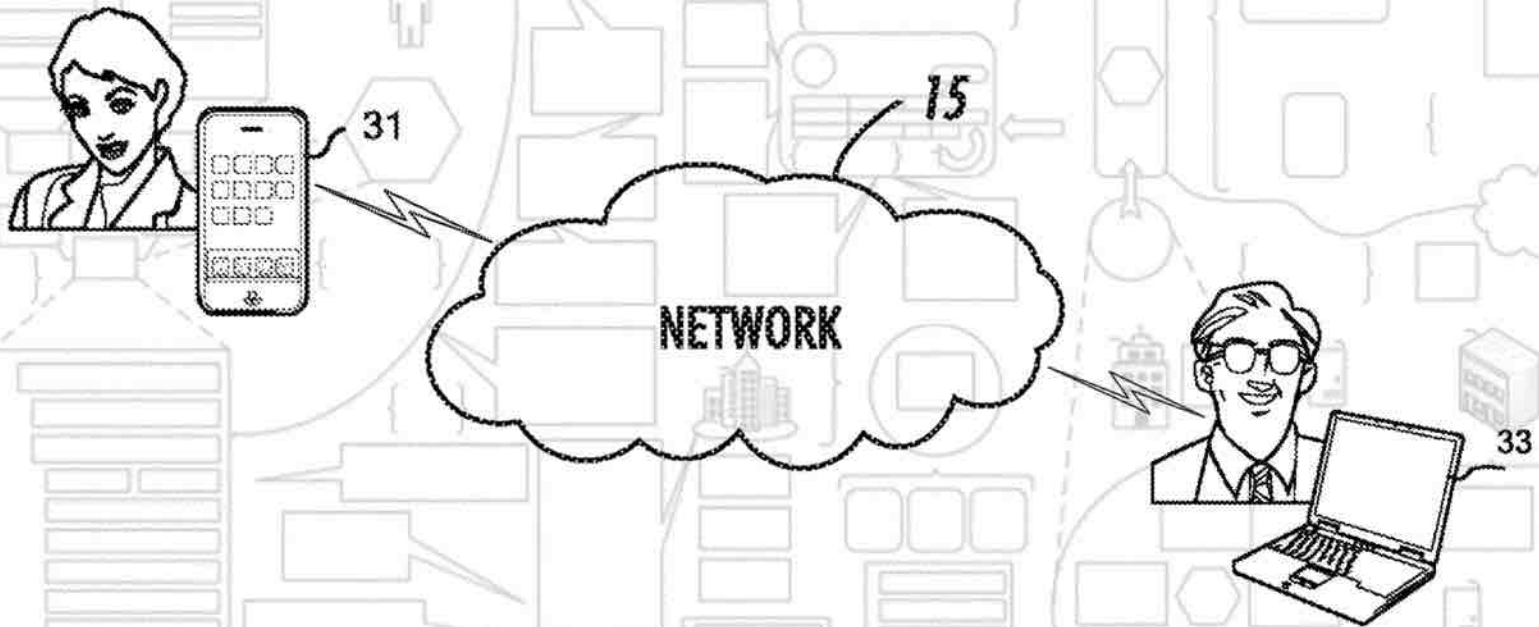


SOCIALITY

THE COLORING BOOK OF TECHNOLOGY FOR SOCIAL MANIPULATION



**ALGORITHMS, INTERFACES, AND DEVICES
CONCEALING SOCIAL DISCRIMINATION,
POLARIZATION, ADDICTION, DECEPTION,
TARGETING, CONTROL, SURVEILLANCE.**

C I R I O

AN ARTIST BOOK BY PAOLO CIRIO

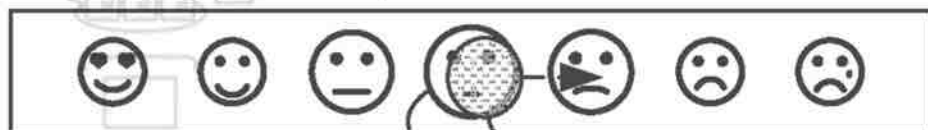
Today, human sociality is affected by devices subtly designed to program behaviors and profile citizens.

This book contains over 250 selected patents that the artist Paolo Cirio found by sifting through over 20,000 inventions he published on the website <https://sociality.today>. The artist organized the patents into chapters such as Discrimination, Polarization, Addiction, Deception, Targeting, Control, and Surveillance. With this artwork, Cirio exposes inventions that employ devious psychological and profiling tactics through artificial intelligence, algorithms, data mining, and user interfaces.

As artistic provocation, *the Coloring Book of Technology for Social Manipulation* proposes the cathartic, childlike exercise of coloring to both educate and inform through the visually rendered compositions of outlined flowcharts and patent titles. The inventions featured in this publication range from the seemingly innocuous to the dystopian, reflecting on the information technology companies attempts to program and control individuals and society.

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YOU ARE BEING PROGRAMMED.

ISBN 978-0-359-29403-9



This artist book is created by Paolo Cirio LTD. It might violate some copyrights, please send any precious complaints and feedback to the the artist's firm.

More about this artwork and Cirio's art at:
<https://PaoloCirio.net>



DISCRIMINATION
POLARIZATION
C O N T R O L
ADDICTION
DECEPTION
MANIPULATION
CENSORSHIP
TARGETING
PROFILING
BIOMETRICS
SURVEILLANCE

“We understand the power of mass media, like television, advertising, etc., they teach this even at school. However, it’s not common knowledge how algorithms, user interfaces, and personal devices are much more powerful and sophisticated in manipulating people. This should be an educational issue and also a legislative one.”

**Paolo Cirio,
Fast Company Interview, 2018**

Sociality

***The Coloring Book of Technology for Social Manipulation* by Paolo Cirio.**

This artist book is derived from Paolo Cirio's artwork *Sociality*, for which the artist collected and rated over twenty thousand patents of technology enabling social manipulation. *Sociality* aims to raise awareness and engage the general public in tracking, flagging, and banning socially harmful information technology.

As artistic provocation, the *Coloring Book of Technology for Social Manipulation* proposes the cathartic, childlike exercise of coloring to both educate and inform through visually rendered compositions of outlined flowcharts and patent titles. The patents featured in this publication range from the seemingly innocuous to the dystopian, reflecting on the information technology companies attempts to program and control individuals and society.

This first edition contains over 250 carefully selected and categorized patents that Paolo Cirio found by individually examining the first 4,000 patents from the over 20,000 rated automatically and published on the website <https://sociality.today>. The patents presented on the project website and in this coloring book were retrieved from the Google Patents platform through a custom-made script exploiting a vulnerability in the limits imposed by the search engine.

This book aims to expose technology that employs devious psychological tactics through artificial intelligence, algorithms, data mining, interactive interfaces, social media platforms, and methods for targeting and tracking online users. In the *Coloring Book of Technology for Social Manipulation*, the artist Paolo Cirio organized the patents into the chapters Discrimination, Polarization, Control, Addiction, Deception, Manipulation, Censorship, Targeting, Profiling, Biometrics, and Surveillance.

Utilizing the design of the coloring book, Cirio draws viewers into the realm of manipulative technology, where uncanny plans to program and profile people have become ubiquitous. *Sociality* reveals some of the first patents from this particular technological field, dated around 1998, and concludes in 2018, the year when nefarious social consequences of such technologies have become most evident and reported. These patents document the history of how humans began to be programmed by machines. In favor of a more ethical use of technology, *Sociality* seeks to inspire public awareness regarding these apparatuses, as our sociality is now being owned and traded by private companies without public scrutiny.

These devices are often obscured by technological language, trade secrets, and the public's general unawareness, inspiring the artist to develop a coloring book of such technology used for social manipulation. The documentary form of this artwork aims to shed light on contemporary mechanisms of social control by showing evidence of complex technological systems and their role in enabling social discrimination, social bubbles, algorithmic bias, amplification of misinformation, behavior modification, tech addiction, and corporate surveillance.

Expanding from privacy and bias, this project focuses on technology for the manipulation of human behavior and psyche. Attention economy, steered social validation, and habit-forming products can be psychologically damaging and impact social relationships to the point of harming the fabric of society and endangering democracy. In this book, both artist and readers are tasked with performing oversight of invasive inventions designed to target demographics, push content, coerce interactions, and monitor people.

The provocative and participatory component of coloring elicits engagement for collaborative critical reflection. Each image in this book includes short descriptions and patent numbers, acting as evidence that can be sent to legislators, academics, activists, and journalists advocating for regulation, while the visual strategy aims to make the project popular and emblematic.

The *Sociality* book invites readers to discover and investigate by coloring compositions of flowcharts and texts, revealing how human sociality is being engineered and patented.

“It’s about behavior modification on a mass basis, with everyone under surveillance by their devices and receiving calculated stimulus to modify them.”

Jaron Lanier

“Social media literally changes your relationship to society...exploiting a vulnerability in human psychology.”

Sean Parker

“The problem is the hijacking of the human mind: systems that are better and better at steering what people are paying attention to, and better and better at steering what people do with their time than ever before. This system is better at hijacking your instincts than you are at controlling them.”

***“It is about a civilization-scale mind-control-machine” and
“the compulsive elements of their inventions.”***

Tristan Harris

“The short-term, dopamine-driven feedback loops...The social validation feedback loop... They are ripping apart the social fabric of how society works”

Chamath Palihapitiya

“We have several examples of technology enabling us to do things which for various reasons, mainly ethical, we decide no to allow. For instance, we have agreed to establish bioethics boards and trust them to perform an oversight function regulating the indiscriminate use of technology on ethical grounds. Do the contenders of this dogma wish to allow unrestricted use of biotechnology including development of biological arms?”

Dan Shefet

Further Reading

Ten Arguments for Deleting Your Social Media Accounts Right Now

by Jaron Lanier, Henry Holt and Co., 2018

Re-Engineering Humanity

by Brett Frischmann and Evan Selinger, Cambridge Press, 2018

Sad by Design

by Geert Lovink, Pluto Press, 2018

Algorithms of Oppression

by Safiya Noble, NYU Press, 2018

Automating Inequality

by Virginia Eubanks, St. Martin's Press, 2018

Digital Sociology: The Reinvention of Social Research

by Noortje Marres, Polity, 2017

Weapons of Math Destruction

by Cathy O'Neil, Broadway Books, 2016

Hooked: How to Build Habit-Forming Products

by Nir Eyal, Portfolio, 2014

Networks Without a Cause

by Geert Lovink, Polity, 2012

Program Or be Programmed

by Douglas Rushkoff, OR Books, 2010

Advocacy Organizations

Center for Humane Technology, U.S.

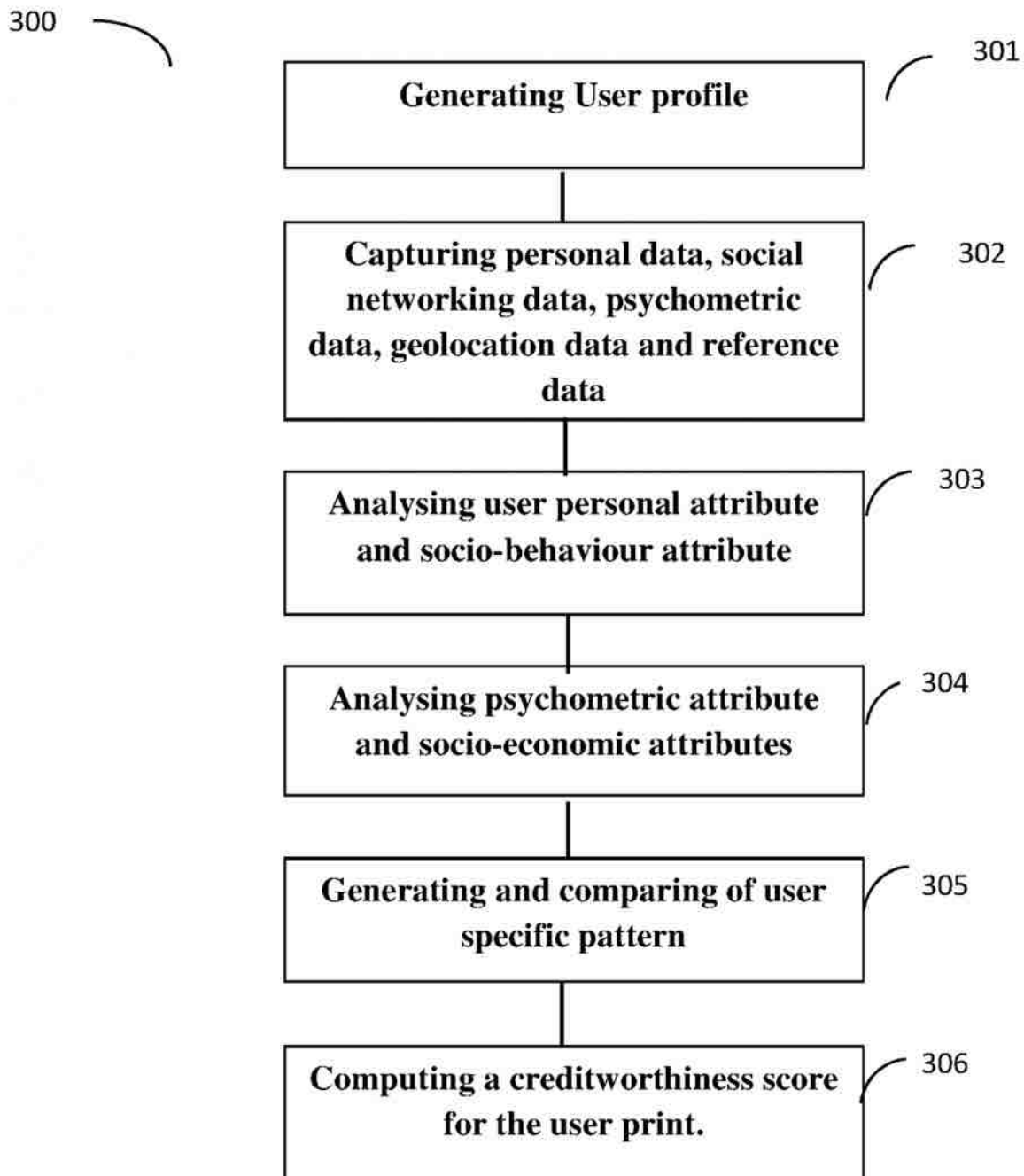
Common Sense Media, U.S.

Internet and Me, Europe

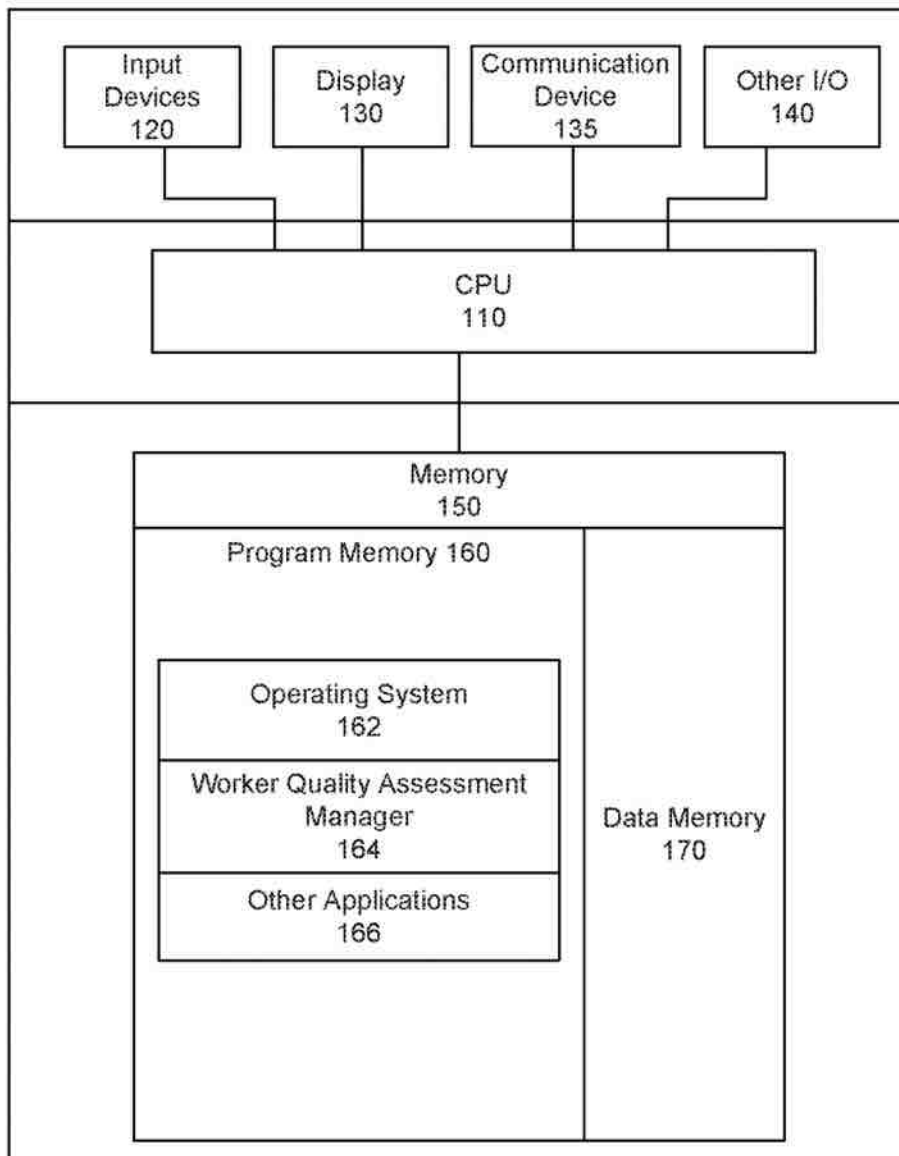
**DISCRIMINATION
POLARIZATION
C O N T R O L
ADDICTION
DECEPTION
MANIPULATION
CENSORSHIP
T A R G E T I N G
P R O F I L I N G
BIOMETRICS
SURVEILLANCE**

DISCRIMINATION

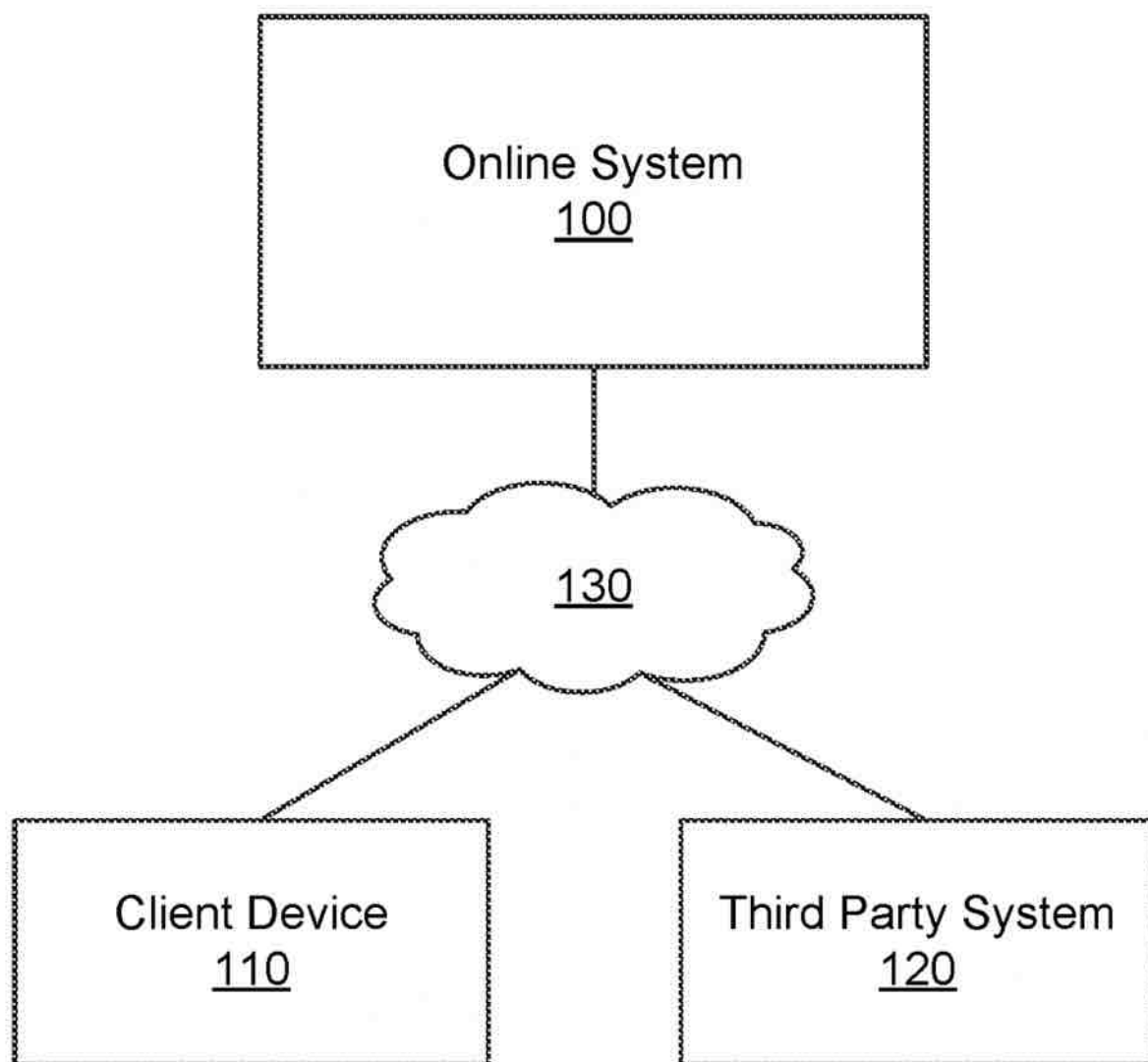
SYSTEM AND METHOD FOR DETERMINING CREDIT WORTHINESS OF A USER



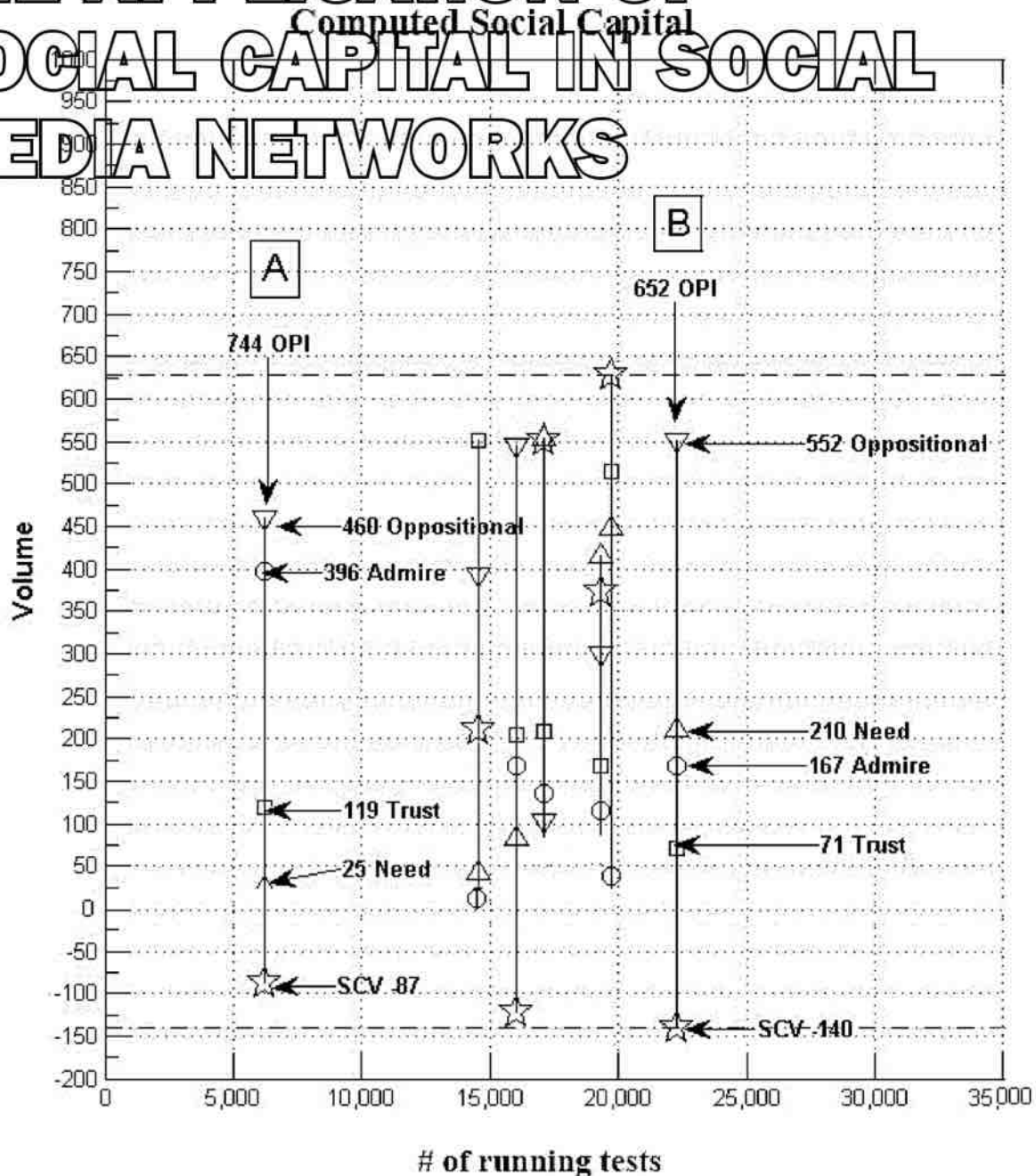
IDENTIFYING WORKERS IN A CROWDSOURCING OR MICROTASKING PLATFORM WHO PERFORM LOW QUALITY WORK AND/OR ARE REALLY AUTOMATED BOTS



