

Contents

1 Background	1
1.1 A Question of Immortality	2
1.2 Depth Psychology	5
1.3 A Wider Depth Psychology	7
1.4 Questionnaire Research.....	11
1.5 Subcultures of Survival	14
1.6 Five Scenarios	18
1.7 Chapters.....	22
References	23
2 Massive Questionnaires	25
2.1 Machiavellianism	26
2.2 Ethnographic Questionnaires	33
2.3 The Year 2100	38
2.4 The Semantic Differential	42
2.5 Sociability	47
2.6 Conclusion.....	48
References	49
3 Mobile and Ubiquitous Capture	51
3.1 Psychology’s “Big Five”	52
3.2 Big Five Pilot Studies.....	56
3.3 Online Android Application	58
3.4 Mobile Pilot Studies	62
3.5 A Mobile Game Machine	66
3.6 Ubiquity of Meaning	70
3.7 Conclusion.....	73
References	73
4 Recommender Systems	75
4.1 The Universal Human Condition	76
4.2 Cultures and Subcultures.....	81
4.3 Integrating Preference with Another Variable.....	84

4.4	Individuals and Categories.....	87
4.5	A Culinary Pilot Study	91
4.6	Subcultures and Networks.....	94
4.7	Emulating Preferences	96
4.8	Conclusion.....	98
	References	98
5	Cognitive Abilities	101
5.1	Consciousness	102
5.2	Neural Nets.....	107
5.3	A Personalized Expert System	112
5.4	Chronic Intestinal Stasis.....	118
5.5	Conclusion.....	123
	References	123
6	Autobiographical Memories.....	127
6.1	Views and Interviews	129
6.2	Cyrus the AI Boswell	133
6.3	Episodic Memories.....	136
6.4	Migration Memories in Survey2000.....	139
6.5	Sophisticated Issues	144
6.6	Citizen Social Science.....	145
6.7	Conclusion.....	148
	References	148
7	Text Analysis	151
7.1	Historical Linguistics	153
7.2	General Inquirer	156
7.3	Other Lexicon Approaches.....	160
7.4	Author Emulation.....	164
7.5	Thus Spoke Nietzsche	167
7.6	Problematic Transcendence.....	170
7.7	Conclusion.....	173
	References	174
8	Virtual Worlds.....	177
8.1	An Electronic Obituary	179
8.2	Avatar Statistics	183
8.3	Virtual World Wikis.....	189
8.4	Second Life Gesture	195
8.5	Conclusion.....	202
	References	202
	Appendix.....	205
	Glossary	207