

# *Xtopia*

## A Transmedia Approach to Gamified Activism

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**Xtopia** is a transmedia, entertainment property that integrates a dramatic television series, a mysterious network of web sites and podcasts and a gamified metaverse sanctuary.

### **Back Story**

The global pandemic of 2020 severely disrupted the world as we knew it. This disruption was also accompanied by worldwide political unrest and economic uncertainty. These factors would be seen later as fertile ground for the emergence of a new state of mind, practitioners dubbed... **Xtopia**.

For the first time in a long time, the idea that we humans would muddle through as we had before, seemed less likely. In a world severely disrupted nothing seemed like it would remain unchanged. Our old stories were falling away and new ones had yet to stabilize.

The pandemic outbreak revealed the current story that was shaping our response was hopelessly outdated. Instead of collectively utilizing the disruption to clear away the old and usher in the new, we seemed to be sliding into the dystopian storylines so prominent in our films, television, video games and social media. It was like it was all we could imagine. Some wondered if it would have to get much darker before something better emerged.

In the midst of the continuing disruption a small group of transmedia activists sensed it was time to change the game that was being played. They reasoned that if they wanted things to be different, they needed to generate a new map of possibilities and put these possibilities into action by staging covert missions. Overtime, their followers began to refer to them as *Map Makers*.

Conversely, the business as usual pundits in politics, economics, technology and religion seemed to embrace the descent into cultural dysfunction as if the confusion served their purposes. It was true... American Oligarchs were still sucking the life blood out of the culture as the wealth and innovation created by everyone continued to benefit less the 1% of the population. When this had happened in the past, it hadn't turned out well for anyone.

### **A Movement**

The **Xtopia** movement, as it became to be called, was lightyears beyond the naïve Wu Wu New Age notions of "Utopia." It instead illuminated a powerful, believable path of cultural transition co-created by individual aspirations and inspired by a collective field of new stories and intelligence emerging all over the planet. Something larger than any one individual was unfolding for those that had the hearts and minds to experience it. A future chosen from many potential quantum possibilities that would benefit everyone, not just the rich and powerful.

Historically, cultural disruption had always functioned as a way of opening up space for something new. Certainly mammals and eventually humans emerged after a prehistoric world that had flourished for over 170 million years was decimated by a simple comet fragment that smashed into the Gulf of Mexico. In the shock wave and nuclear winter that followed, lifeforms that had been dominate for thousands of years, died out suddenly. What was left was the space for humans to flourish.

Some said in our time, the growing specter of climate change could be our comet fragment. Coupled with our seeming loss of *will* to choose the evolution of our better angels, our cultural event horizon was darkening. If that was so, what would emerge after humans we wondered, new life forms with AI enhanced intelligence? Given their conviction that nothing really needed to change the masters of business as usual choose to ignore the increasing heat and rising waters. Literally and metaphorically .

### **Into the Breach**

Against that backdrop the Map Makers went to work. Utilizing the transmedia tools of their trade, the Map Makers deployed new AI research platforms that could help them identify the qualities of a new story in the continuing dysfunction of the old one.

They created and promoted media content based on this intelligence through dramatic television series, documentary specials, networks of podcasts and social media memes. These stories promoted an attractive, *believable* path for how we could get from where we were to the culture where everyone benefited. They also revealed *who* was standing in the way of that future and targeted them for extinction. The question remained... would we lean into a new beneficial cultural direction or continue to be controlled by the old order trying to protect itself? Conflict seemed inevitable.

When the expected real world backlash came, the Map Makers enfolded their activities into a mysterious block chain protected metaverse named **Xtopia**. Only those they invited could enter. This **Xtopia** served as an incubator for new notions about politics, economics, social action and beneficial technology. It also represented a jumping off place from which **Xtopia** digital natives launched public service campaigns (missions impossible) that exposed the last sorry attempts by the business as usual puppet masters to hold on to their power and wealth.

Map Makers also created gaming missions that citizens of **Xtopia** could undertake to increase their intelligence about politics, economics and technology and be rewarded for their efforts. The combined impact of what was learned by **Xtopia** citizens in the gaming missions and put into play in the guerrilla tactics employed by the Map Makers, resulted in new ideas and intelligence emerging with the potential to change the real world.