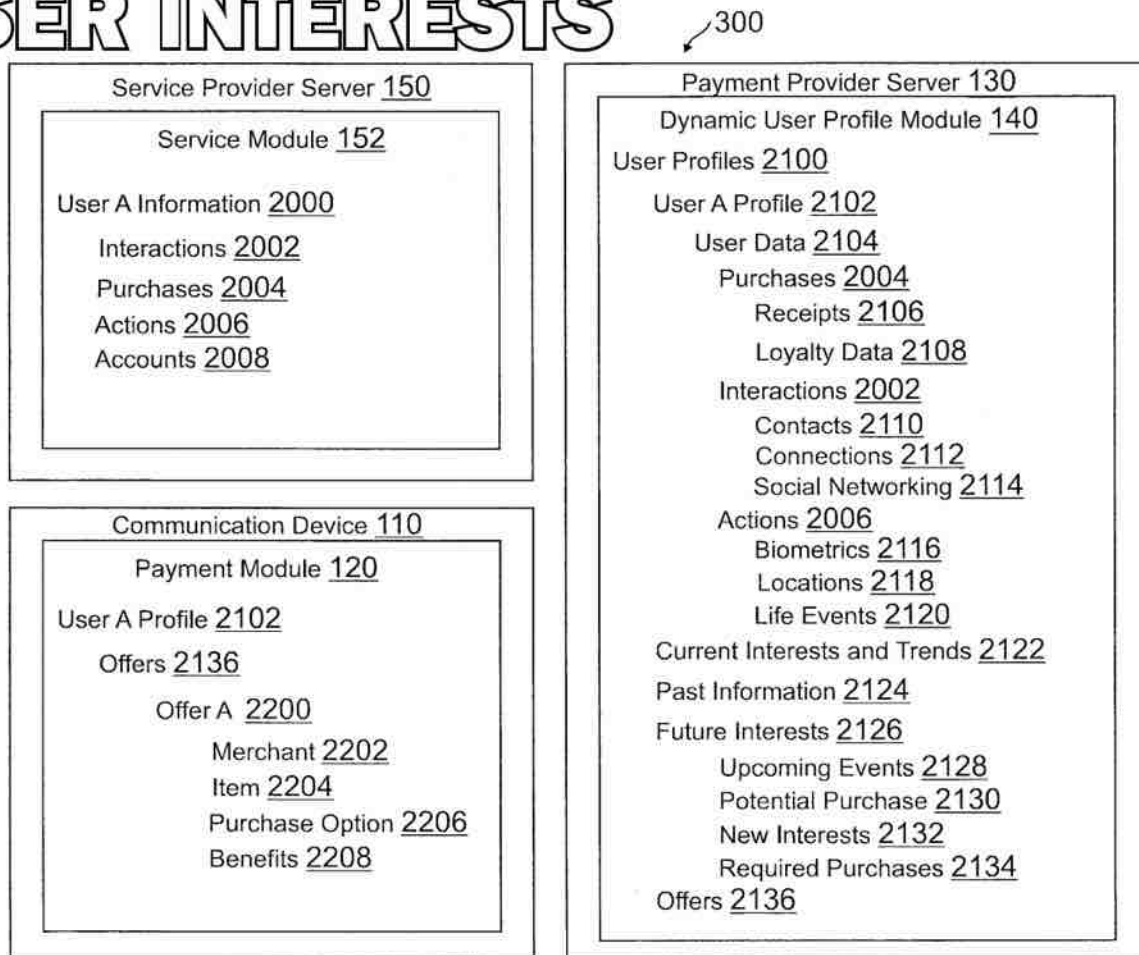
SOCIOECONOMIC GROUP CLASSIFICATION BASED ON USER FEATURES



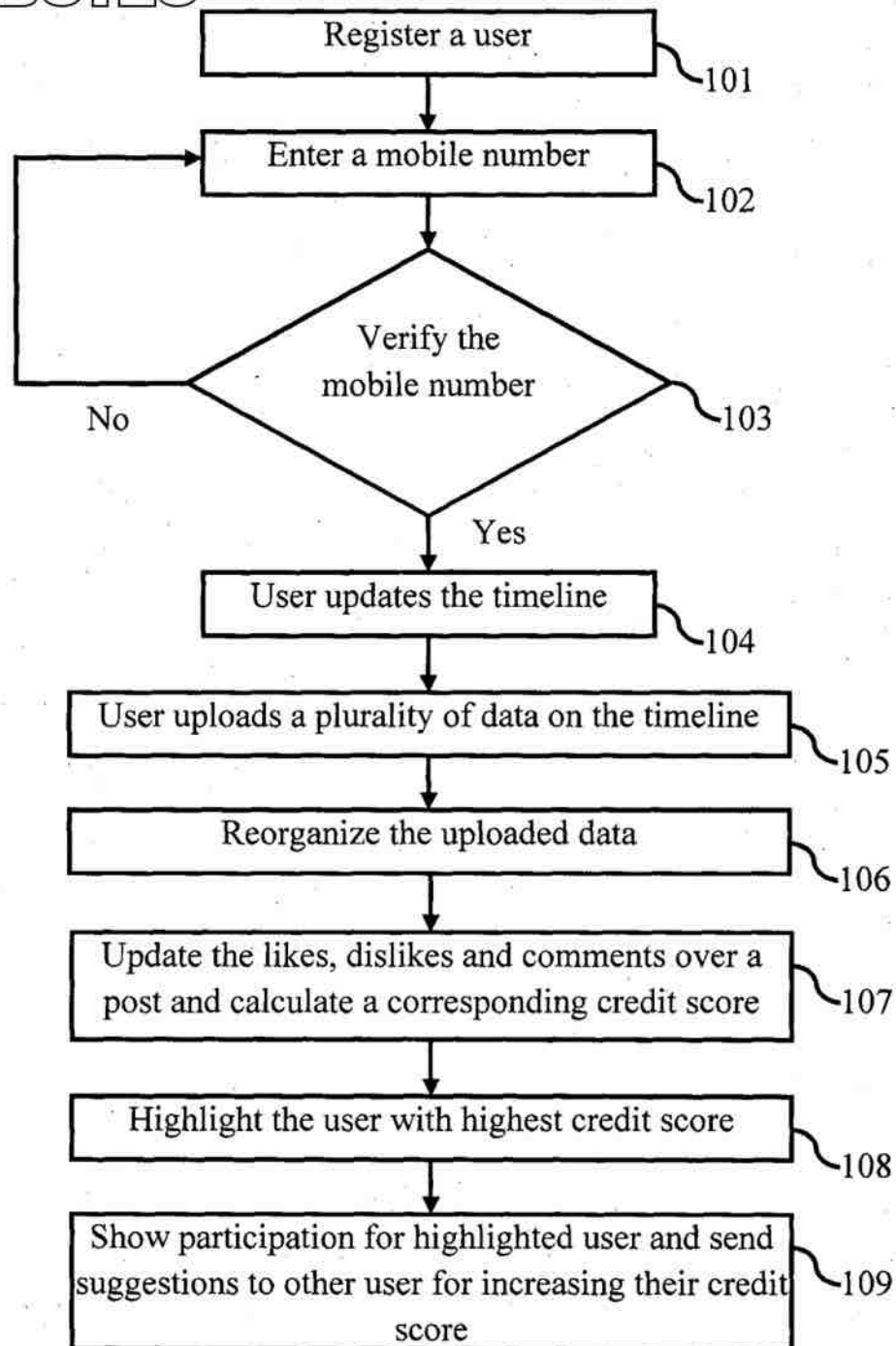
METHOD AND APPARATUS FOR VALUING AND OPTIMIZING THE APPLICATION OF SOCIAL CAPITAL IN SOCIAL MEDIA NETWORKS



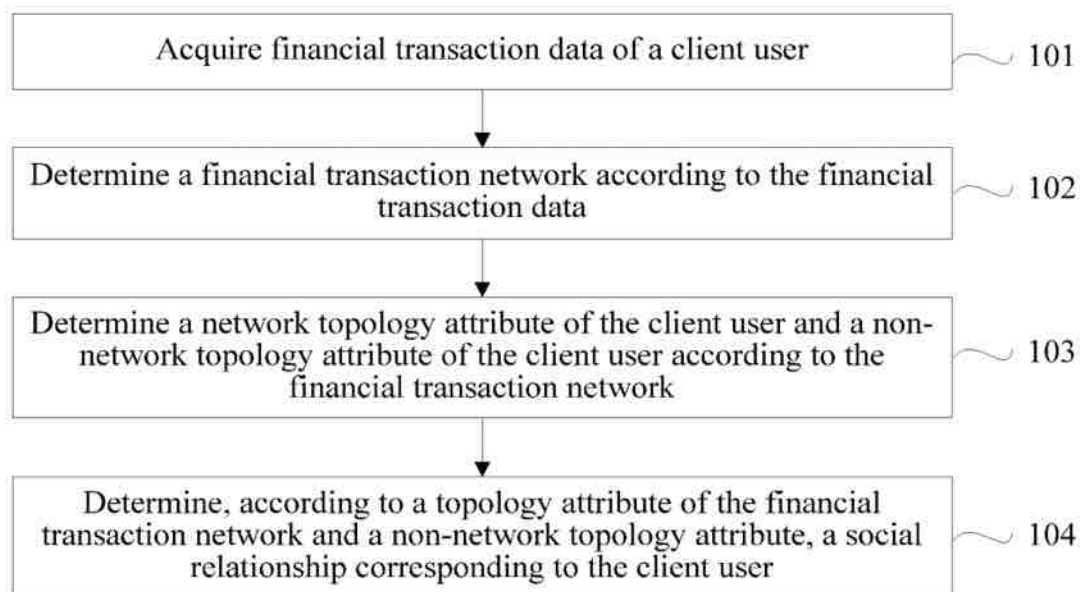
PROCESSING AVAILABLE USER DATA TO DETERMINE A USER PROFILE FOR USE IN ANTICIPATING CHANGING USER INTERESTS



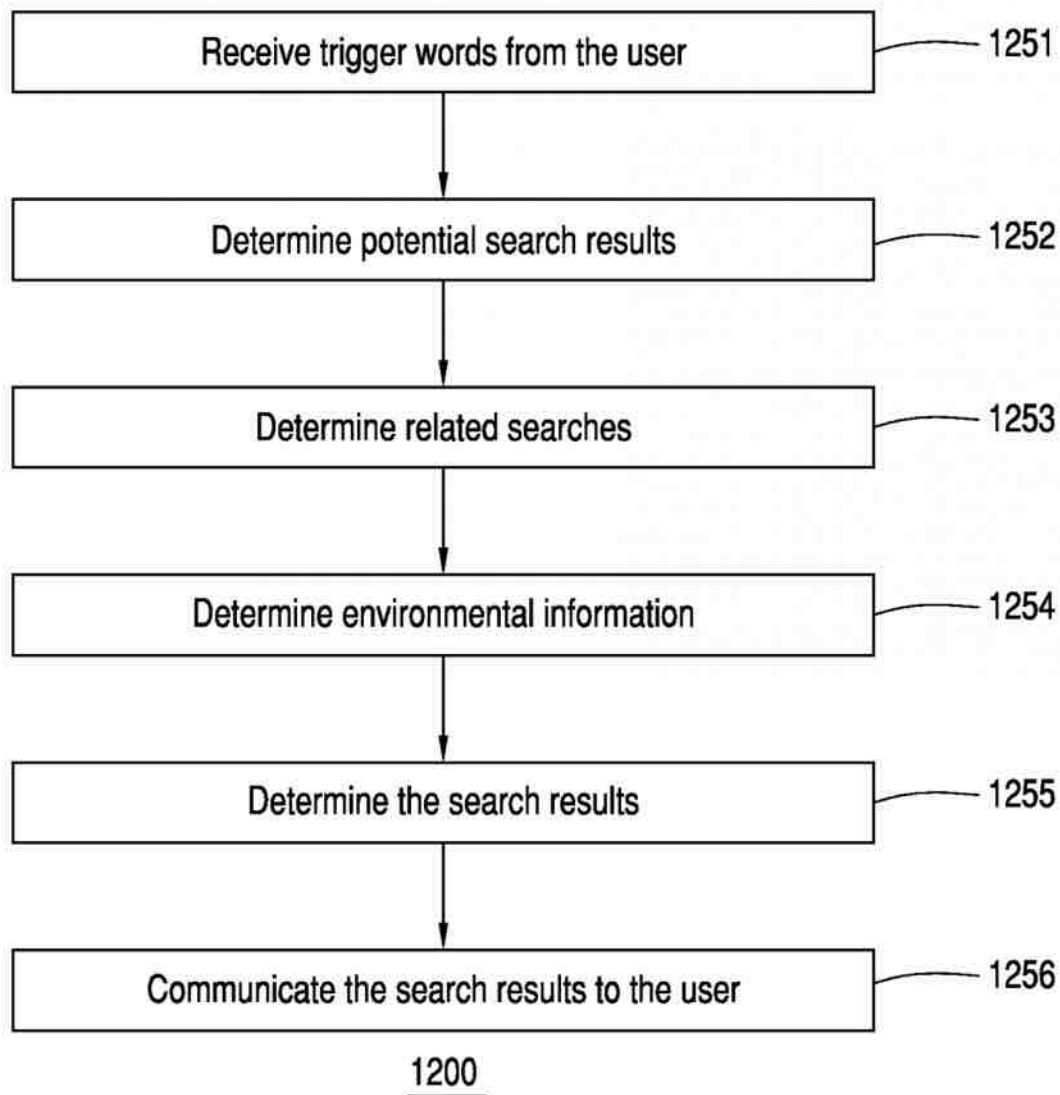
METHOD AND SYSTEM FOR ENHANCING SOCIAL POSITIONING AND IMPORTANCE THROUGH PERSONAL AND PROFESSIONAL ATTRIBUTES



METHOD AND APPARATUS FOR MINING SOCIAL RELATIONSHIP BASED ON FINANCIAL DATA

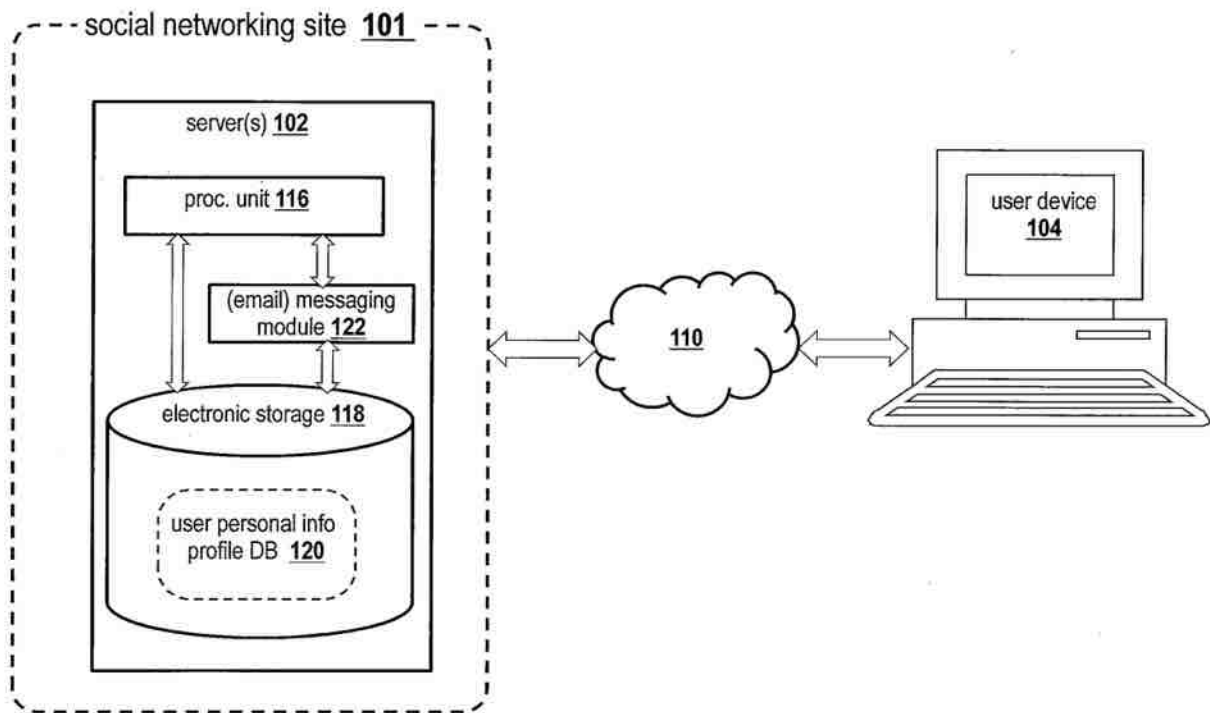


SYSTEMS AND METHODS FOR ORGANIZING SEARCH RESULTS AND TARGETING ADVERTISEMENTS

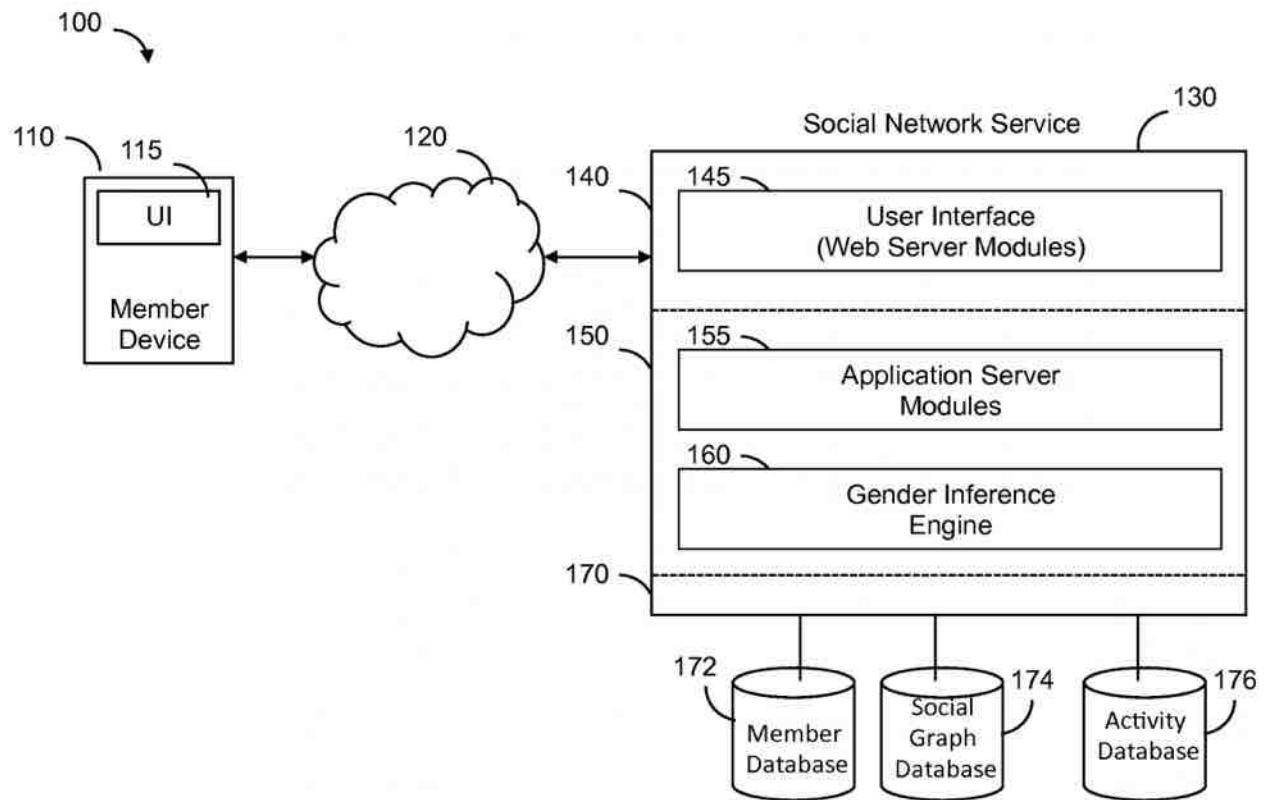


SYSTEM AND METHOD FOR DELIVERING CERTAIN WORK POSTED ON A SOCIAL NETWORK TO A TARGETED AUDIENCE

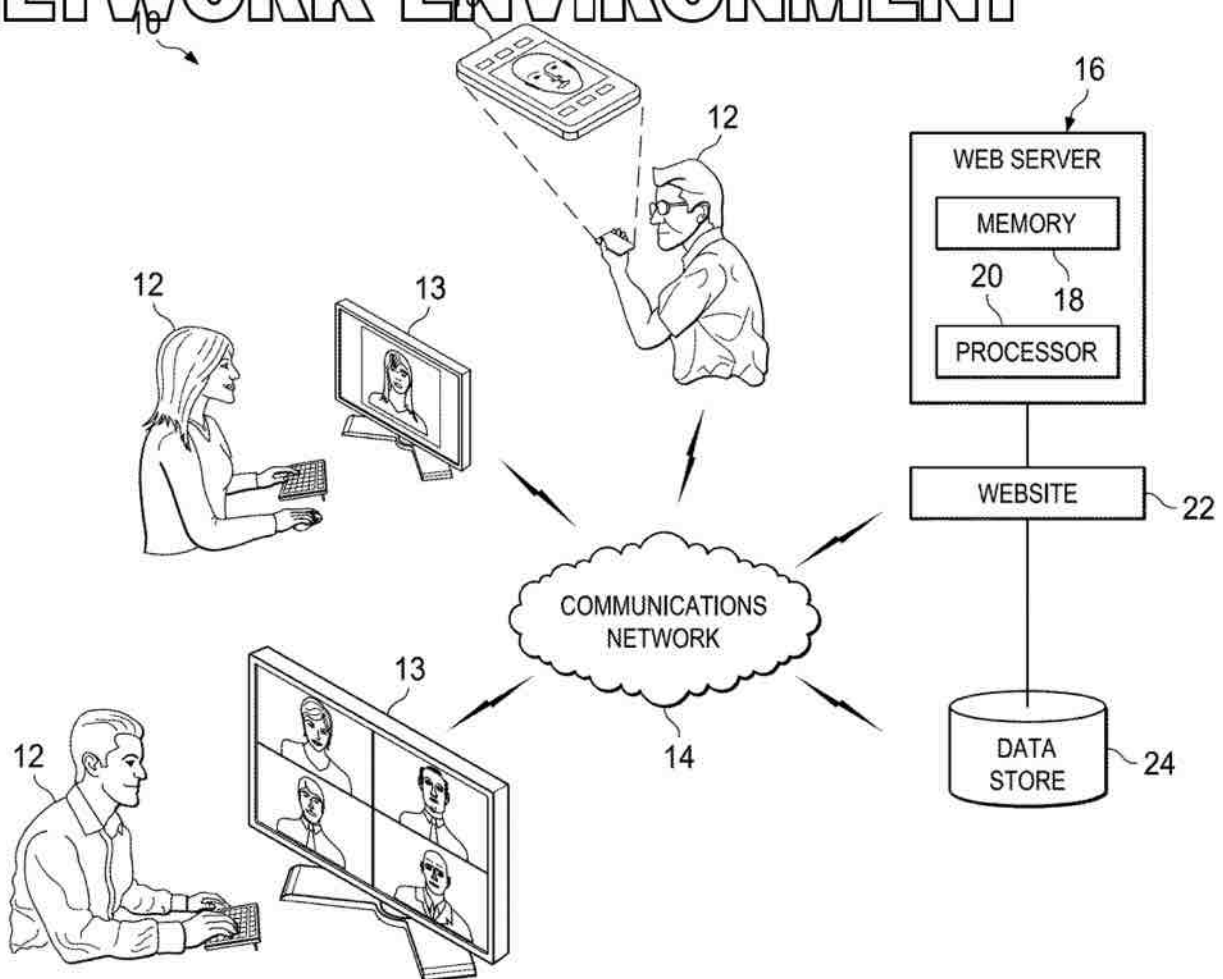
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INFERRING GENDER FOR MEMBERS OF A SOCIAL NETWORK SERVICE

