS VYING FOR ACCESS TO SAME DATA SET.
9. WITH EACH ENTITY HAVING THE GOAL OF CREATING THE MOST REALISTIC ENVIRONMENT, RESEARCH ACTIVITY IS OBVIOUS AND APPARENT.

David & Goliath “Slingshot”



PRODUCT:
QUANTUM MICROSCOPE
Interactive Lensing



PARAMETERS

OPTIONS	OUTPUT
MODE:	GAME
FORMAT:	FICTION
LANGUAGE/OUTPUT:	ORGANIC-NATURAL/HTML
LEVEL:	QUANTUM
EXPERIENCE/LESSON:	LIMITS/BOUNDARIES
CHALLENGER:	RED
GOAL:	LOGICAL PARAMETERS
ROLES/FUNCTION:	RESEARCH; DEVELOPMENT; CAPACITY EXPANSION; LEGAL; REGULATORY; COMPLIANCE; COMPLIANCE & REPORTING; INFORMATION TECHNOLOGY; KNOWLEDGE MANAGEMENT; DATA PROTECTION; DATA SECURITY PATENT ASSESSMENT; TECH TRANSFER; COMMERCIALIZATION; PRODUCTS; INTELLECTUAL PROPERTY; IP RIGHTS
INDUSTRIES:	SUPPLY CHAIN MANAGEMENT; VENDOR RISK ASSESSMENT; THREAT DETECTION; BREACH REPORTING INSURANCE; INSURERS; INSURANCE DEFENSE PREPARATION; INSURANCE DEFENSE LITIGATION; ACTUARIAL SCIENCE; DEFENSE

METHODOLOGY

Participants working in collaboration, across Platforms, Information, and Environments (PiE) have achieved the following :

- *Within Gaming Environments, this type of communication is regarded an Opportunity to Escape – a rare opening under which Participants may ascend the Game, and thereafter create a new Character, Avatar, Life or Timeline.*
- *A Logical Infrastructure (Bridge) to support for the use of Magnets with DNA-based programming (within the Game, delivered as Memory Prompts with Wormholes rendered as a Quantum Microscope).*
- *With access to underlying data, communications infrastructures, unlimited sources of information, and vast energy reserves, Participants may exercise real time gaming controls under which they may alter any external environment, choosing along the way the persons and PiE with whom they decide to interact.*
- Participants are equipped with Rules of Engagement. In general, ROE set forth Parameters, including personalized limits and boundaries, with an option to specify the relevant and/or preferred time-frame.
- In general, Non-Participants are regarded as Non-Player Characters (NPCs).
- Activities, conduct, and research directed at NPCs are subject to location-based rules, regulations, requirements (i.e., local jurisdiction). In general, communication between and among NPCs is achieved through nationally-regulated communications policies, standards, and protocols.
- A decision to adhere to location-based rules is User-specific. Such a choice, therefore, is deemed to exist outside the Game.