

From: "jeffrey E." <jeevacation@gmail.com>

To: James Tagg <[REDACTED]>

Subject: Re:

Date: Mon, 22 Aug 2016 23:15:47 +0000

how to negotiate, you need some leverage and not just skilled begging

On Mon, Aug 22, 2016 at 4:17 PM, James Tagg <[REDACTED]> wrote:

Thanks for the lunch and interesting chat. It will make me think...

I guess there's a few things on a two player game with a potential observer. (the person thinks there might be an observer)

1. Do I have a past or future relationship with the observer?
2. Will they gain information about my behaviour so they can do better in the future against me.
3. Should I hide some skills or moves and keep them for a future encounter?
4. Will they judge or score me for some other aspect of my life. This game is no longer private.
5. Do I trust the observer is NOT giving the other side information? Can I assume all my info is secret from the other side?

So yes I think it does change. It introduced doubt and uncertainty and at the very least takes some attention away from the game itself to consider the above. How could you test it in a game? Its similar to the man in the middle Silent Circle communication problem. Can you know you are not being listened to? (A: Yes if you use certain Cryptographic techniques). How does this change game behaviour?

Since there is NO observer there is no quantum mechanics going on (I think).

Things we discussed that were interesting

1. How do you help people be less confused with the world?
2. Do people need an APP (service) to help them make decisions. Perhaps an app that senses their gut instinct and tells them what is it. Might use Julia Mossbridge's work.
3. Do people want an App (messaging with video) that tells them about the other person, trust, honesty, openness etc...
4. Can you use such an app to understand comms problems between people. When they get puzzled, confused etc...

5. Do people want to be helped and advised by 'higher powers' in their decision making, Deepak Chopra et. al.
6. You thought research institutes were unsuccessful. What would you replace them with? What's the better model in the future? (In the tech world we generally do hackathons.)
7. I'm negotiating leaving Truphone and trying to take some technology with me. What's the best negotiating strategy. In particular, I want to try to take the messaging piece with me and give it a new life with AI at its core.
8. And of course a bunch of other stuff...

Things we could have discussed.

If making images of the brain does not really help, it tells you course grained info about where stuff occurs in the brain then what would help. I've been doing work with Travis Craddock of Nova (down the road from you) on whether Neurons process info using optical computation. He did a paper study on this but you could actually probe it for real and then make a logic gate that behaves in a non-computational manner (that is if you believe the brain is non-computational) Application = solving the halting problem. Highly speculative, controversial area but would be interesting to try to build it.

So thanks again for lunch.

James Tagg [REDACTED]

From: "jeffrey E." <jeevacation@gmail.com>

Date: Saturday, 20 August 2016 at 12:58

To: James Tagg <[REDACTED]>, "Nowak, Martin" <[REDACTED]>

Subject: <no subject>

fun, thanks for stopping by. does the two person game change if one player believes a third party is watching. . no real observer .?

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