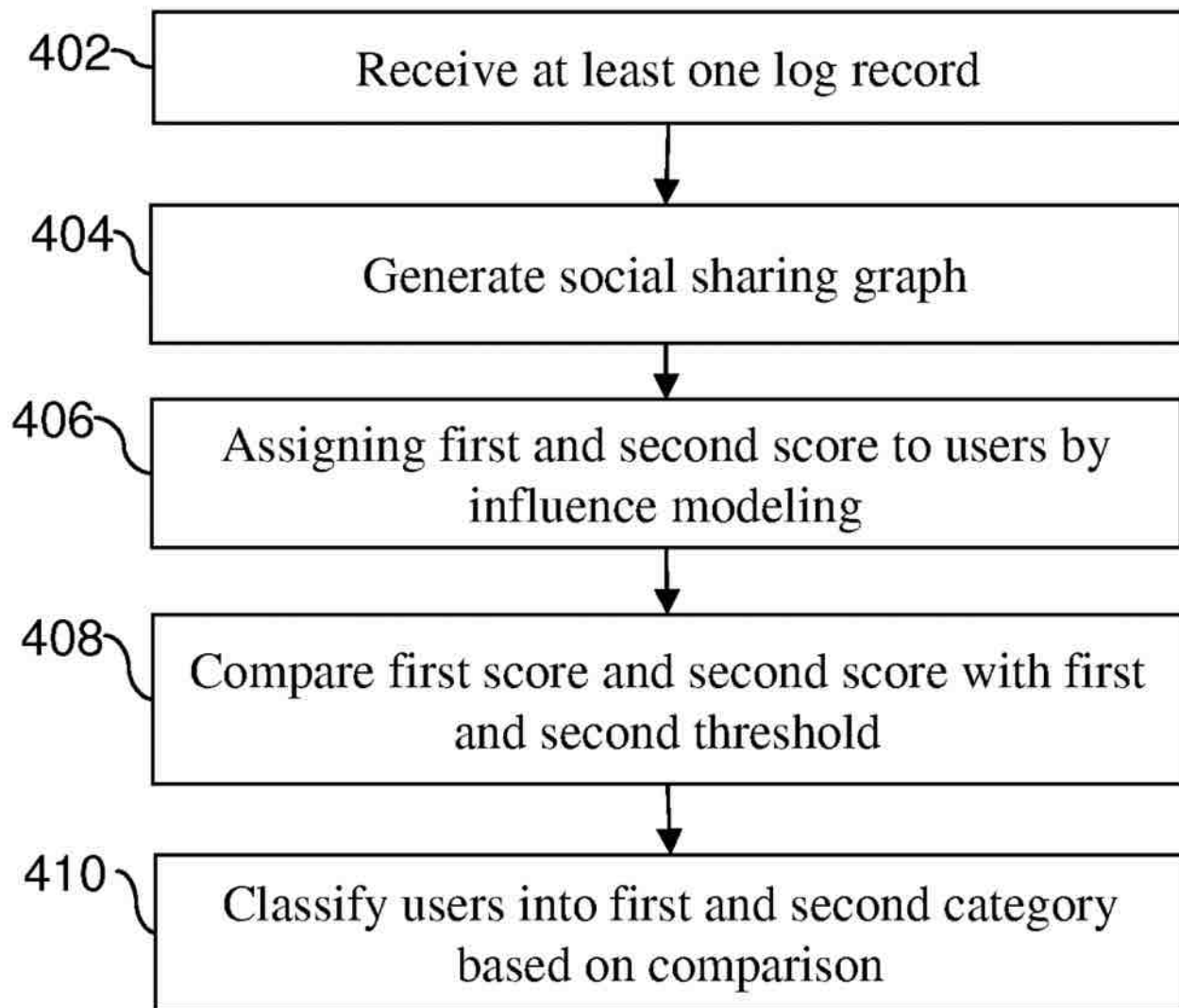


SYSTEM AND METHOD FOR PERFORMING GENDER BALANCING OF AN EVENT USING NOTIFICATIONS IN A NETWORK ENVIRONMENT

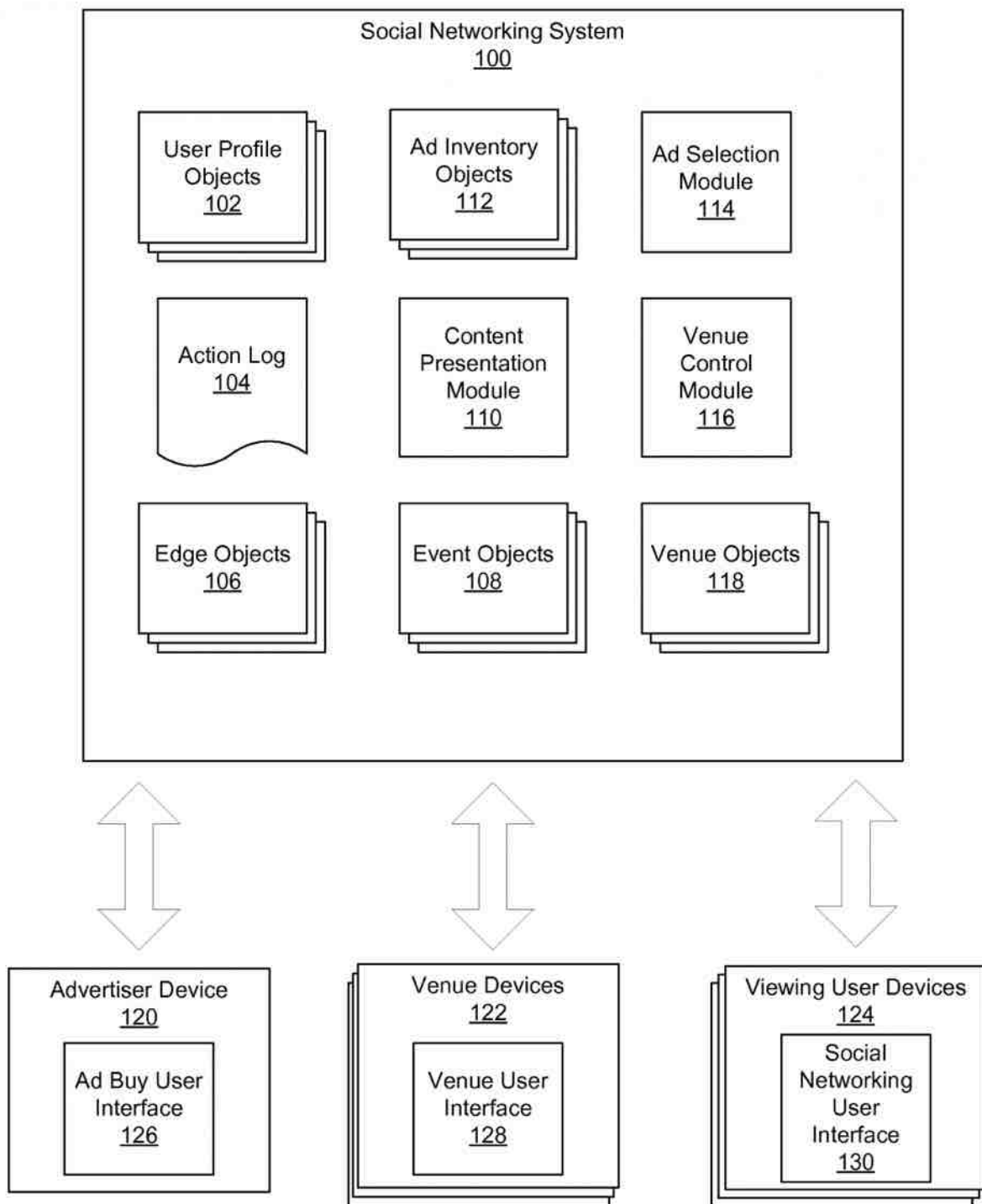


METHOD AND SYSTEM FOR MEASURING SOCIAL INFLUENCE AND RECEPTIVITY OF USERS

400

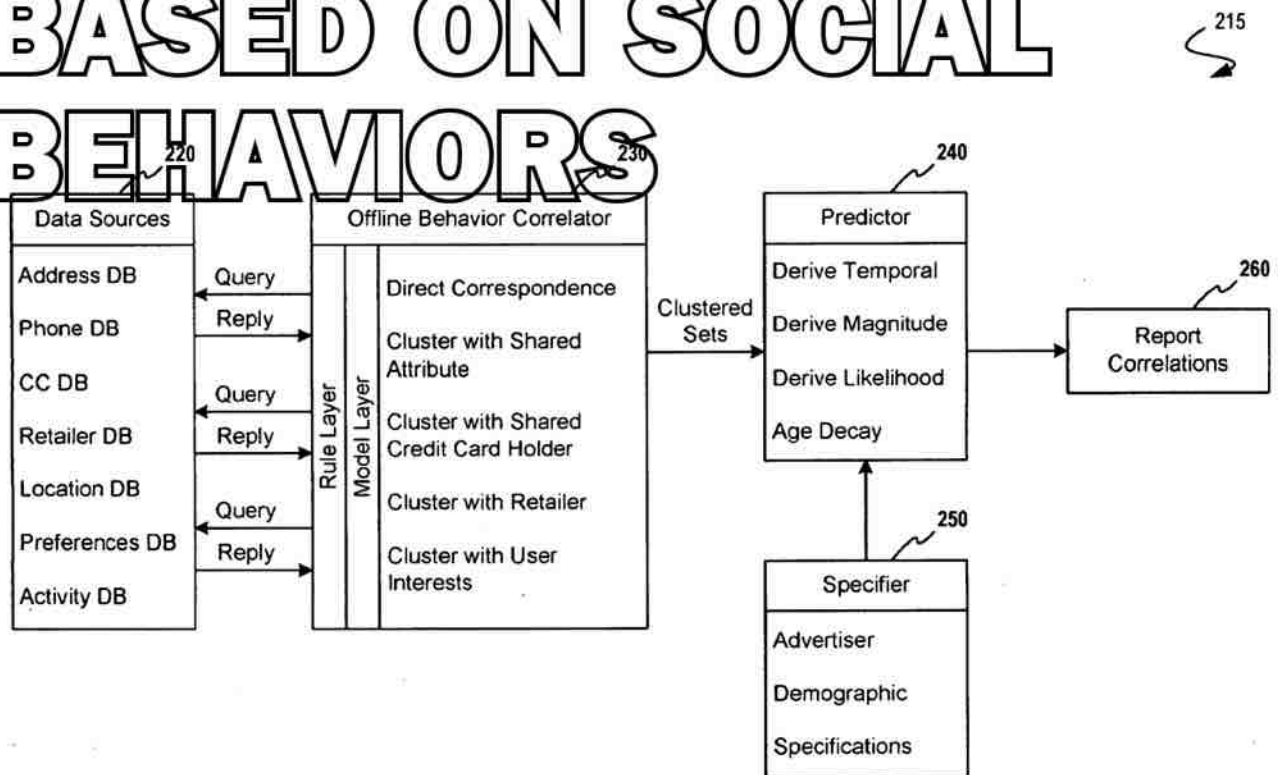


AUDIENCE BASED PRICING IN AN ONLINE SYSTEM



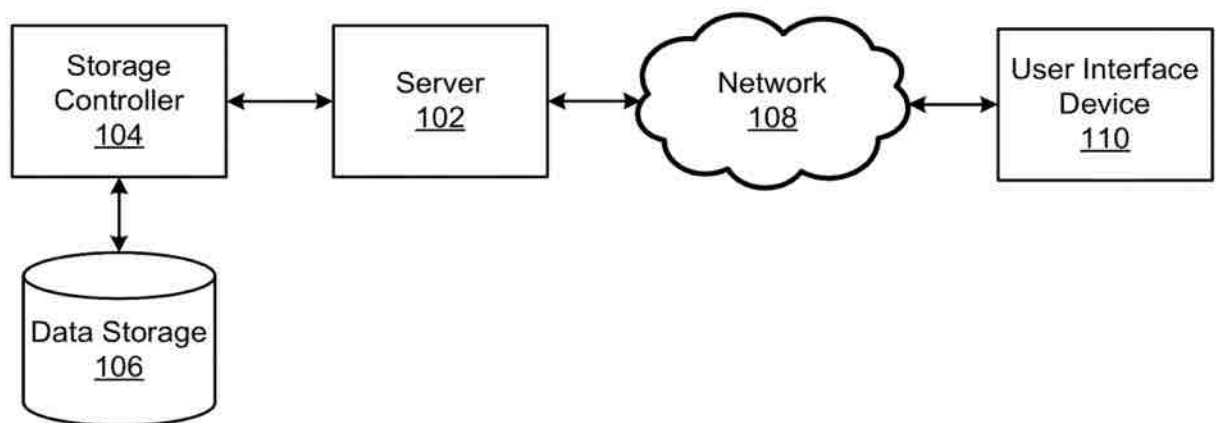
DISCRIMINATION

SYSTEM AND METHOD FOR DEEP TARGETING ADVERTISEMENT BASED ON SOCIAL BEHAVIORS

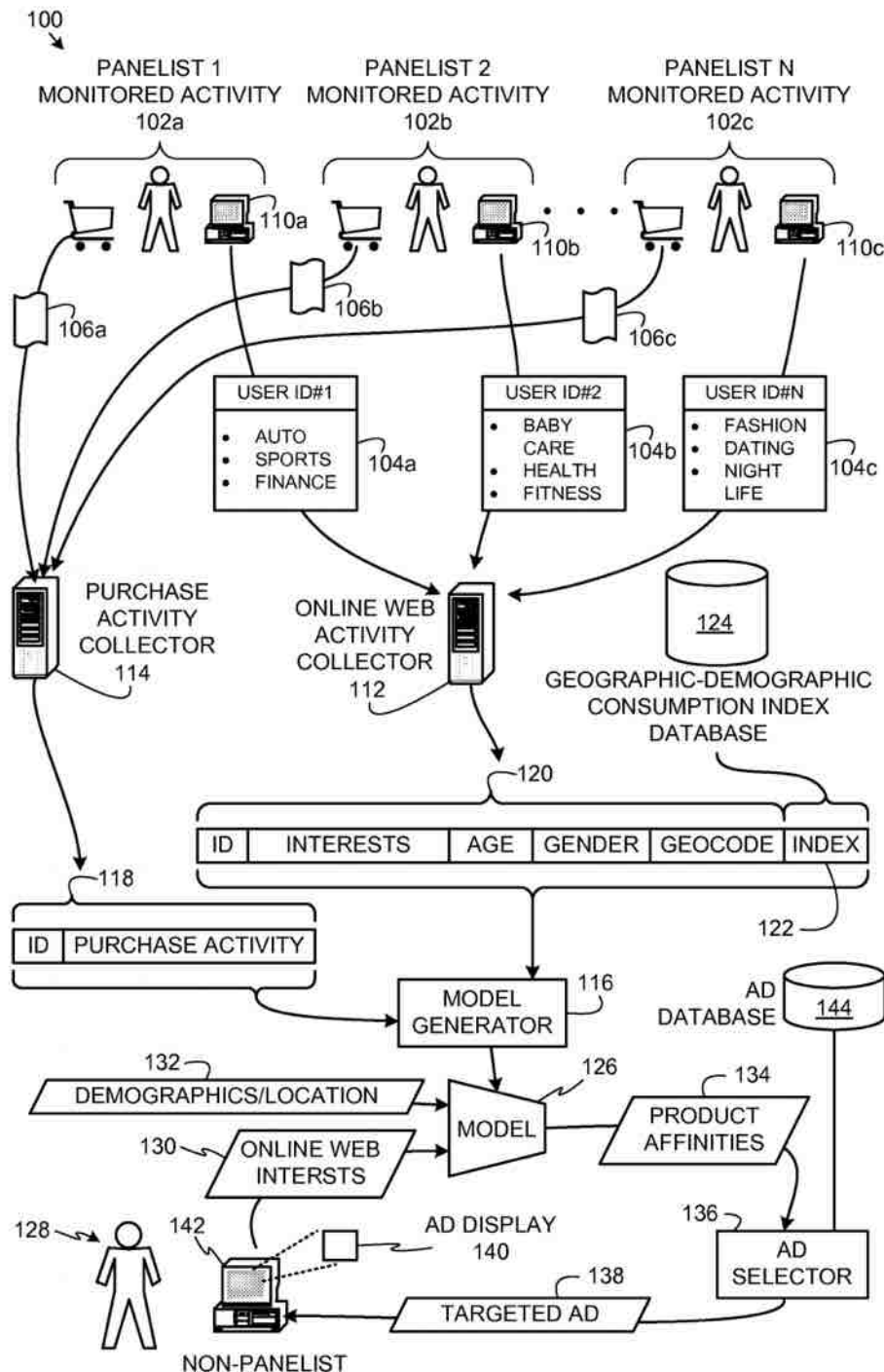


BEHAVIORAL CLUSTERING FOR REMOVING OUTLYING HEALTHCARE PROVIDERS

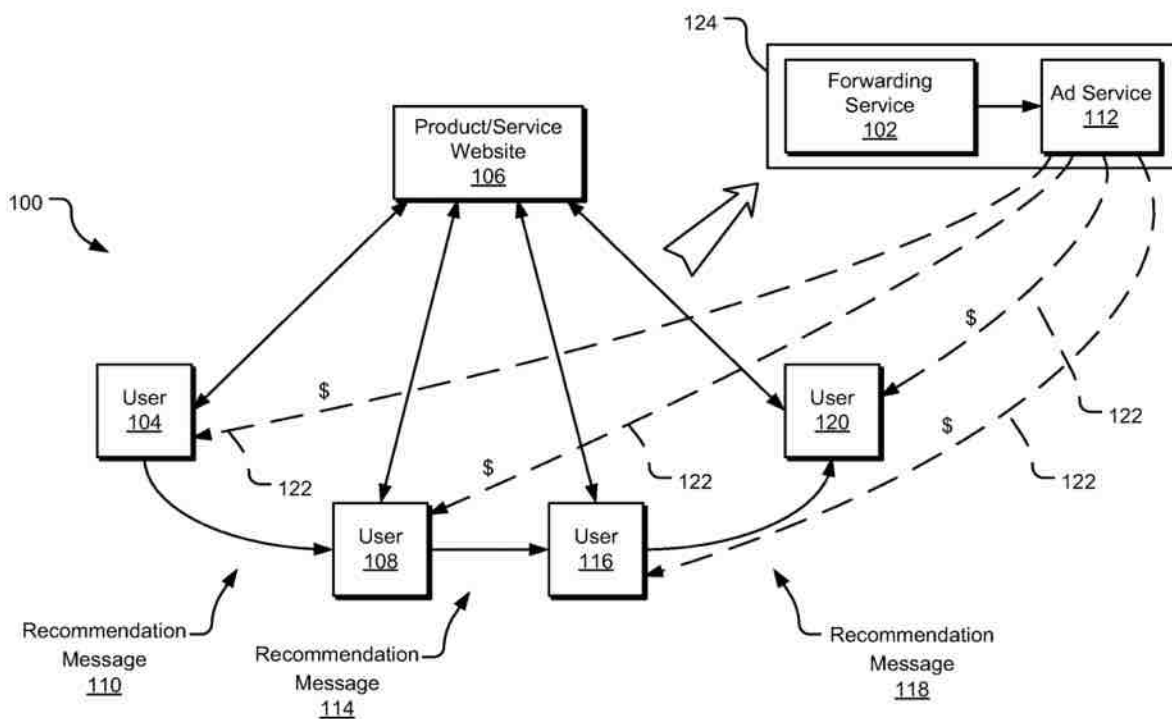
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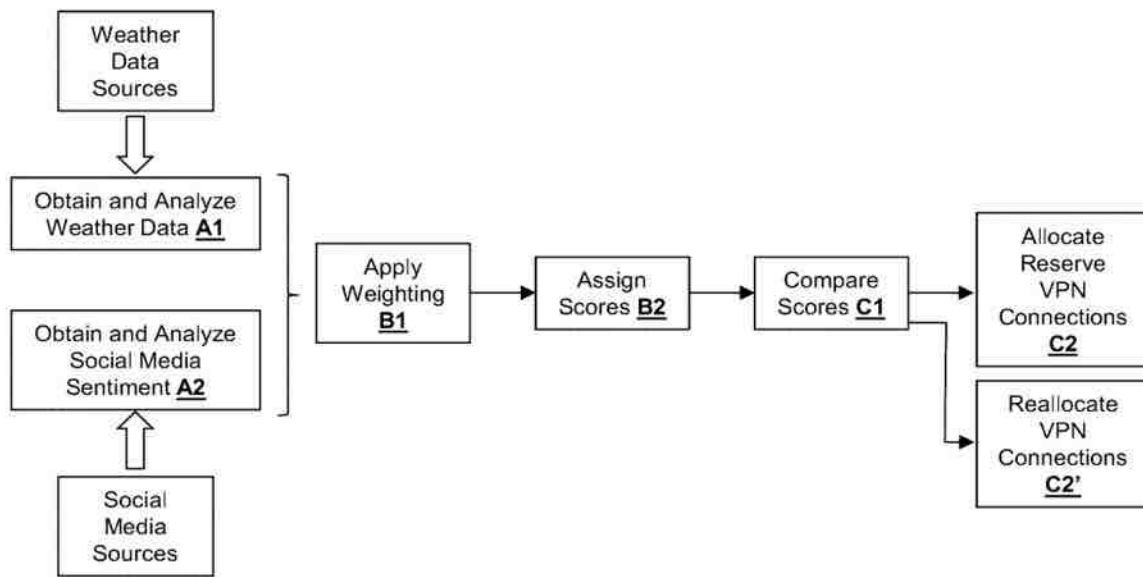
METHODS AND APPARATUS FOR INTEGRATING VOLUMETRIC SALES DATA, MEDIA CONSUMPTION INFORMATION, AND GEOGRAPHIC DEMOGRAPHIC DATA TO TARGET ADVERTISEMENTS