### **Down the Rabbit Hole**

This **Xtopia** metaverse seemed like it is inspired by Lewis Carroll's "Alice in Wonderland" where ghostly avatars pop in and out of existence as they engage with each other in incubating an alternative vision of the future.

More than love or intelligence, or consciousness and joy of life, **Xtopia** sprung from the deep desire of the Map Makers to actualize their better angels going forward. They set out to create a new popular narrative that was grounded in the latest factual intelligence and innovation, aligned with the changing conditions of the cultural transition that was underway and powered by the latest technology. Everything that passed the test in the **Xtopia** metaverse had consequences in the real world as well, modeling a type of resistance that could be undertaken to bypass existing power brokers.

The **Xtopia** metaverse offered three qualities...

**Sanctuary** – It operated as a safe harbor to gather, converse, debate, innovate and transact far away from the noise and increasing violence of cable and social media news feeds and apps. It was open to only those that were invited and governed by integrated rules of engagement enforced by the Map Makers. New concepts and ideas about politics, economics, technology, relationships and religion found the space to breathe in **Xtopia**, failed often when simulated but were re-invented before real world pundits could jump them with their dystopian hijinks.

**Incubator** – It offered AI enhanced tools to its digital tribes to simulate alternatives to political deadlock, voter polarization, media distortion, social justice, pandemic response, income inequity and surveillance capitalism. Like all new ideas, most failed when simulated in the **Xtopia** metaverse community, but unlike the real world where such initial failure would spell the end of innovation, **Xtopia** citizens successfully re-booted their ideas without any risk of damage to their brother and sister avatars.

**Amplifier** – It promoted proven simulations worked out in **Xtopia** through digital guerrilla campaigns to true believers in the real world. These story bytes gave citizens models of strategy and action that had proven successful when played with in the **Xtopia** metaverse. The block chain, de-centralized structure of **Xtopia** also protected citizens mounting clandestine “public service” campaigns against those attempting to stop **Xtopia** birthed ideas gain influence in the real world.

### **Xtopia Television Series**

The **Xtopia** dramatic television series serves as an important symbiotic piece to the **Xtopia** metaverse experience. It chronicles one linear version of the story of the Map Makers, a small guerrilla group of activists and their followers attempting to protect and defend democracy in America from corporate oligarchs. The television series will include all the characters, storylines, metaverse activities and podcasts of the total **Xtopia** concept.

In the **Xtopia** television series, Map Makers come from diverse backgrounds including transmedia artists, code hackers, artificial intelligence experts and social activists. They act as semi-clandestine operatives who help those that are being suppressed by the oligarchs and their supporters and expose illegal acts of the rich and powerful. They carry out their missions

by hacking and manipulating the vast data networks of the old order. As a result, the Map Makers and their followers are hunted by digital mercenaries working for the old order bent on destroying **Xtopia** and all it stands for.

All the missions that are portrayed in the **Xtopia** television series can also be “played” by participants in the **Xtopia** metaverse. Also, stories and tactics that gain traction within the metaverse community can serve as examples of storylines that are included in later television episodes. This symbiotic environment represented by the **Xtopia** metaverse and television show attracts audiences for both and encourages fans of the television series to actually get involved in real world missions and get rewarded for it.

Map Maker missions are influenced by the academic papers of the **Bureau of Now** and interactions arising from the **Demokrazy** network of podcasts and social media postings. When the television series audience goes looking for these media outlets on-line they will find them. It will seem as if they really exist and have connections to the **Xtopia** metaverse.

**Xtopia** stories are pulled from today’s headlines and social media threads. As politicians, social media mavens, the courts, corporate interests and ordinary citizens vie for control of America, the exploits of the Map Makers take place in real life circumstances that Americans currently find themselves in. These include rigged elections, wealth disparity, violent insurrection, social justice, climate change, the rise of misinformation and big lies, disruptive advances in technology and the transition of power from old white men to a multicultural democracy.

In conclusion, the **Xtopia** experience is unlike any other entertainment/activism transmedia play. It utilizes television episodes, podcasts, blogs and social media apps in conjunction with a metaverse that serves as a gamified activism simulator that wildly entertains while mirroring current events unfolding in America with perspectives that could change the world.