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THINK 66 Final Project Manifesto
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The new design that I am proposing is *Expand*. This platform allows people to either get inspired or pivot into a new profession or job through the usage of custom-tailored artificial intelligence algorithms in virtual reality. With this design will come a headgear, which will serve as the means of virtual reality – however, this headgear will differ slightly from the Oculus or other virtual reality devices that you currently may know of. This headgear will be a "four-dimensional" headgear that allows one to full-dive into a virtual world through advanced microwave nanotechnology and will engage both the spatial and sensory parts of one's brain. In this regard, this virtual reality device will closely simulate reality. Through this new and improved virtual reality technology, people can explore their professional or amateur interests without having to in the real world (for example, if someone doesn't have access to certain things they wouldn't be able to explore the things that they want to explore).

With the idea in mind, let us first consider the way of life and eudaimonic feedback loop that exists with new designs. I claim that this design for *Expand* does in fact promote flourishment and eudaimonia in human beings. Despite the negative ways technology is being utilized nowadays, the *Expand* technology allows humans to access things that they once weren't able to access and explore opportunities that may help them realize the purpose of their own living. Because the application will have many different possibilities in what a potential user can explore, the ideas that one can be exposed to are endless. Many times, ideas are dormant in one's mind. Without the correct exposure or the correct background, people will not be able to wake up to the endless possibilities that exist in our brains. Humanity is constantly constrained by society and the problem of inequality. This specific virtual reality technology can be a method in which we can even the playing field by providing people with a method to explore themselves in a place different from the real world. Improving people's purpose and thereby improving their motivation increases their confidence, increases their happiness, and changes the definition of success in life – these are all ways in which their way of life is affected by this virtual reality technology. An issue in current technological devices and applications is the confounding of marketing technology as an improvement for society but instead monetizing on its profits. This specific application is solely meant for the improvement and promotion of individualism in people's lives throughout the world. In that regard, we are designing for flourishing rather than for convenience or profit.

We can additionally consider the behavioral economic feedback loop that exists in designs as well. We have already touched on this loop. Essentially, this technology allows for people to create a vision for themselves in the real world, which in turn changes their behavior to allow for a more hopeful and realistic future.