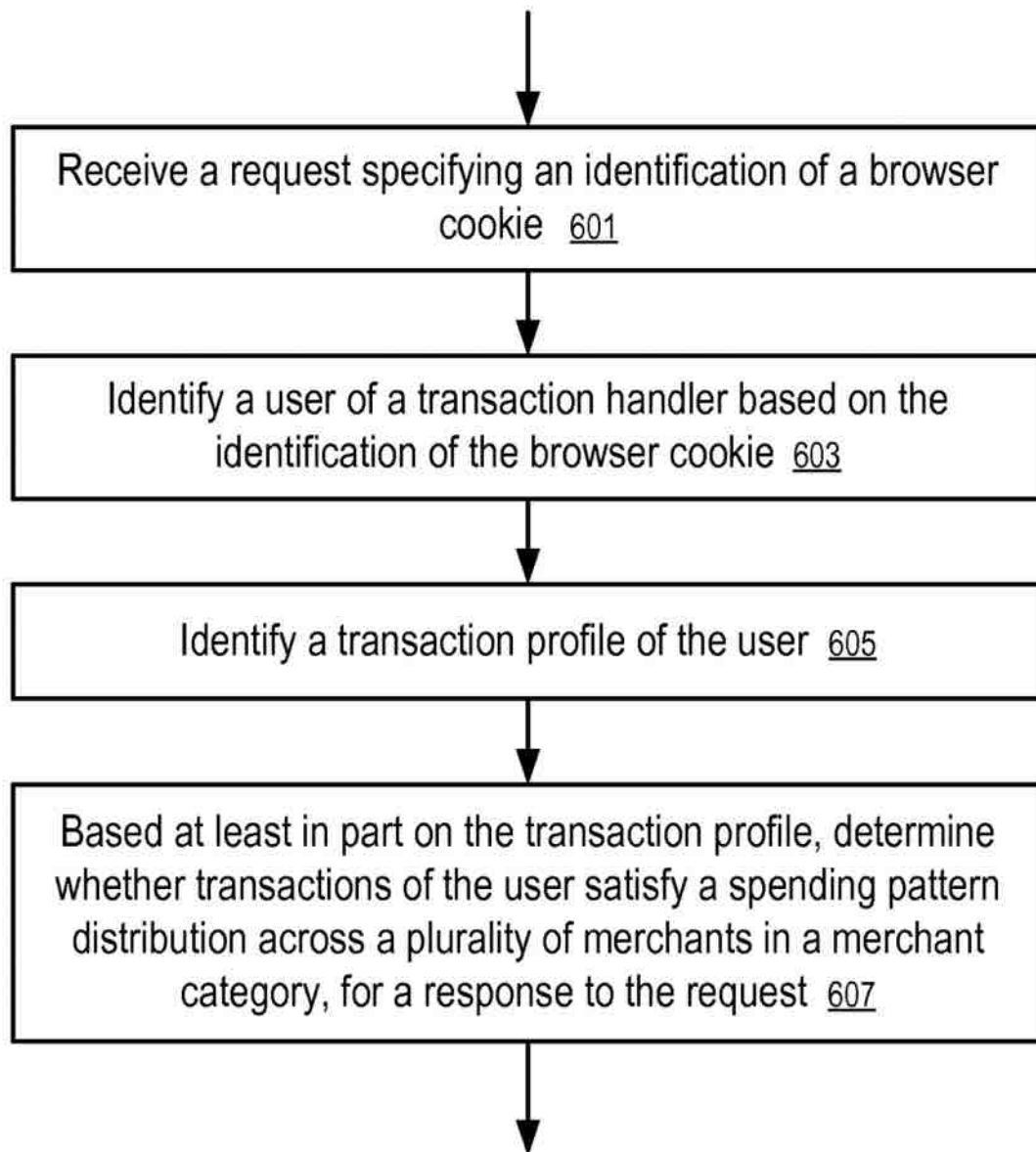
PRICING IN SOCIAL ADVERTISING



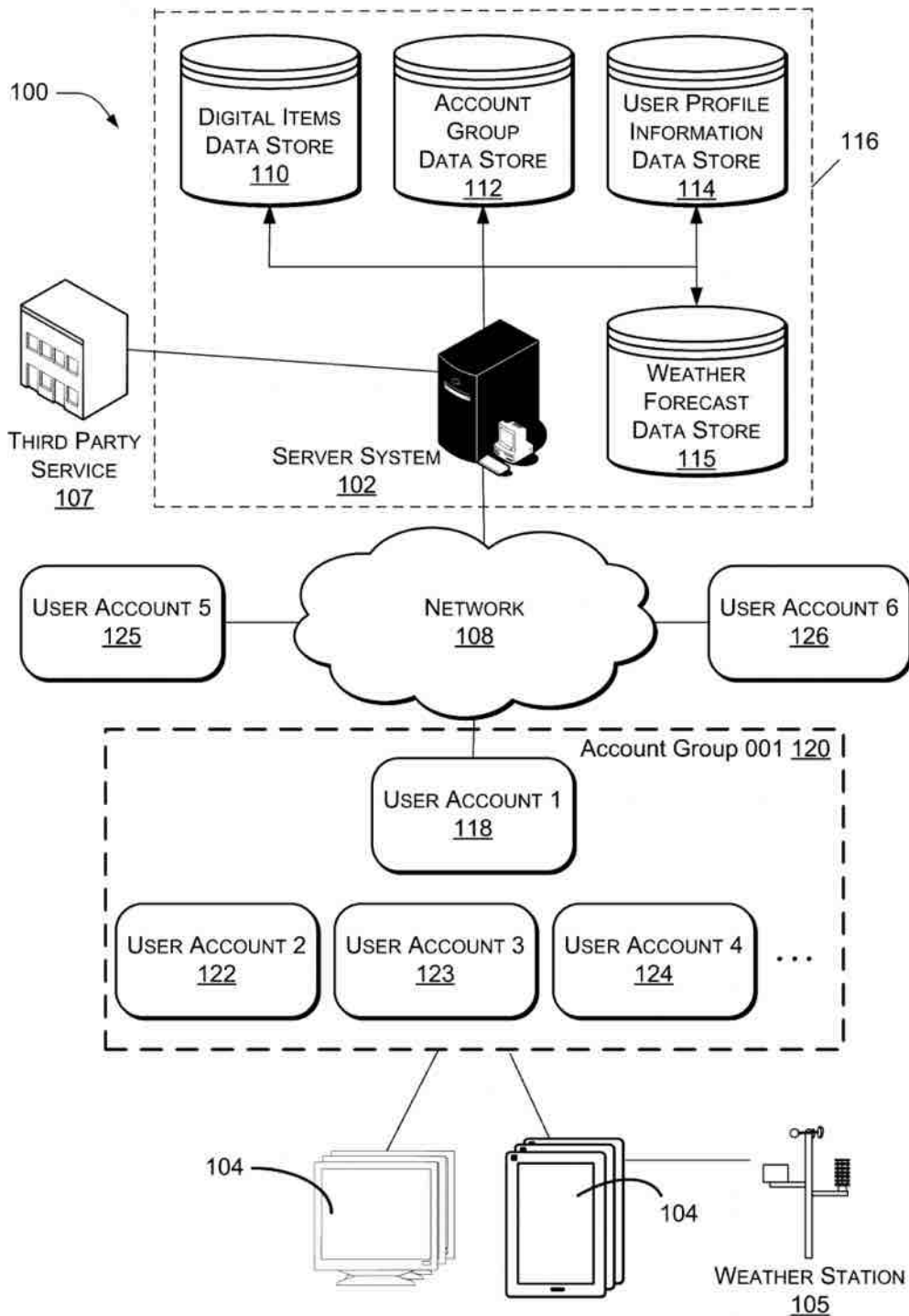
PREDICTIVE VPN BANDWIDTH BALANCING BASED ON WEATHER DATA AND SOCIAL MEDIA SENTIMENT



SYSTEMS AND METHODS TO IDENTIFY CUSTOMERS BASED ON SPENDING PATTERNS



CONTROLLING ACCESS TO DIGITAL ITEMS BASED ON WEATHER CONDITIONS



SOCIAL BEHAVIORAL TARGETING BASED ON INFLUENCE IN A SOCIAL NETWORK

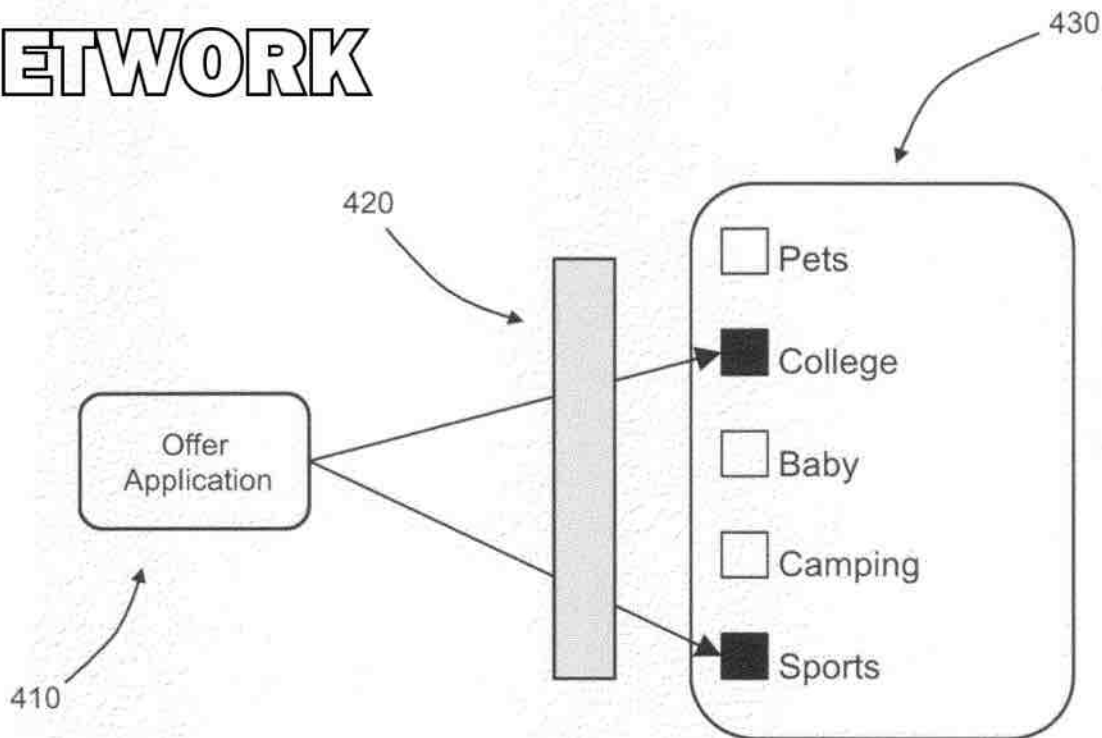
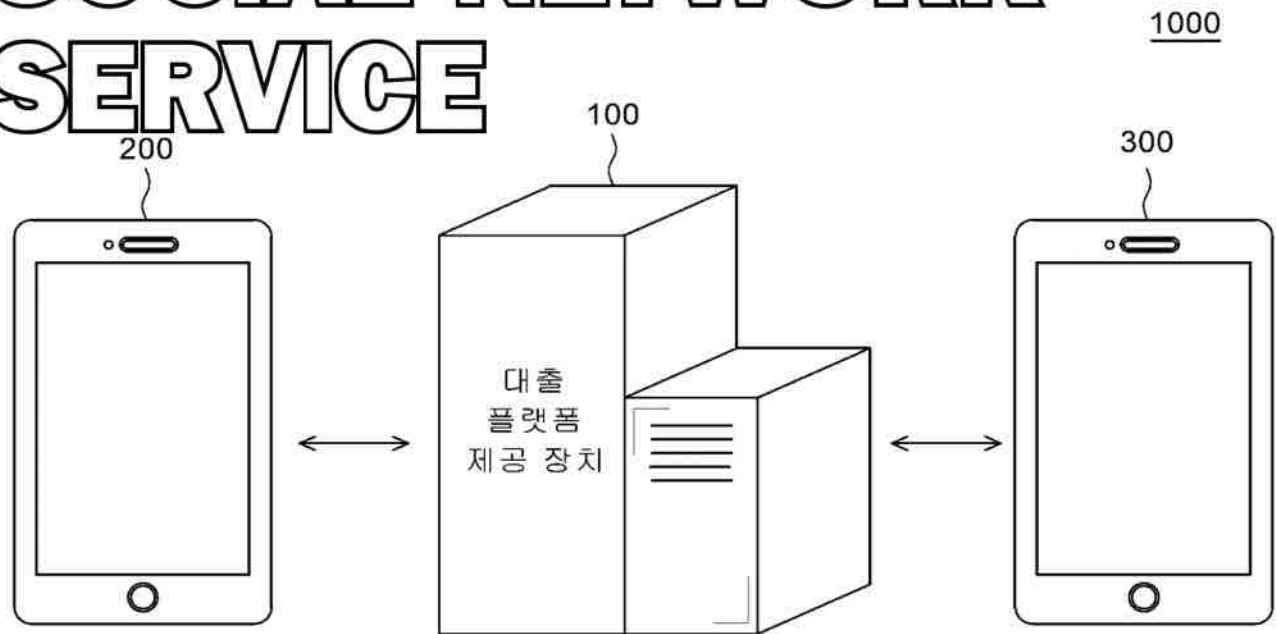
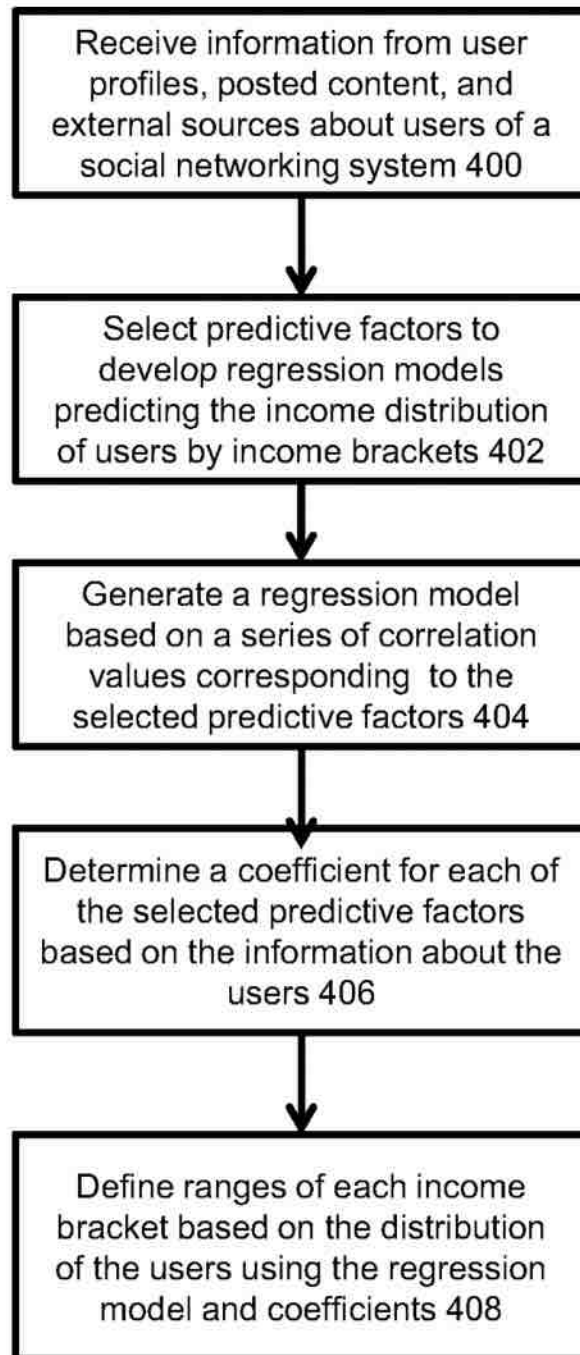


FIG. 4

METHOD AND APPARATUS FOR PERSONAL CREDIT RATING USING BY SOCIAL NETWORK SERVICE

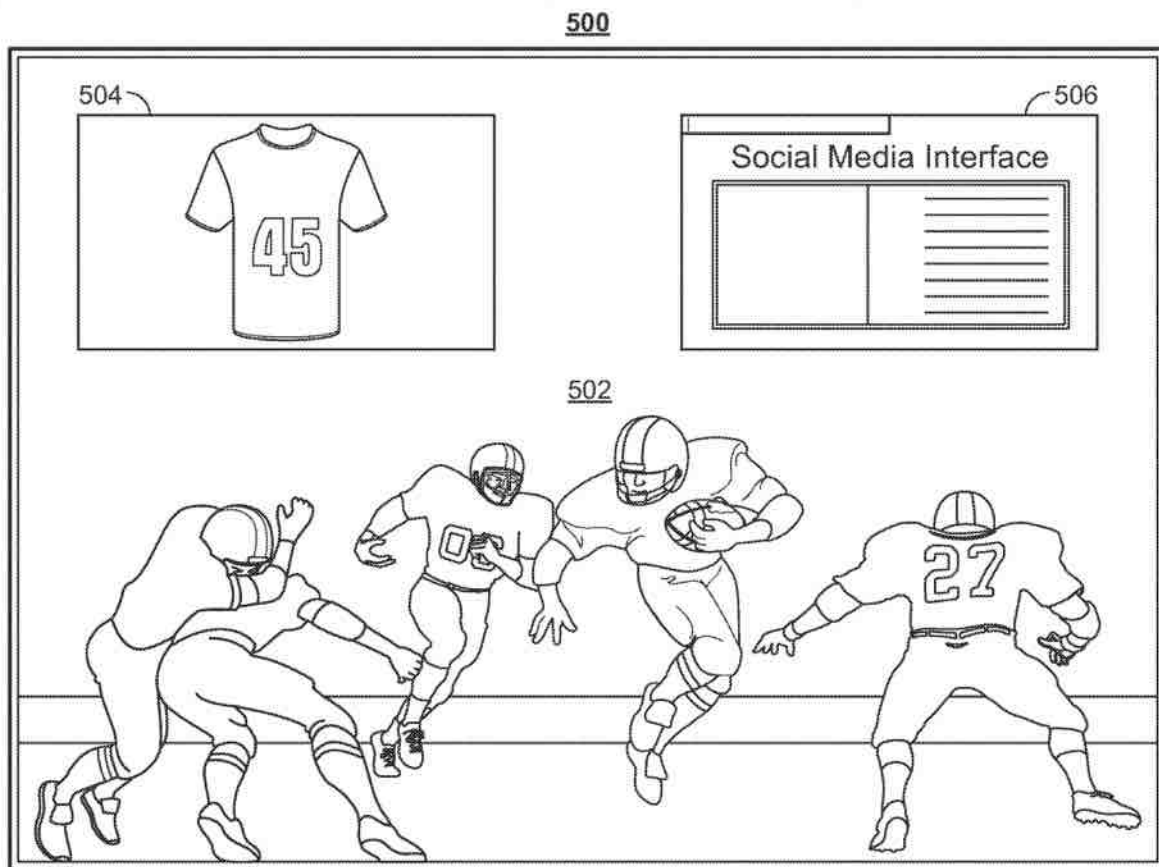


INFERRING HOUSEHOLD INCOME FOR USERS OF A SOCIAL NETWORKING SYSTEM

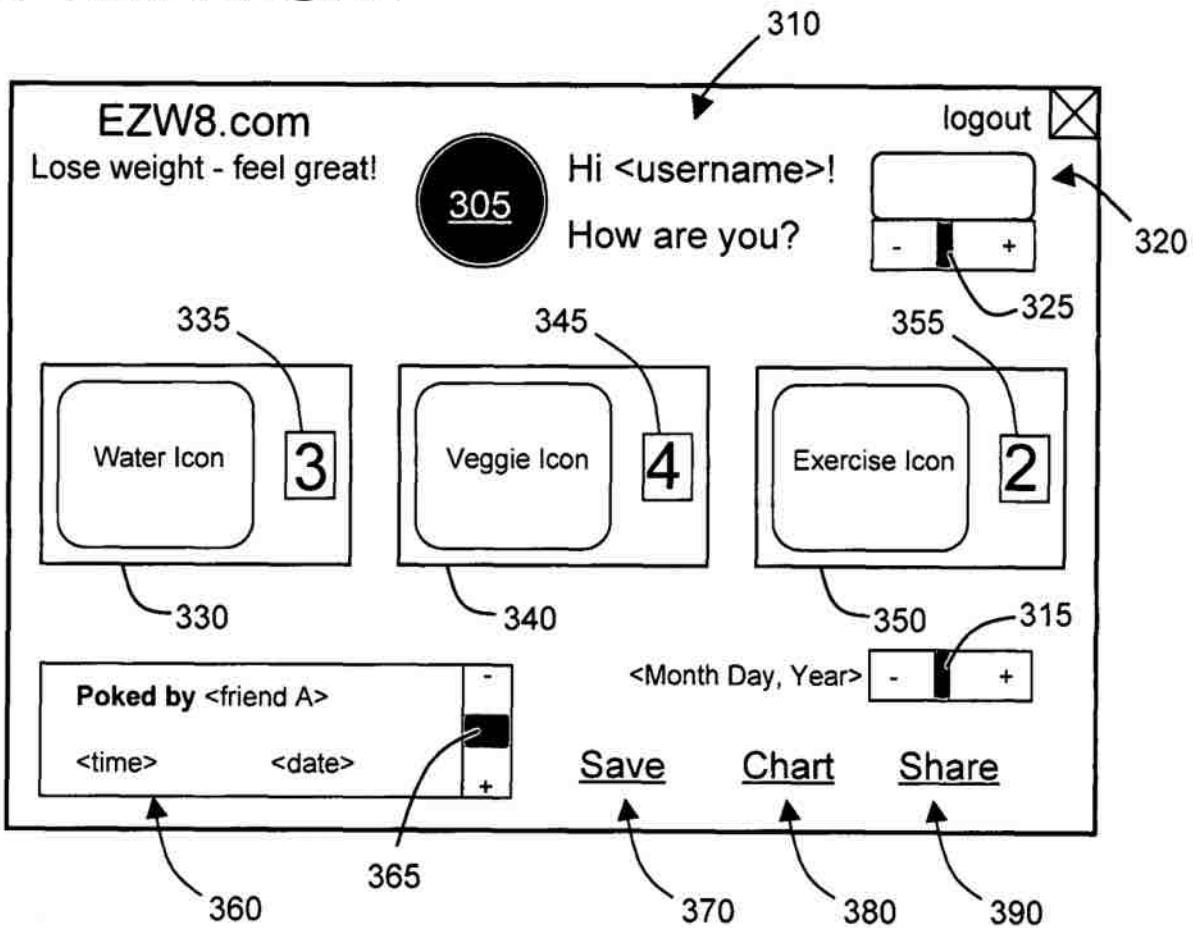


MANIPULATION

METHODS AND SYSTEMS FOR PLACING ADVERTISEMENTS BASED ON SOCIAL MEDIA ACTIVITY

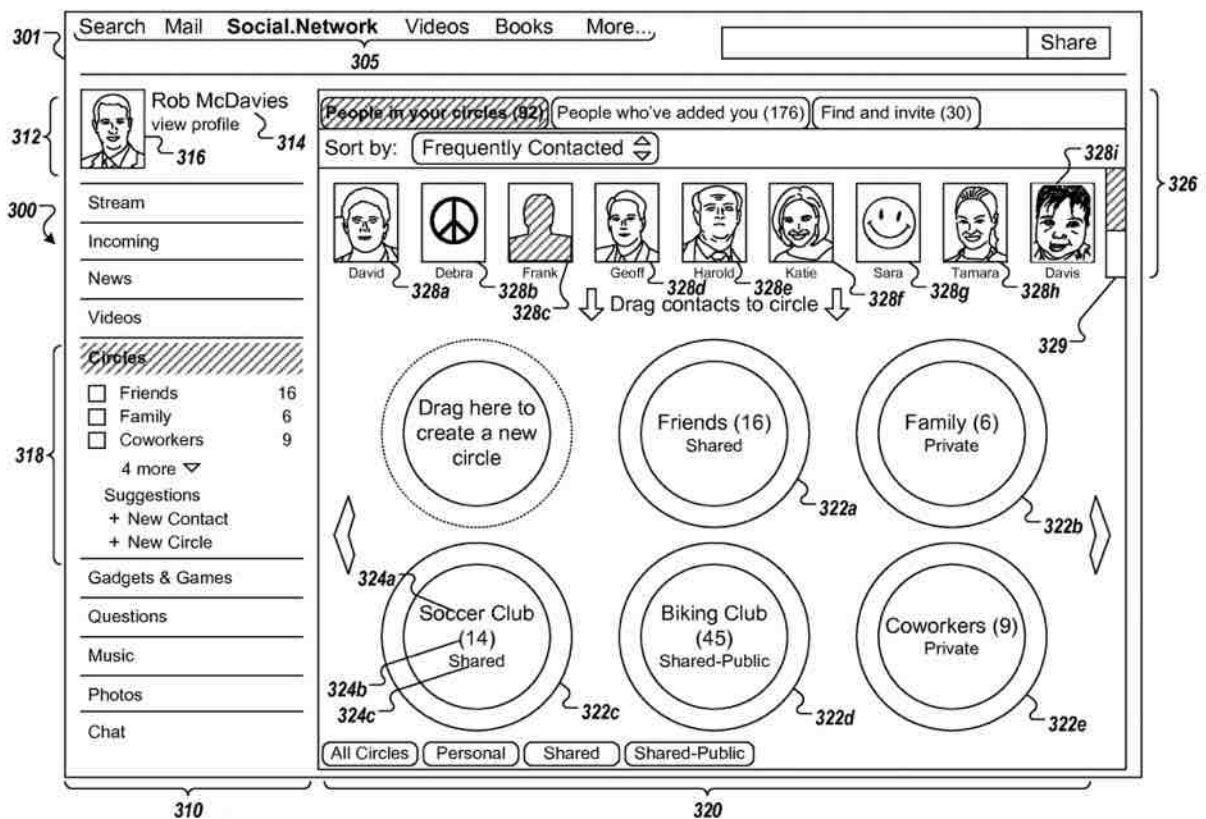


SOCIAL NETWORK FOR AFFECTING PERSONAL BEHAVIOR

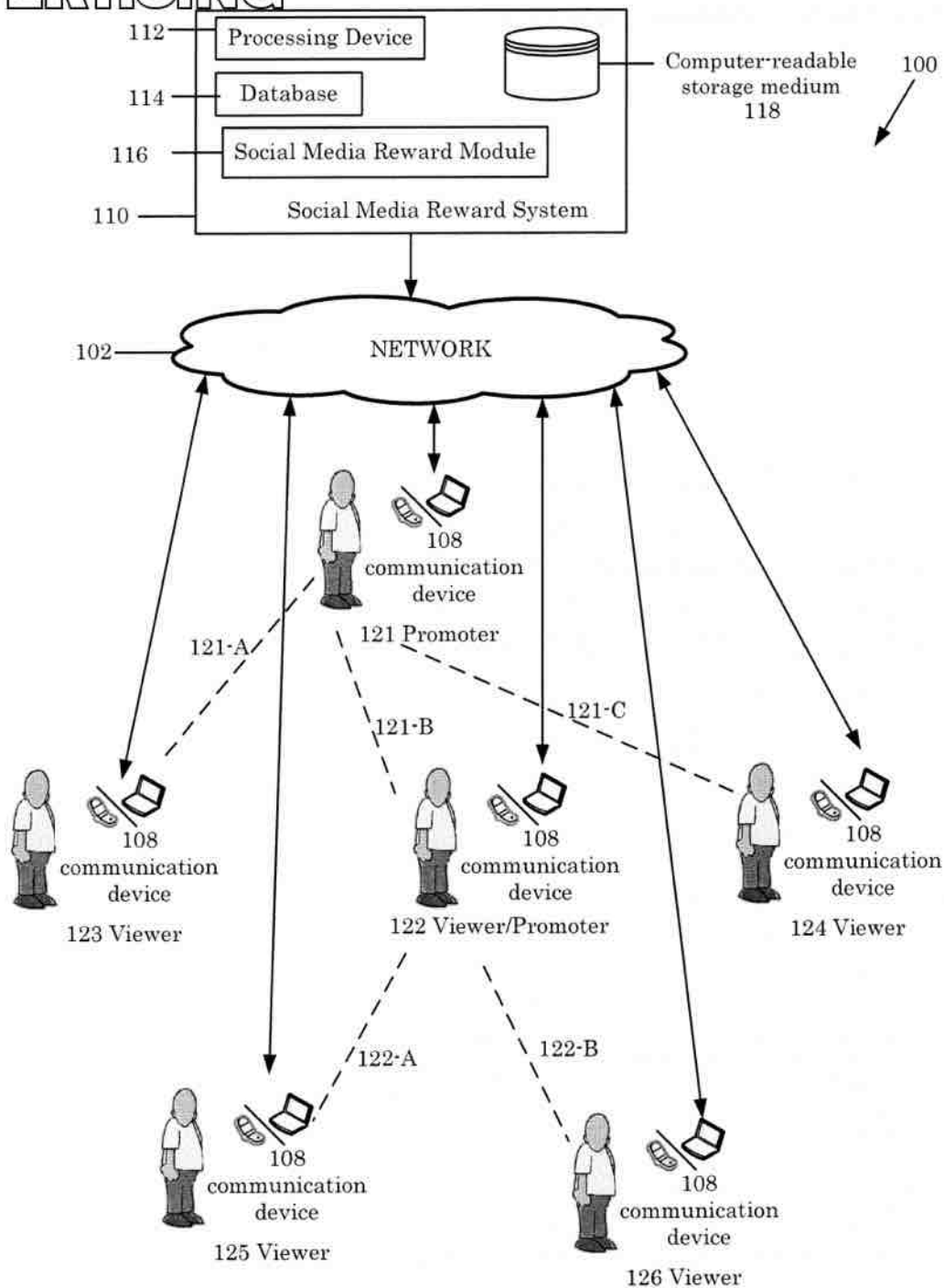


300 ↗

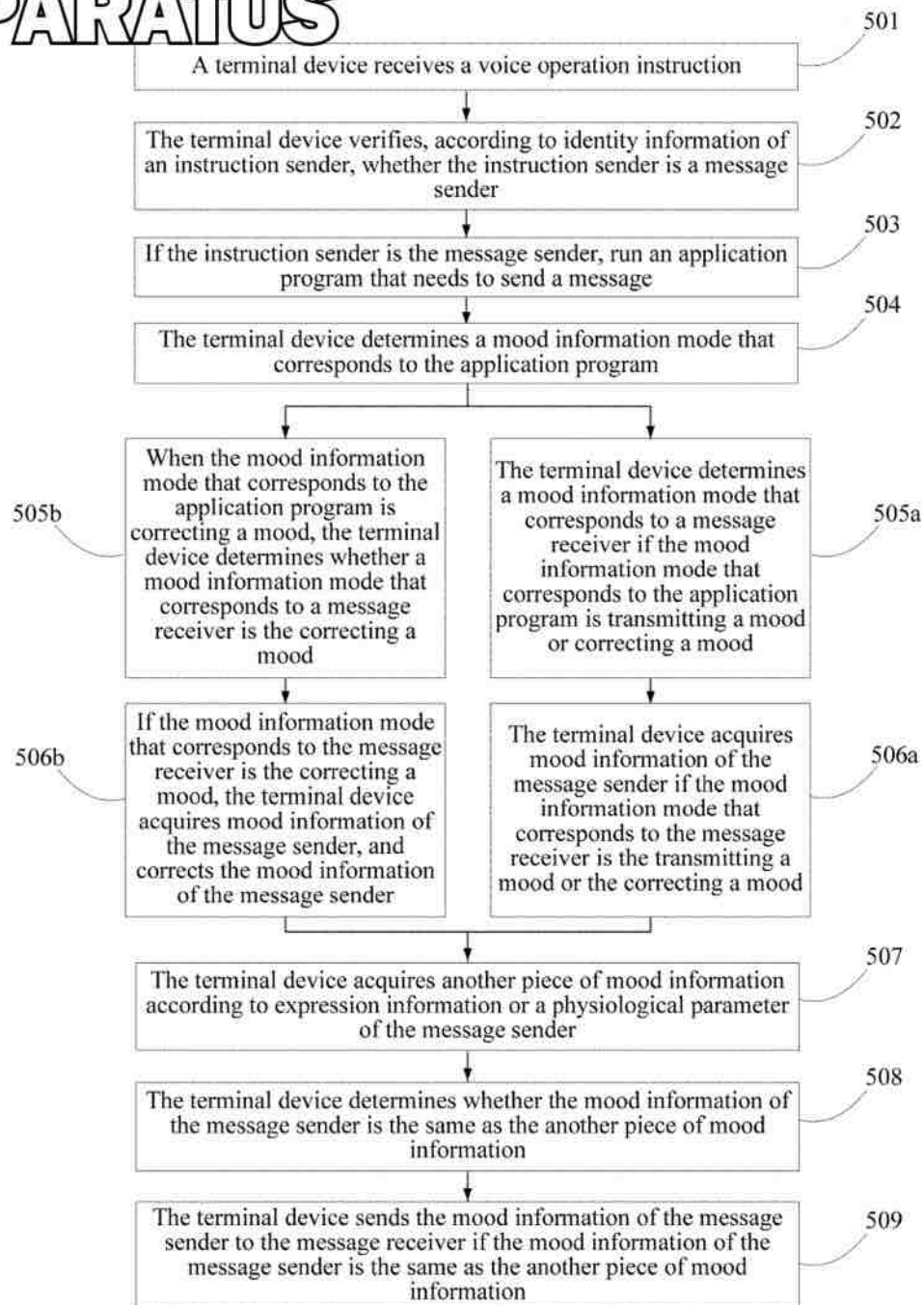
SOCIAL NETWORKING RELATIONSHIP RANKING AND DECAY



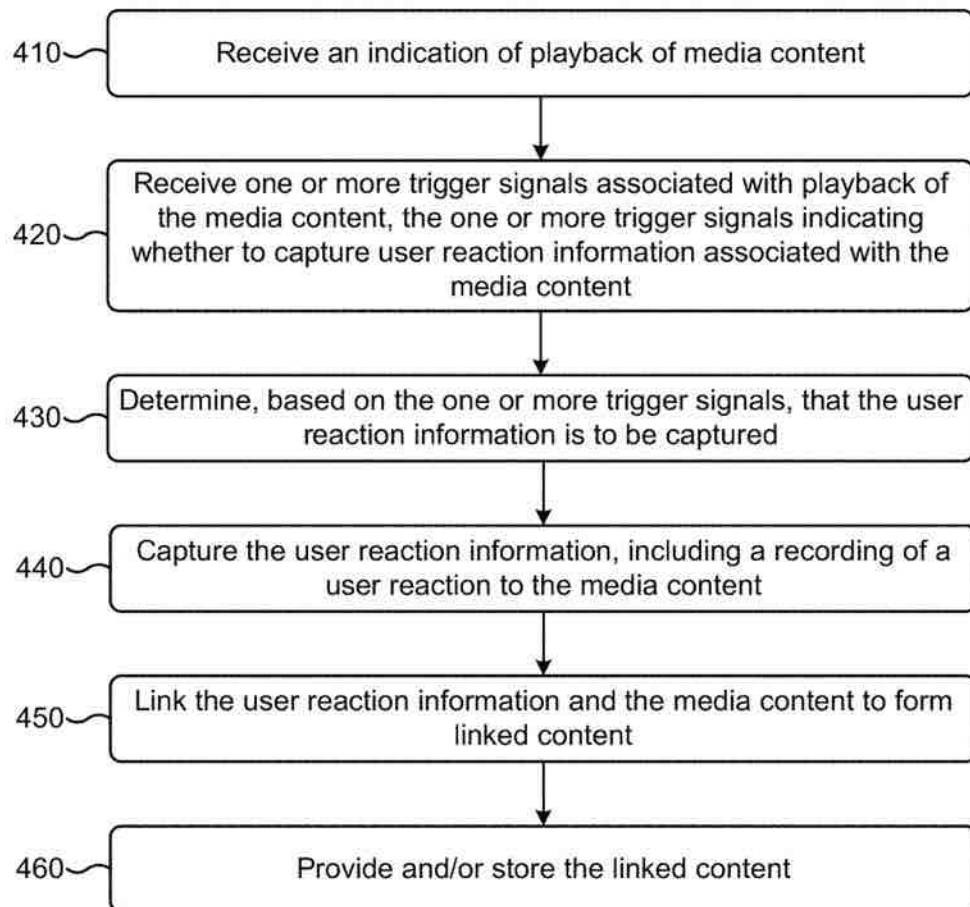
SYSTEM AND METHOD FOR TARGETING AND REWARDING A VIDEO PROMOTER AND A VIEWER RELATED TO SOCIAL MEDIA ADVERTISING



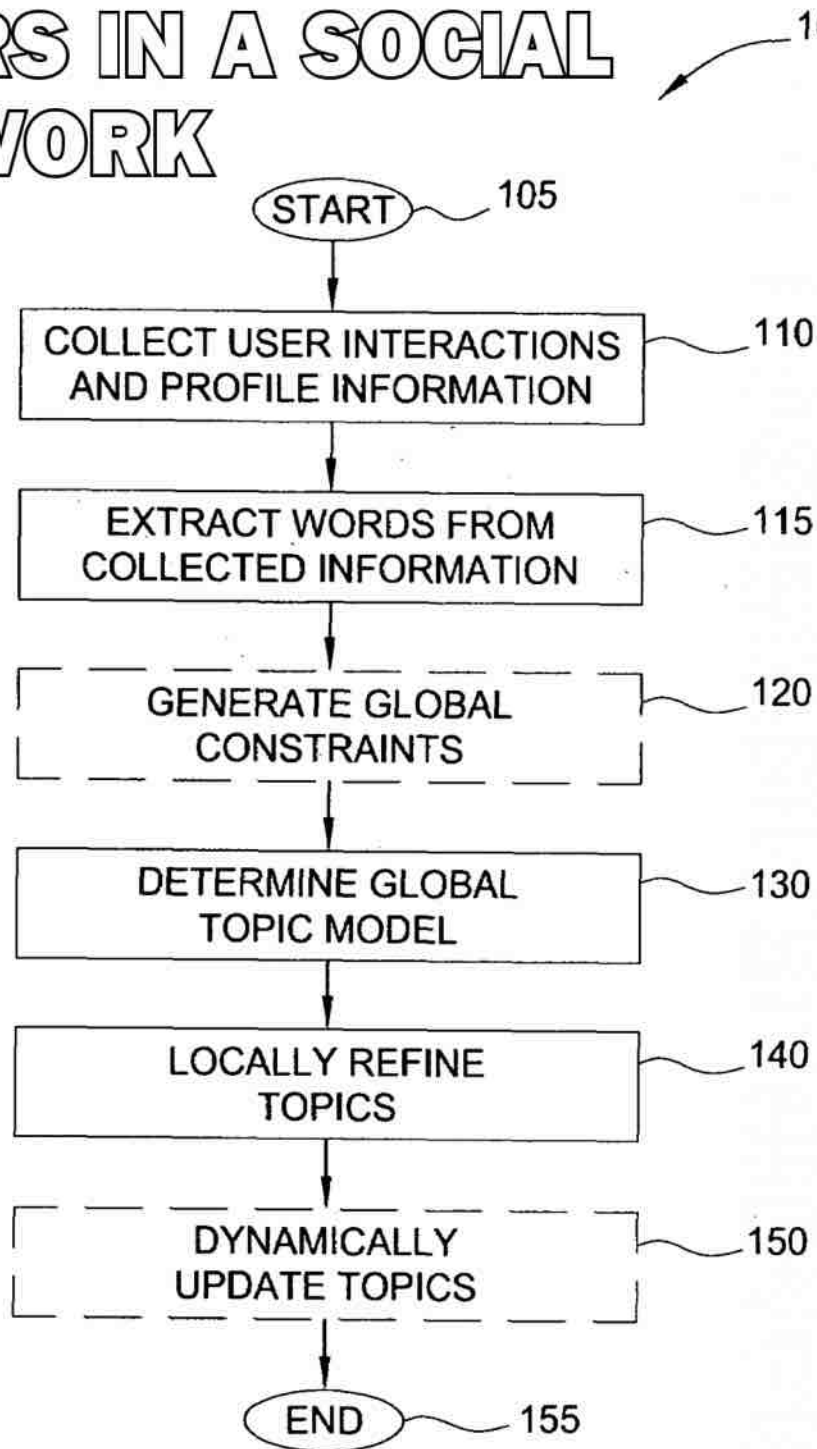
MOOD INFORMATION PROCESSING METHOD AND APPARATUS



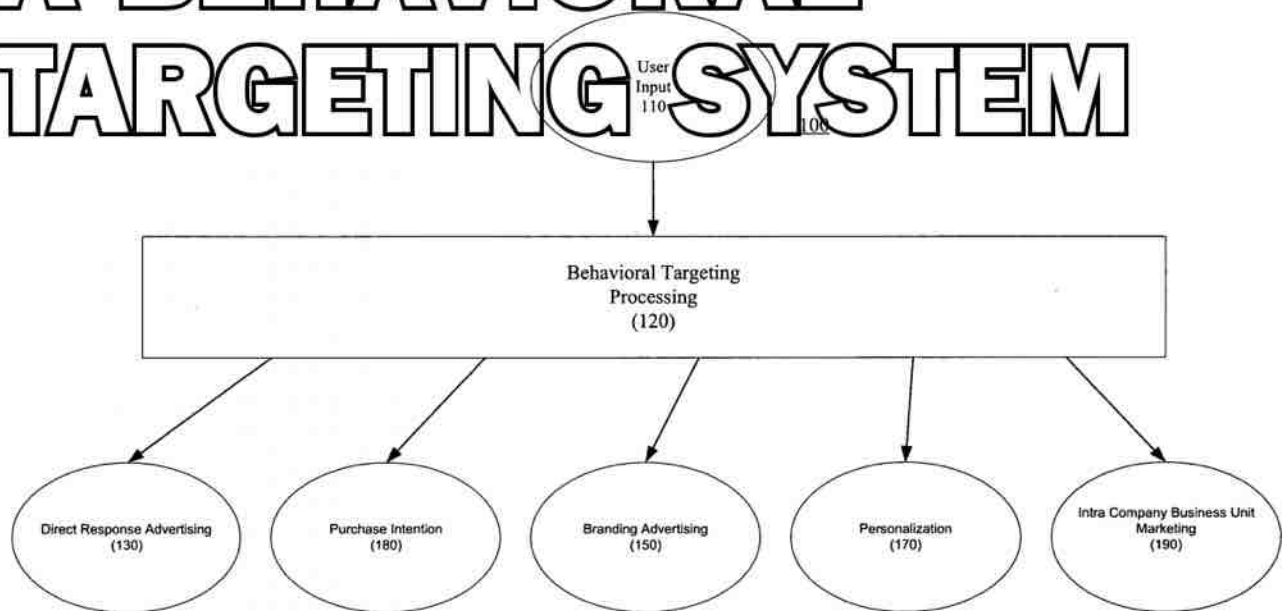
CAPTURING A USER REACTION TO MEDIA CONTENT BASED ON A TRIGGER SIGNAL AND USING THE USER REACTION TO DETERMINE AN INTEREST LEVEL ASSOCIATED WITH A SEGMENT OF THE MEDIA CONTENT



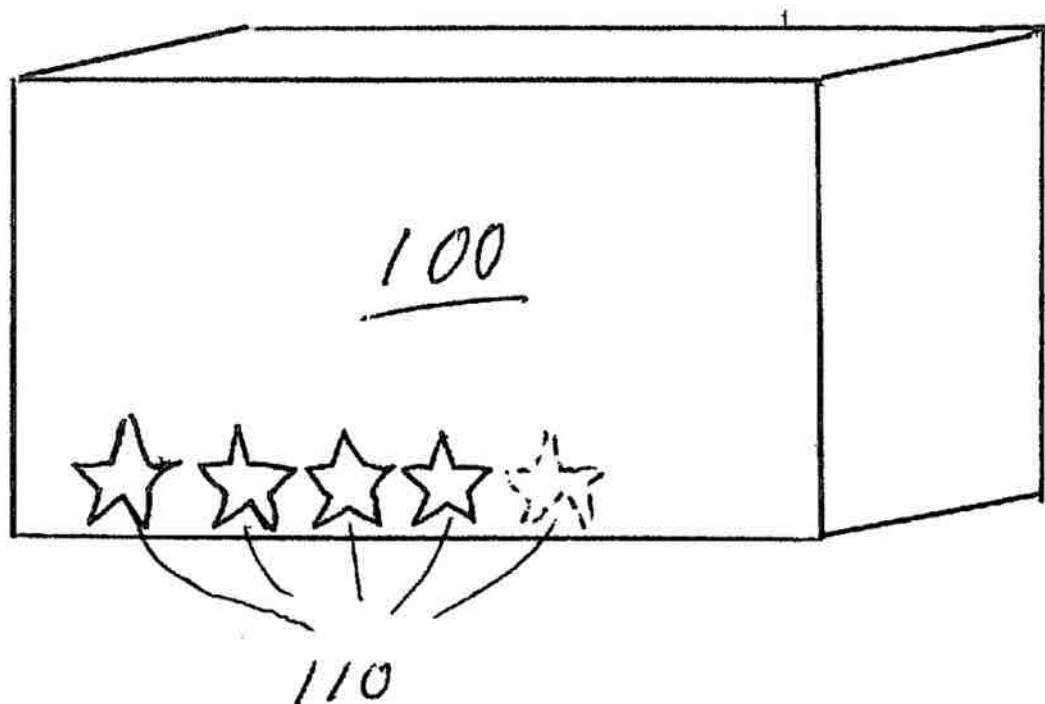
METHOD AND APPARATUS FOR TARGETING MESSAGES TO USERS IN A SOCIAL NETWORK



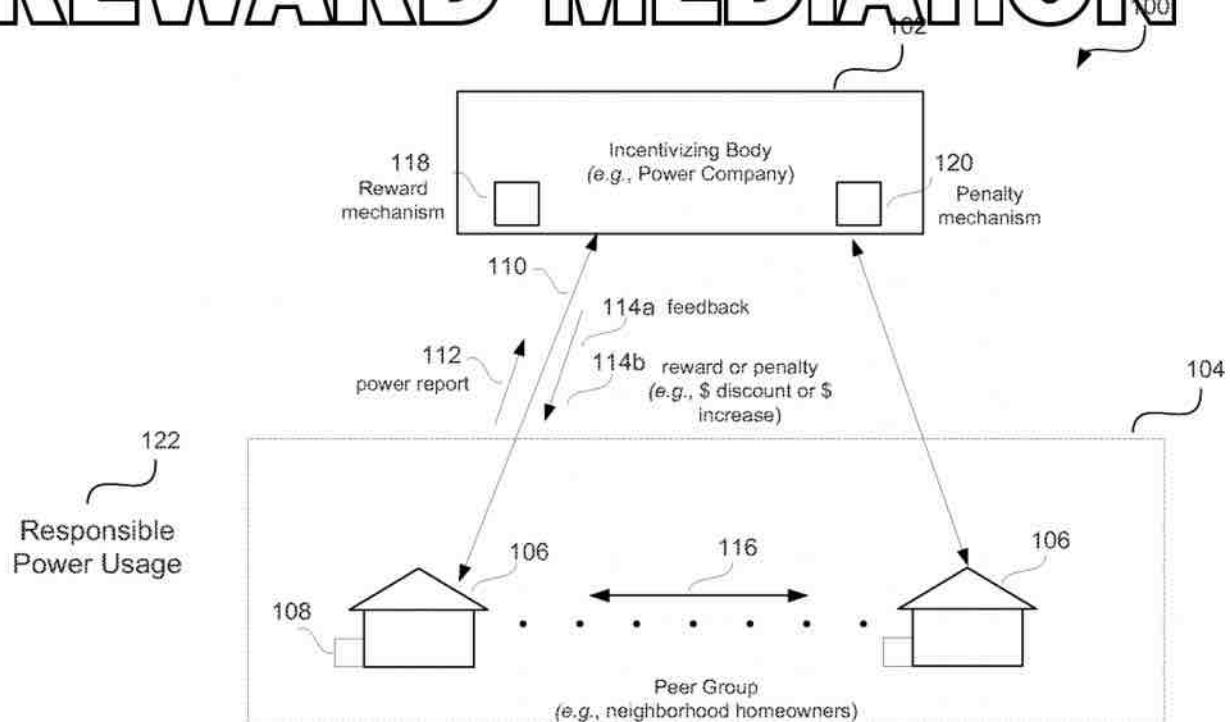
GENERATING A DEGREE OF INTEREST IN USER PROFILE SCORES IN A BEHAVIORAL TARGETING SYSTEM



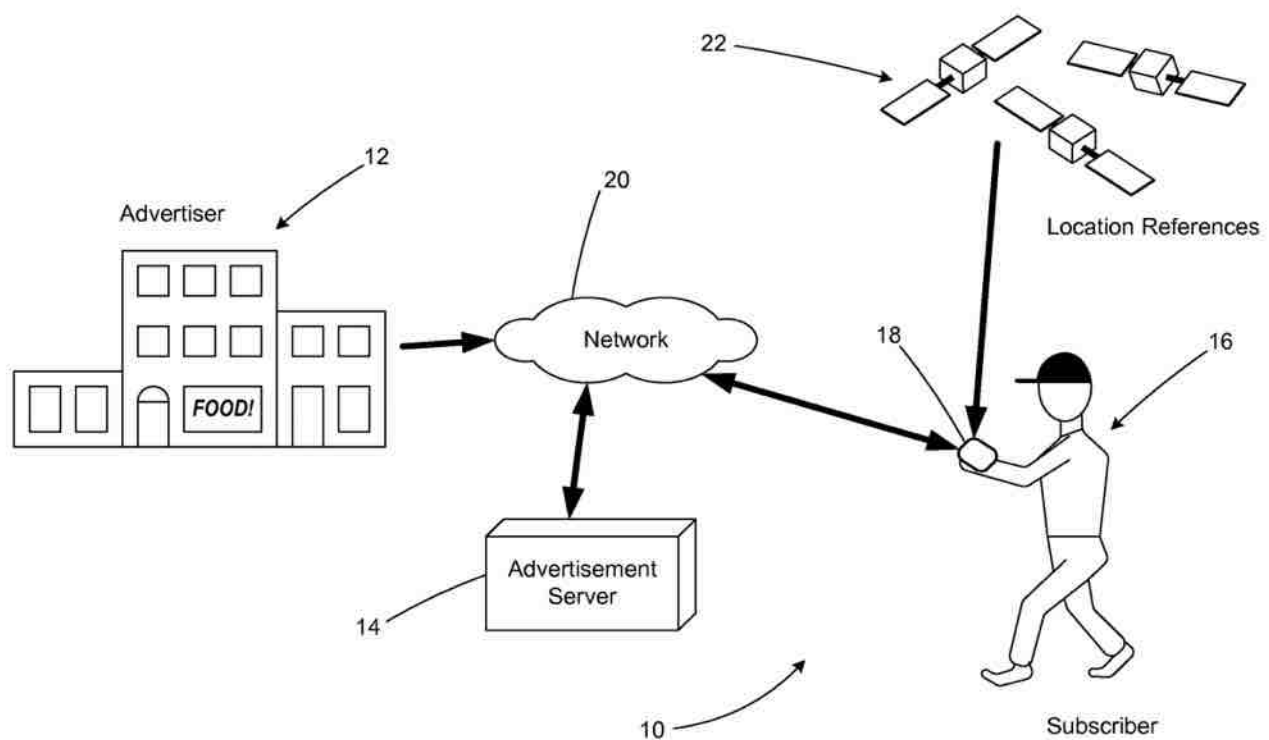
SHOPPER COMMUNICATION WITH SCALED EMOTIONAL STATE



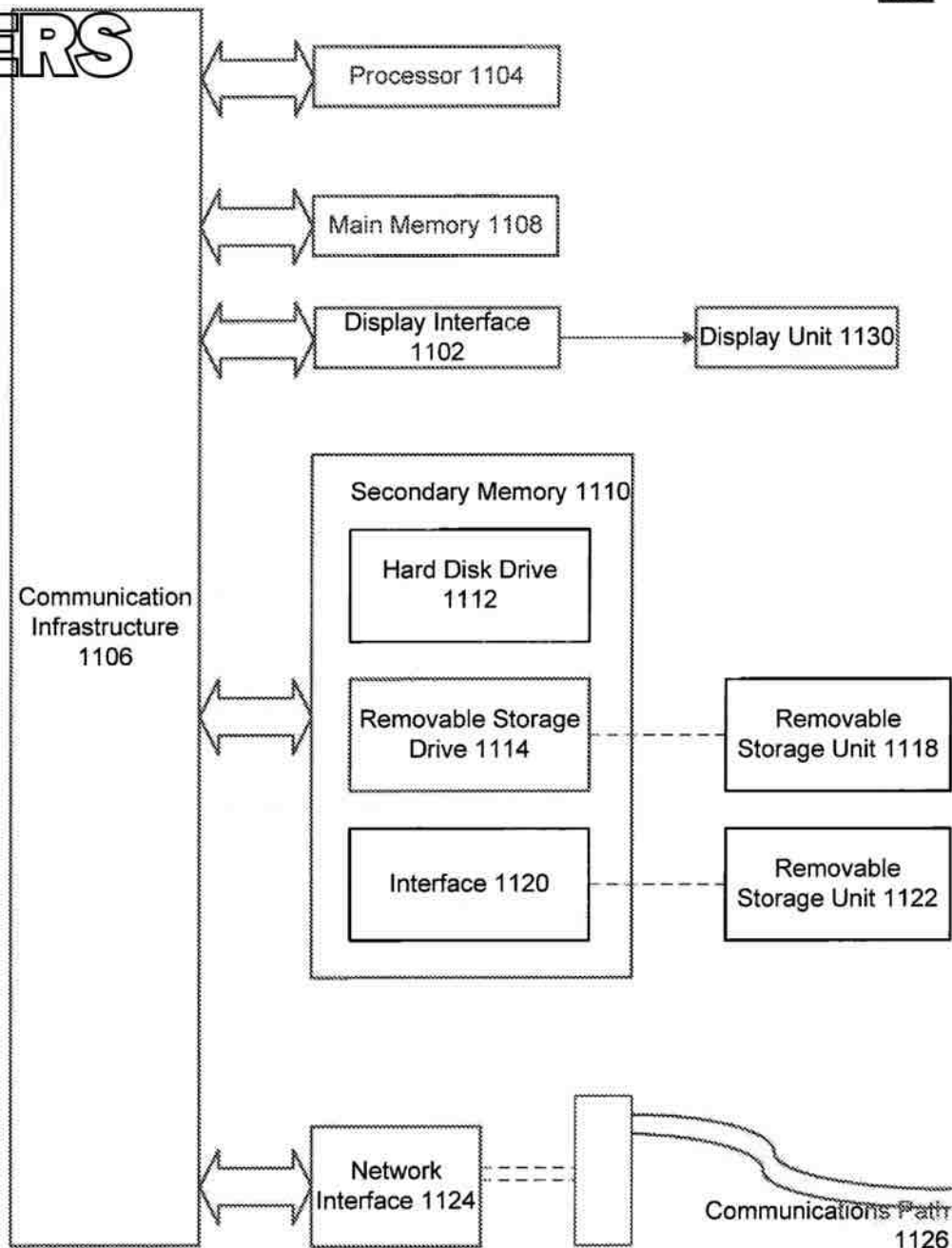
METHOD FOR PROMOTING BEHAVIOR CHANGE THROUGH SOCIAL REWARD MEDIATION



SYSTEM AND METHOD FOR PROVIDING DATA TO A PORTABLE COMMUNICATIONS DEVICE BASED ON REAL TIME SUBSCRIBER BEHAVIOR







IDENTIFYING AND FORECASTING SHIFTS IN THE MOOD OF SOCIAL MEDIA USERS

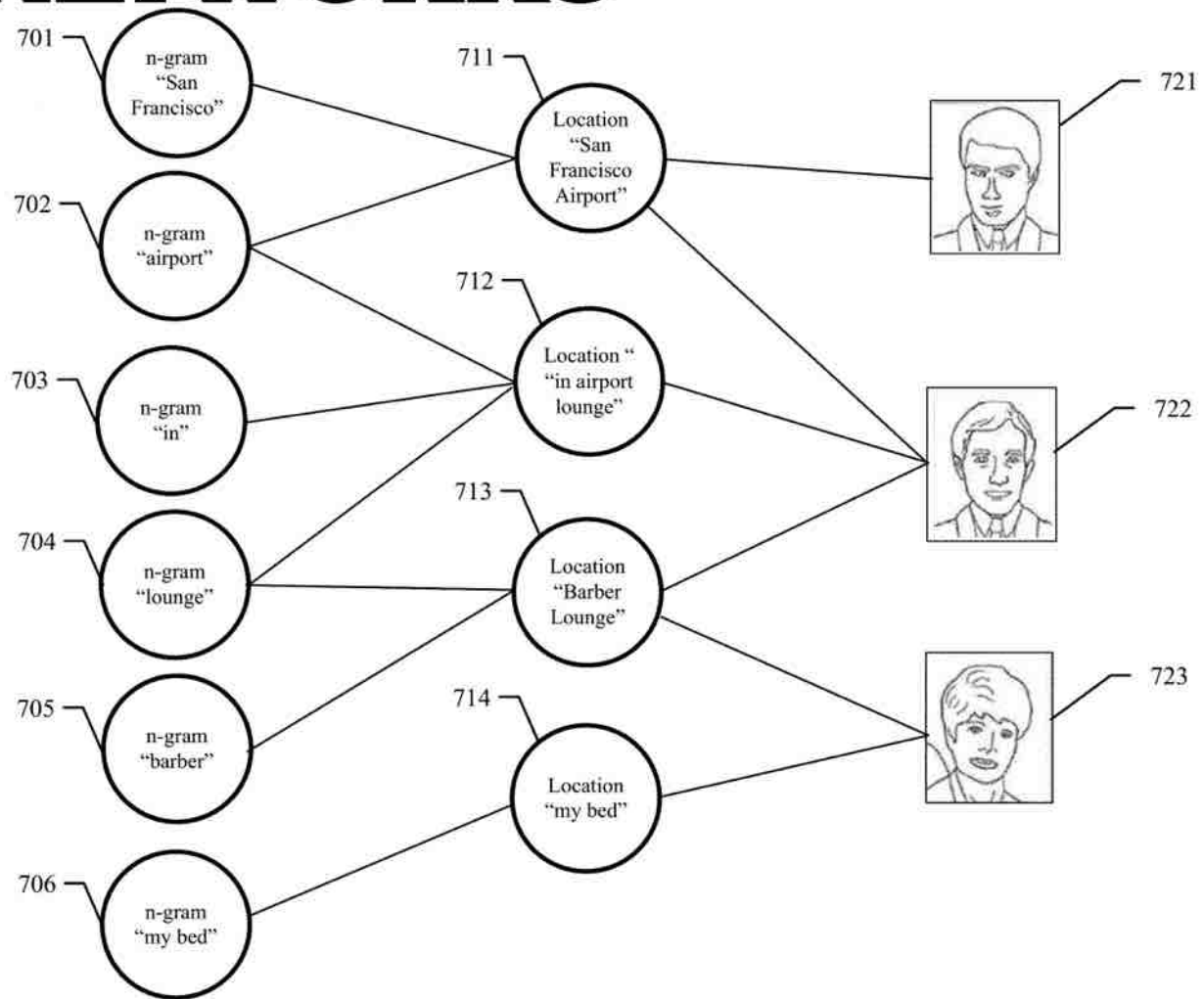


ANALYSIS OF IMAGE CONTENT WITH ASSOCIATED MANIPULATION OF EXPRESSION PRESENTATION

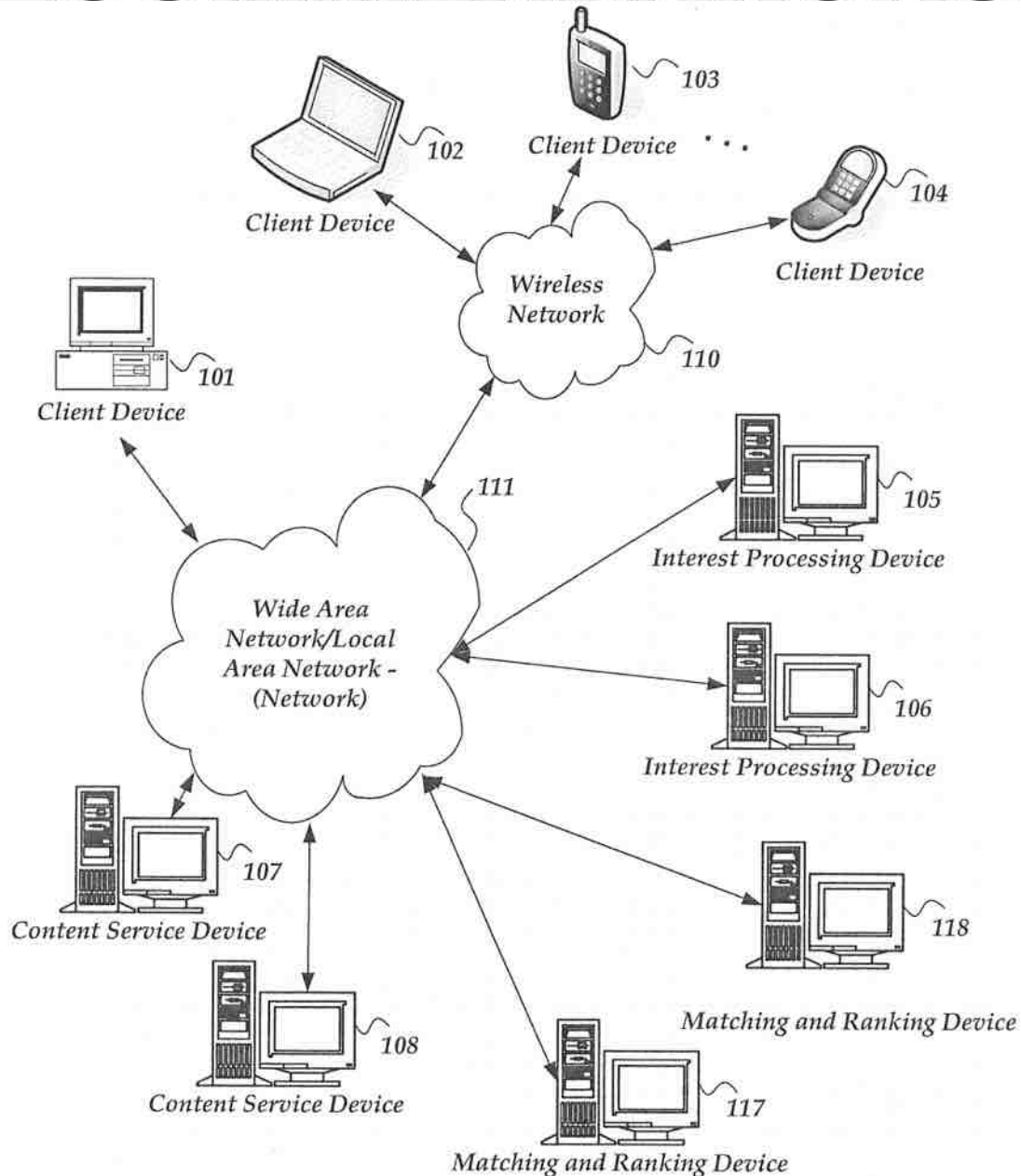
500

<p>510</p>  <p>SMILING FACE WITH OPEN MOUTH</p>	<p>550</p> <p>SMILE + AU25 + NEG(EYE CLOSURE) 552</p>
<p>512</p>  <p>SMILING FACE</p>	<p>HAPPINESS 554</p>
<p>514</p>  <p>WINKING FACE</p>	<p>SMILE + EYE CLOSURE + NEG(AU25) 556</p>
<p>516</p>  <p>POUTING FACE</p>	<p>HAPPINESS, CONTENT, RELIEF 568</p>
	<p>AU46 + SMILE 570</p>
	<p>JOKING 572</p>
	<p>ANGER, DISAPPOINTMENT 576</p>
	<p>ANGER, DISAPPOINTMENT 574</p>

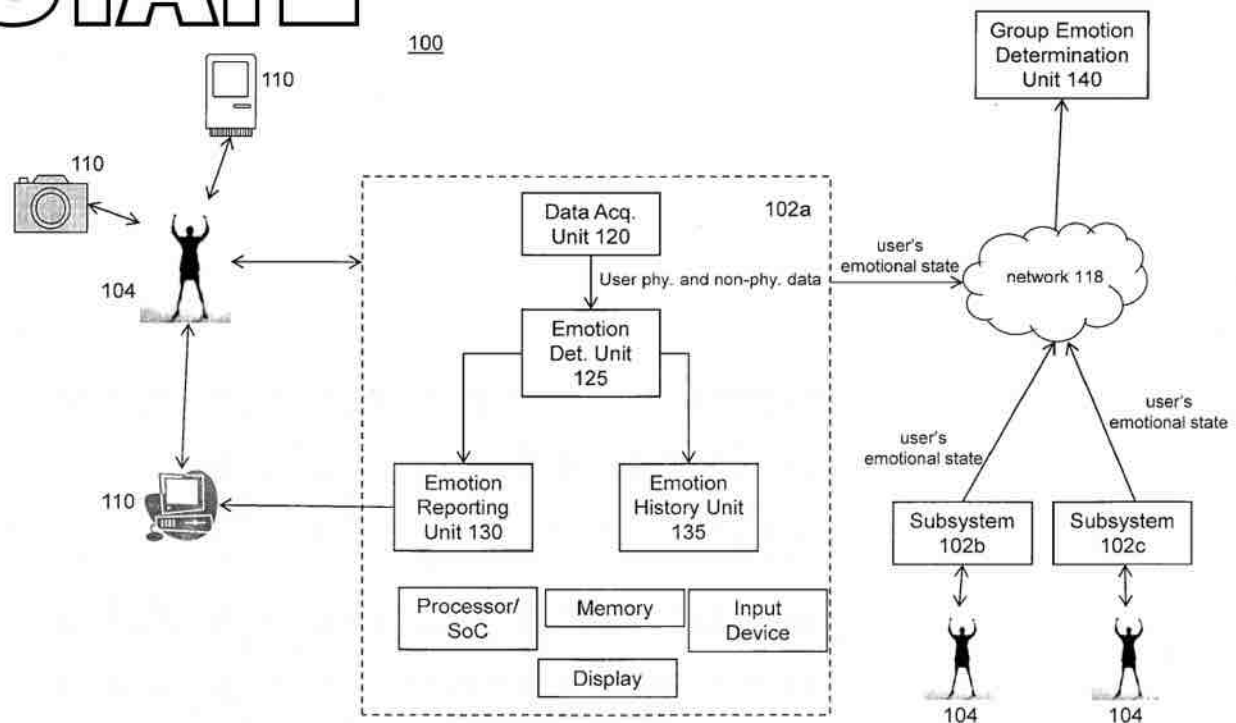
IDENTIFICATION OF REAL BEST PAGES ON ONLINE SOCIAL NETWORKS



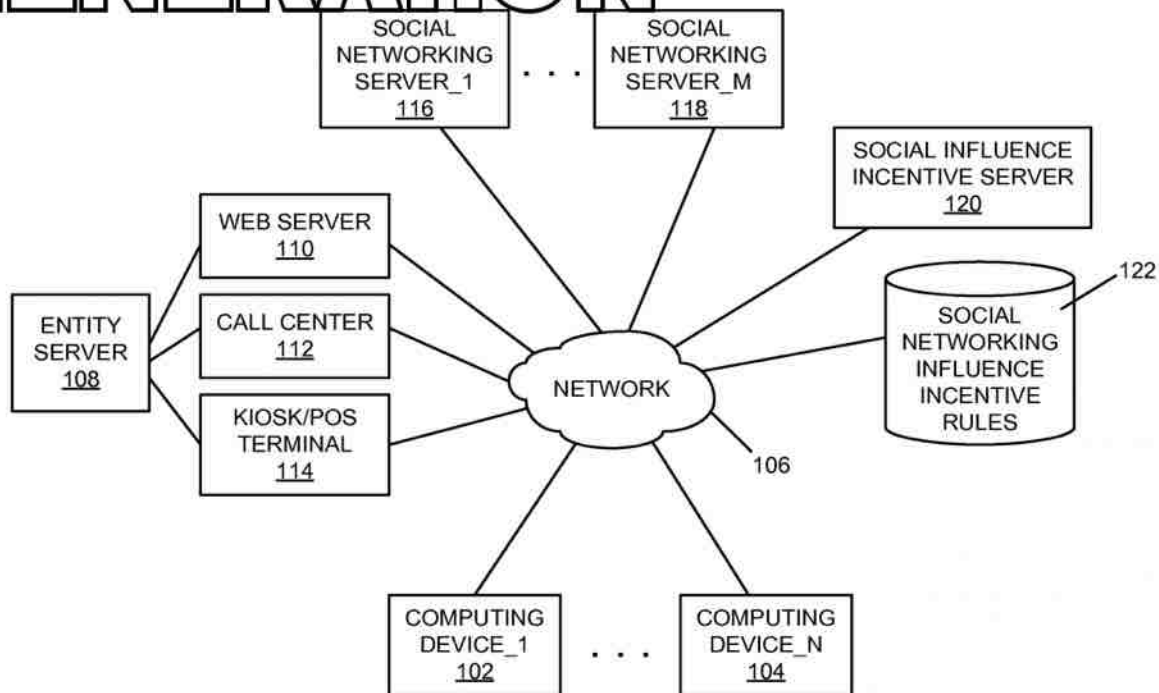
BEHAVIOR TARGETING SOCIAL RECOMMENDATIONS



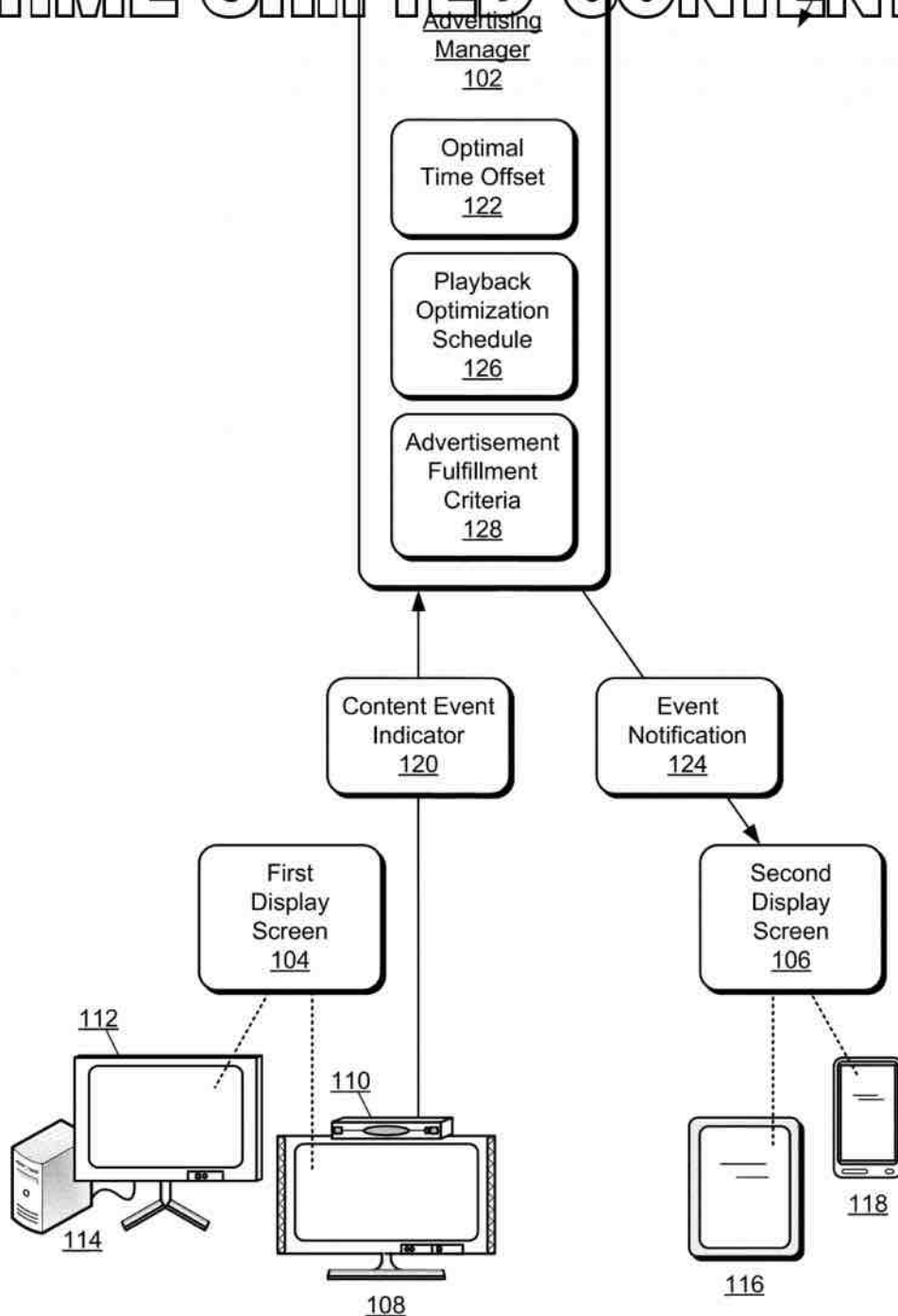
DETERMINING AND COMMUNICATING USERS EMOTIONAL STATE



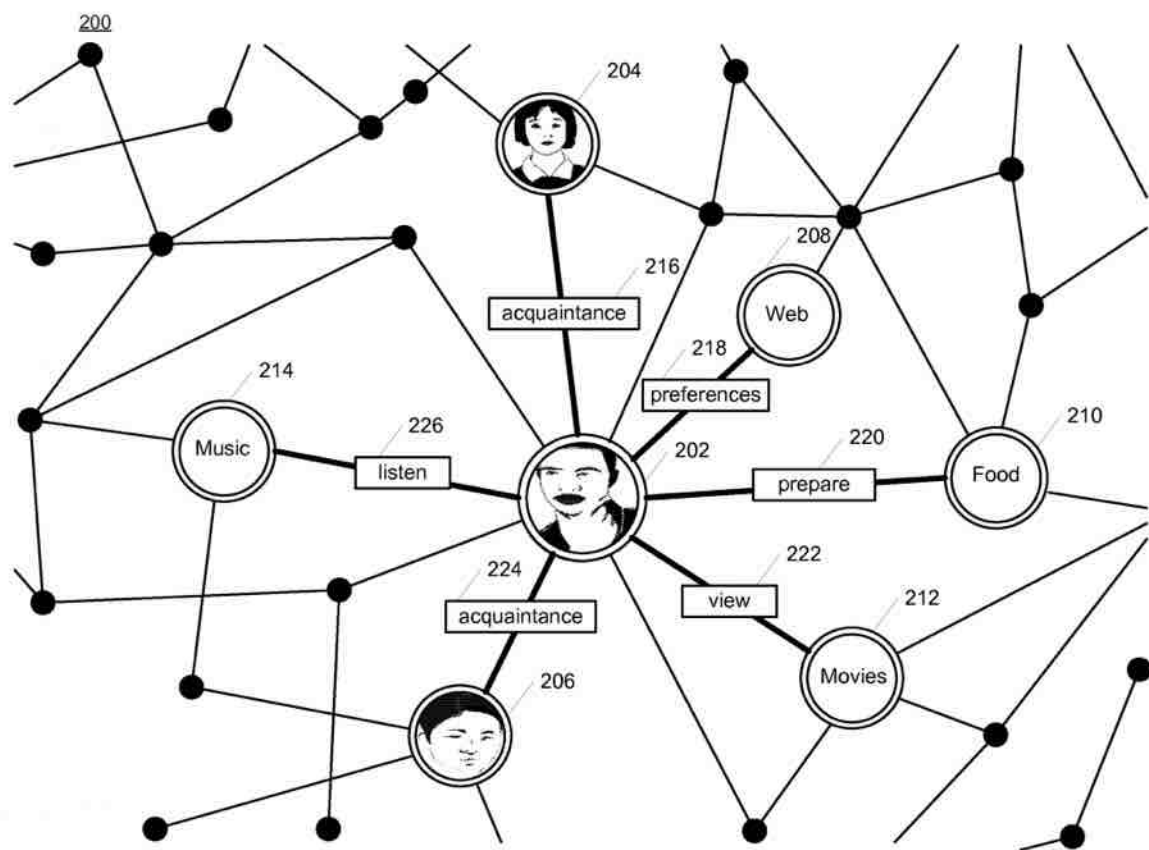
MULTI CHANNEL, SELF LEARNING, SOCIAL INFLUENCE BASED INCENTIVE GENERATION



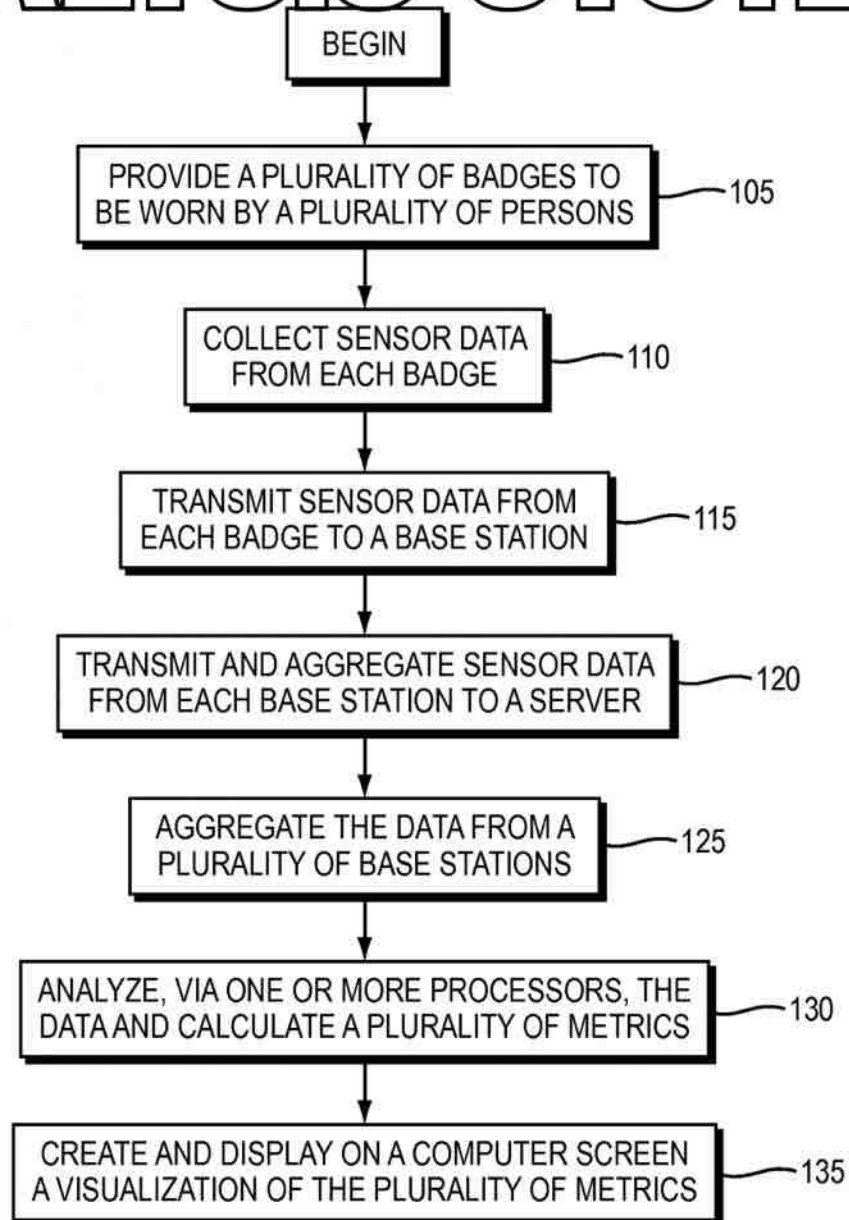
ATTENTION BASED ADVERTISEMENT SCHEDULING IN TIME SHIFTED CONTENT



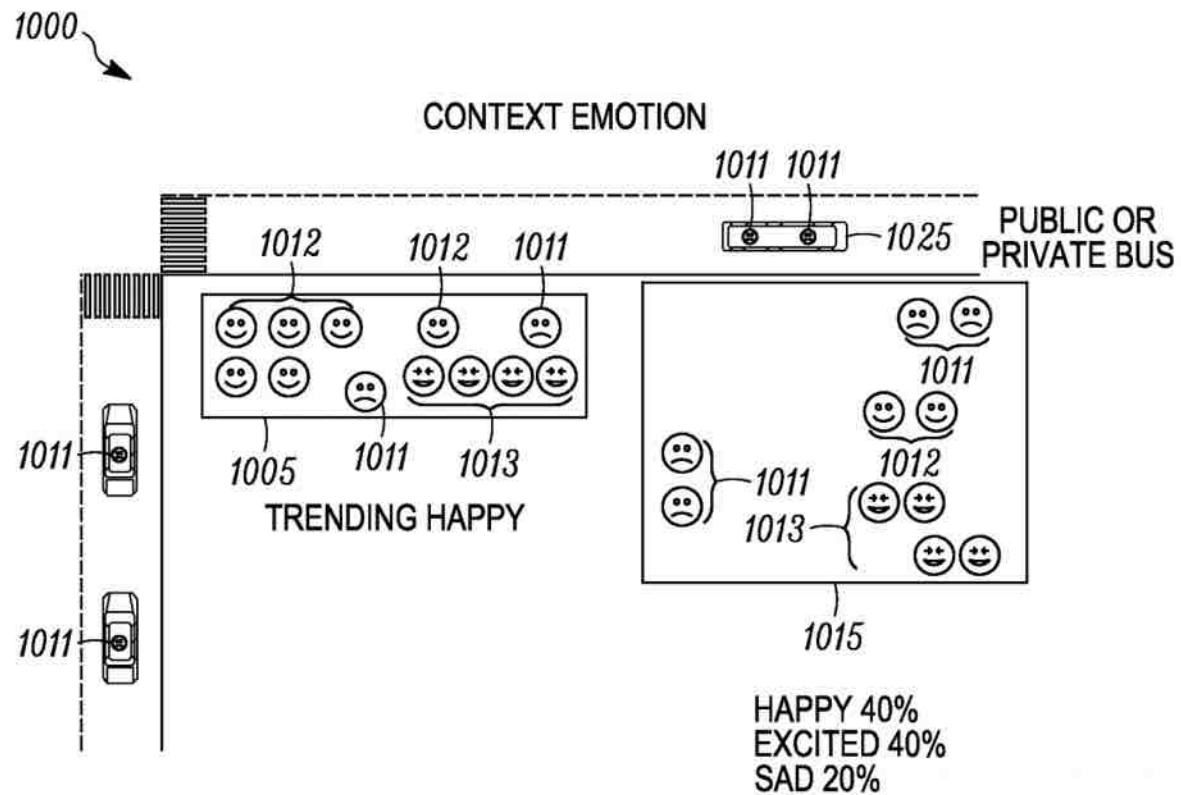
SOCIAL CONTEXT FOR OFFSITE ADVERTISEMENTS



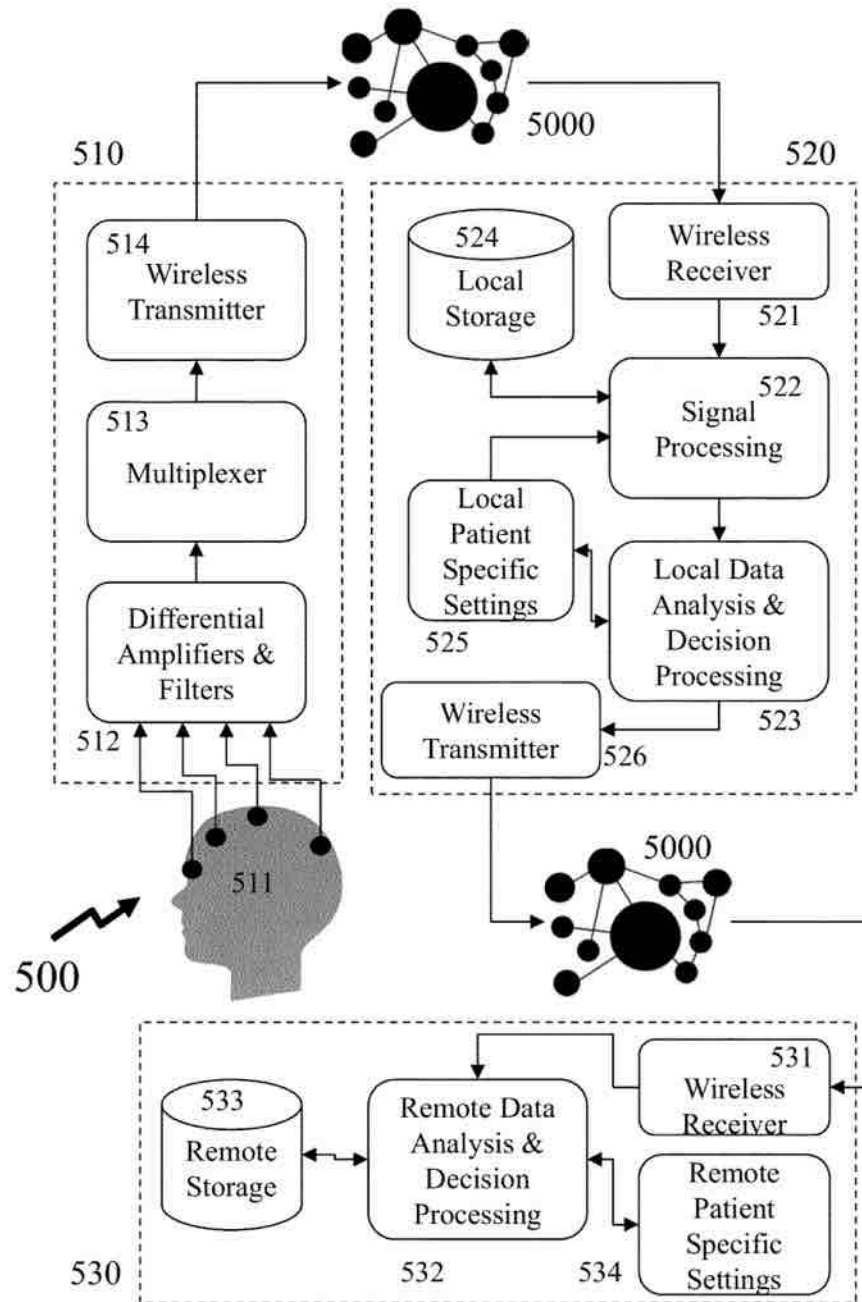
SOCIAL SENSING AND BEHAVIOR ANALYSIS SYSTEM



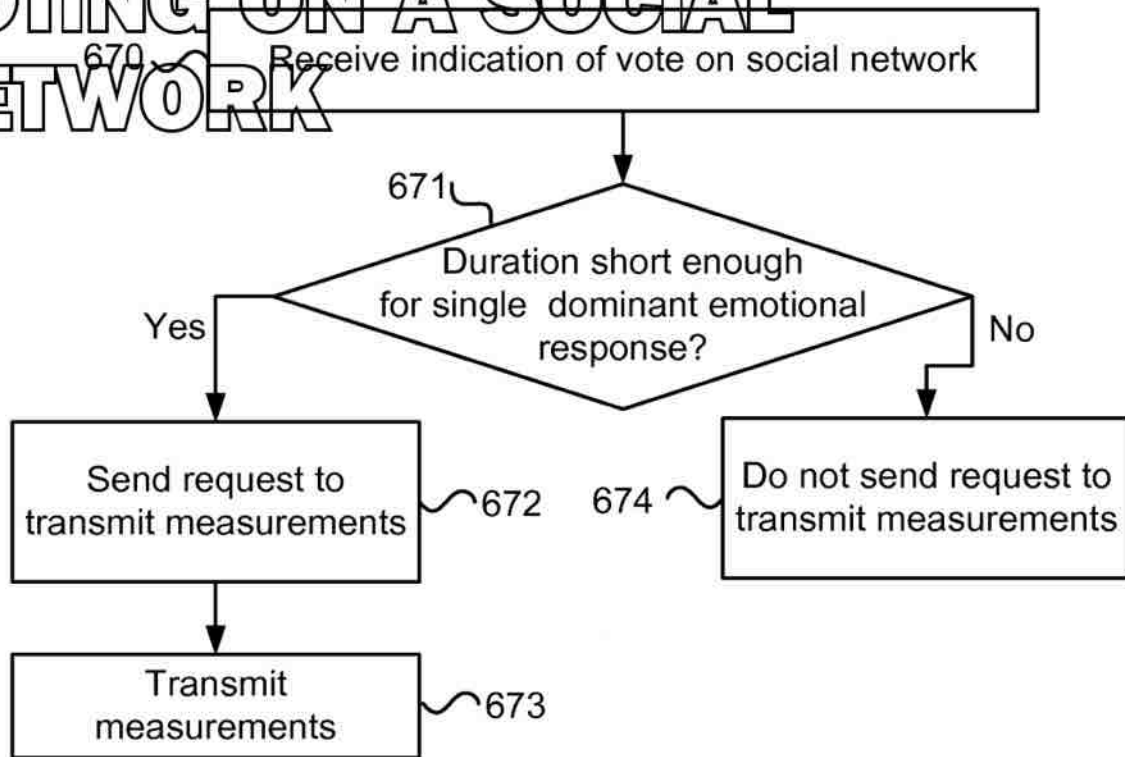
CONTEXT EMOTION DETERMINATION SYSTEM



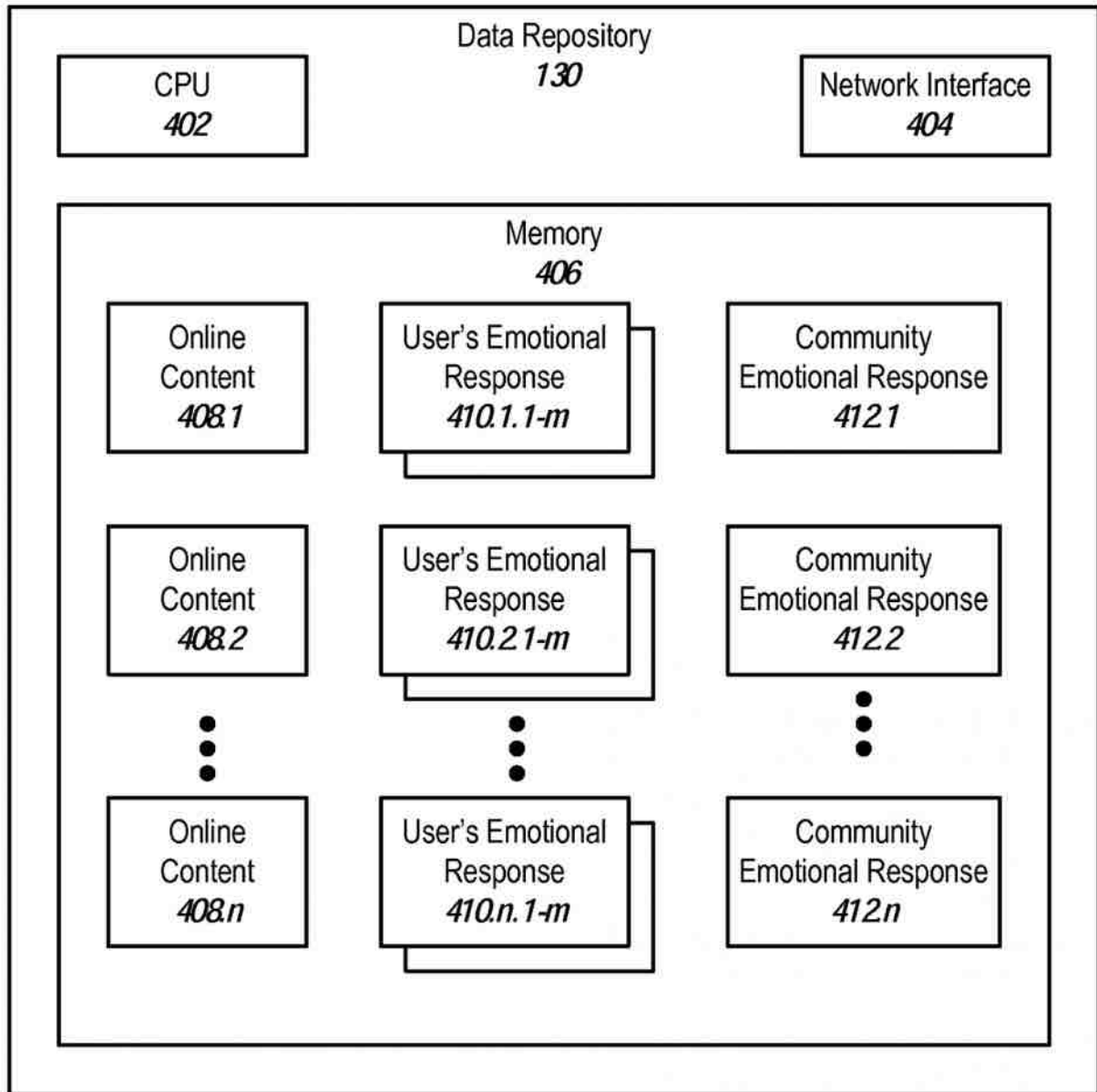
METHODS AND DEVICES FOR BRAIN ACTIVITY MONITORING SUPPORTING MENTAL STATE DEVELOPMENT AND TRAINING



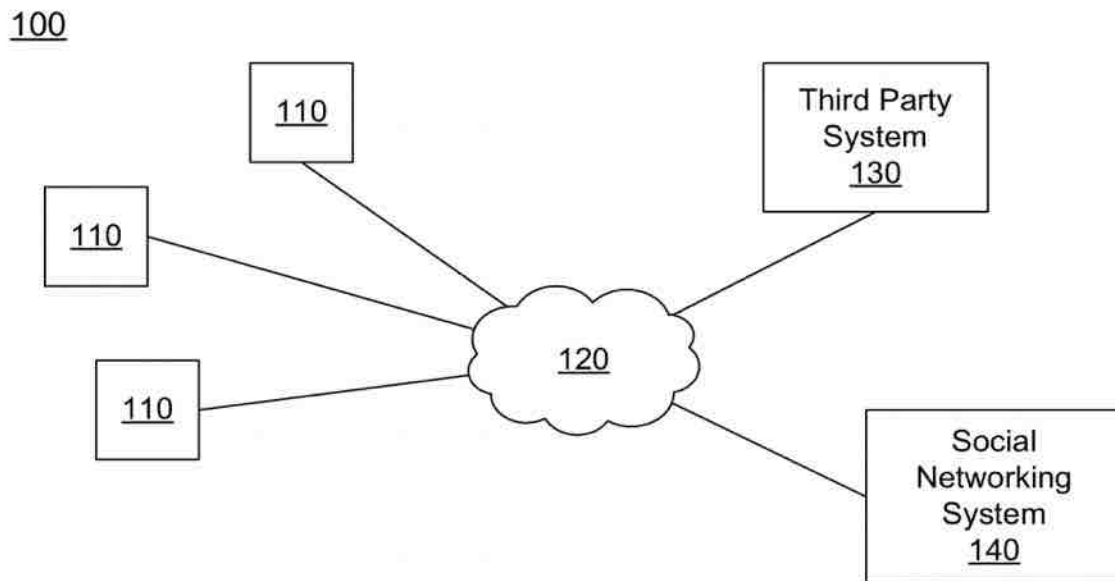
COLLECTING NATURALLY EXPRESSED AFFECTIVE RESPONSES FOR TRAINING AN EMOTIONAL RESPONSE PREDICTOR UTILIZING VOTING ON A SOCIAL NETWORK



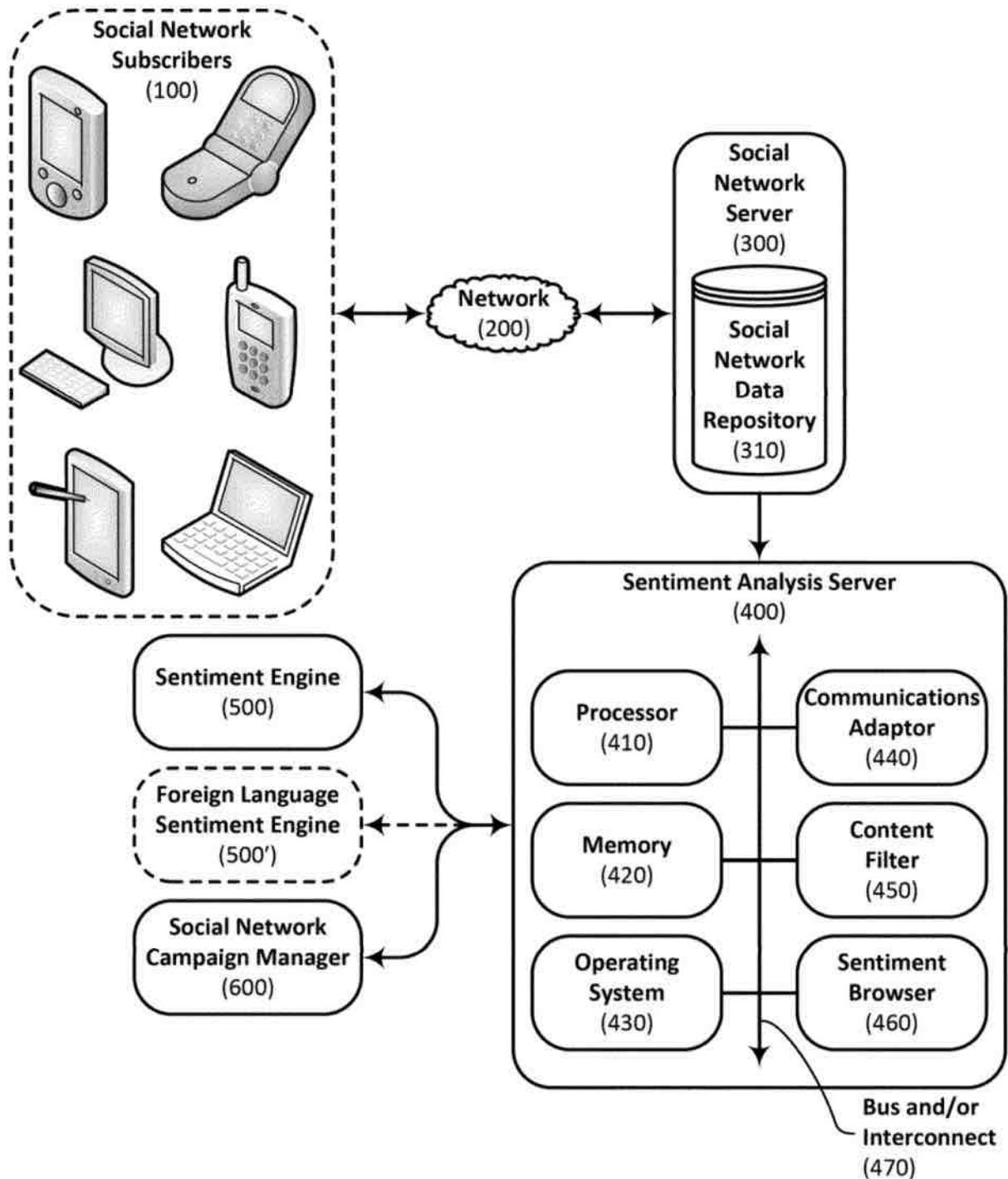
DETERMINING A COMMUNITY EMOTIONAL RESPONSE



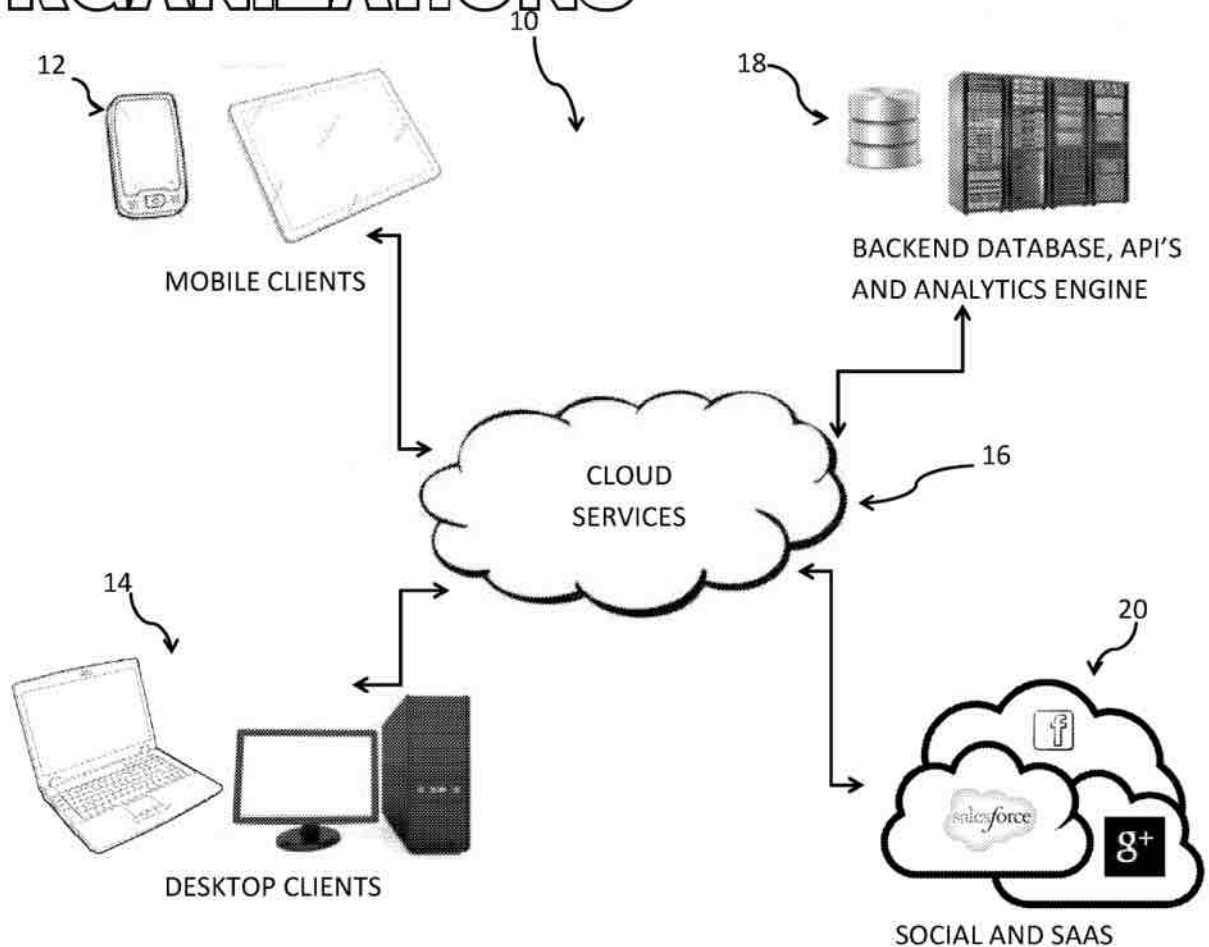
SENTIMENT POLARITY FOR USERS OF A SOCIAL NETWORKING SYSTEM



SOCIAL CONTENT FILTER TO ENHANCE SENTIMENT ANALYSIS



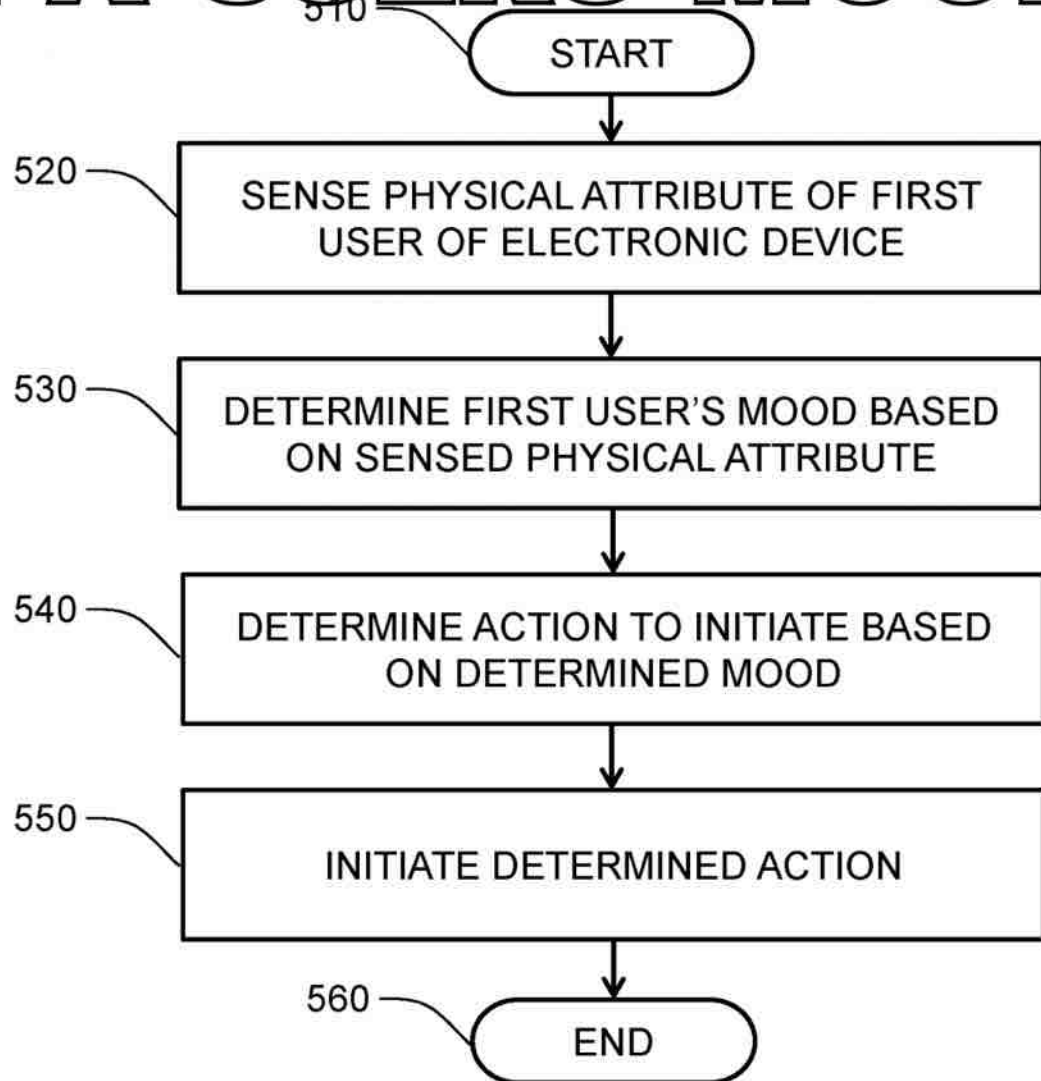
SYSTEMS AND METHODS FOR COMMUNICATING OPINIONS ABOUT AND/OR TO INDIVIDUALS AND/OR ORGANIZATIONS



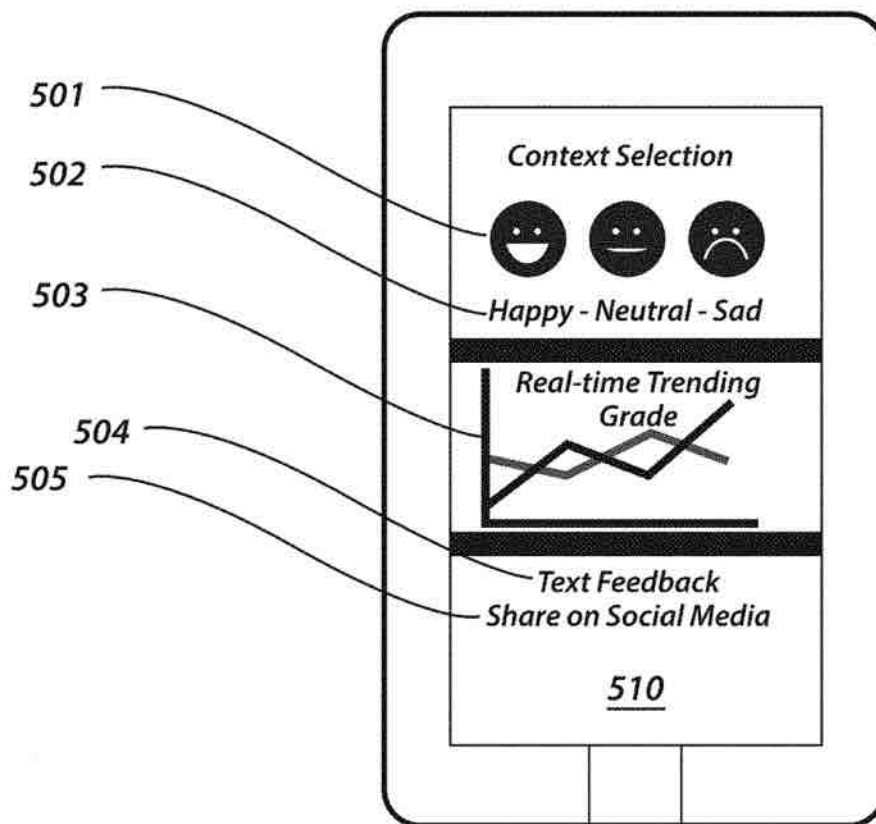
SOCIAL NETWORKING METHOD AND SYSTEM FOR INCENTIVIZING BEHAVIOR



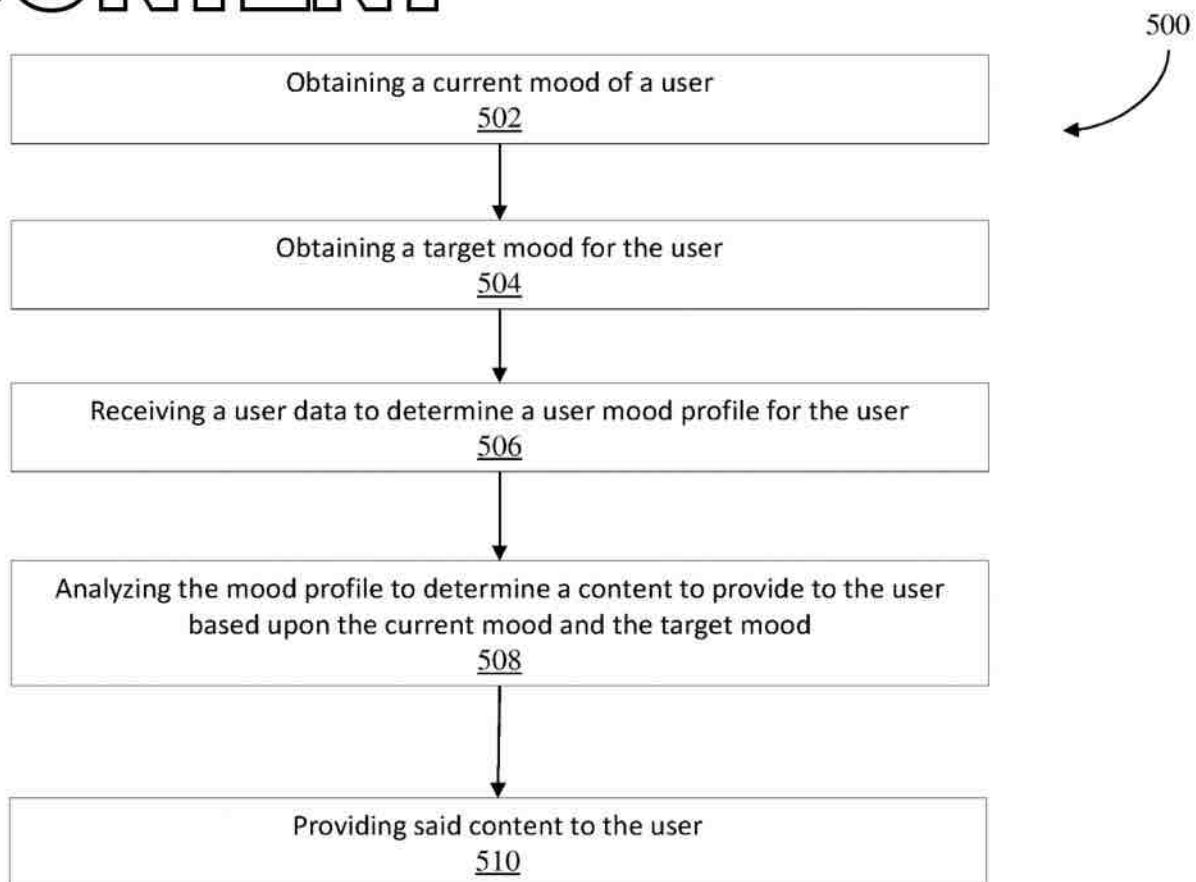
GENERATING ACTIONS BASED ON A USERS MOOD



NOVEL SYSTEM FOR CAPTURE, TRANSMISSION, AND ANALYSIS OF EMOTIONS, PERCEPTIONS, AND SENTIMENTS WITH REAL TIME RESPONSES

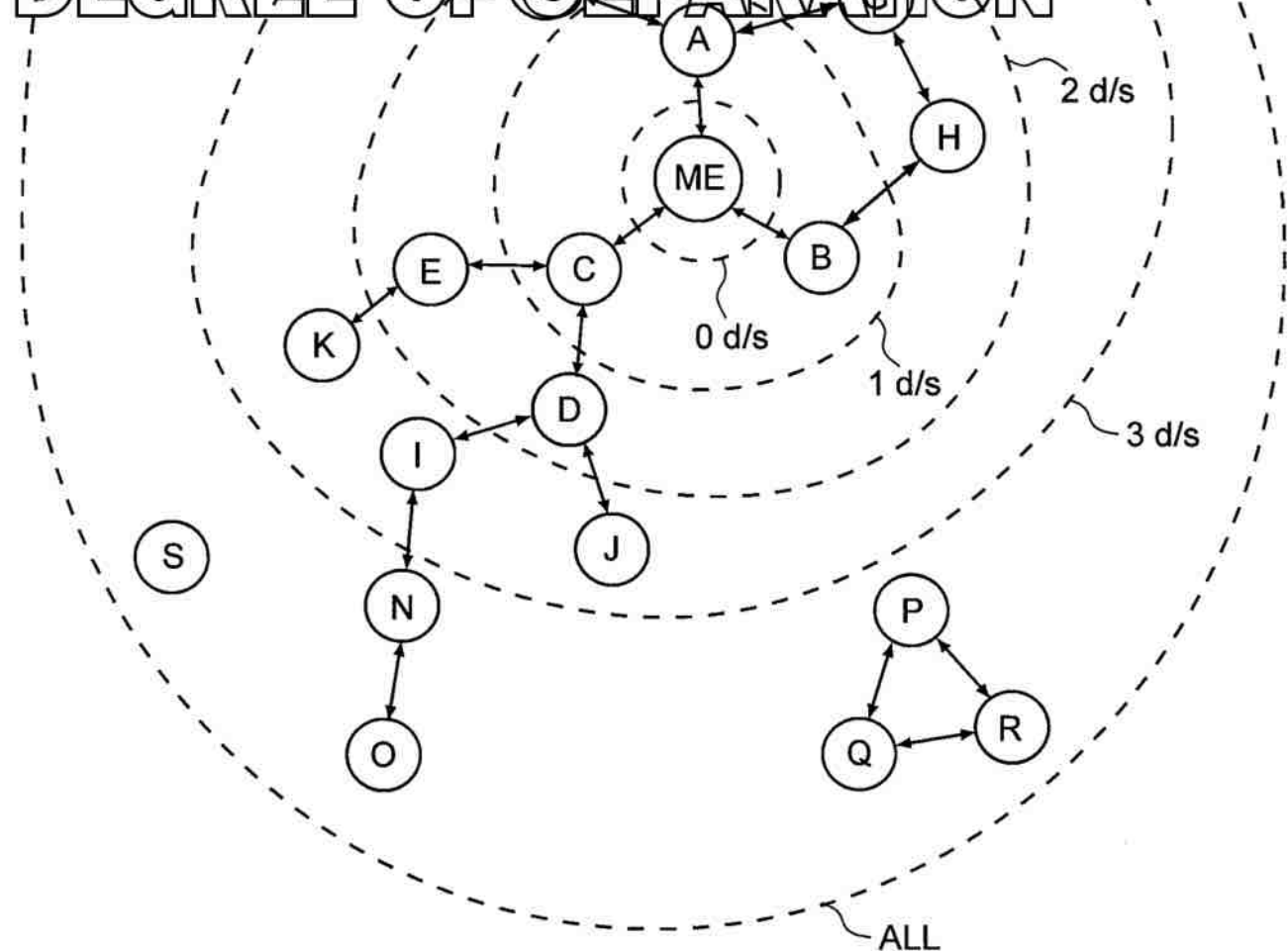


MODIFYING A MOOD THROUGH SELECTIVE FEEDING OF CONTENT

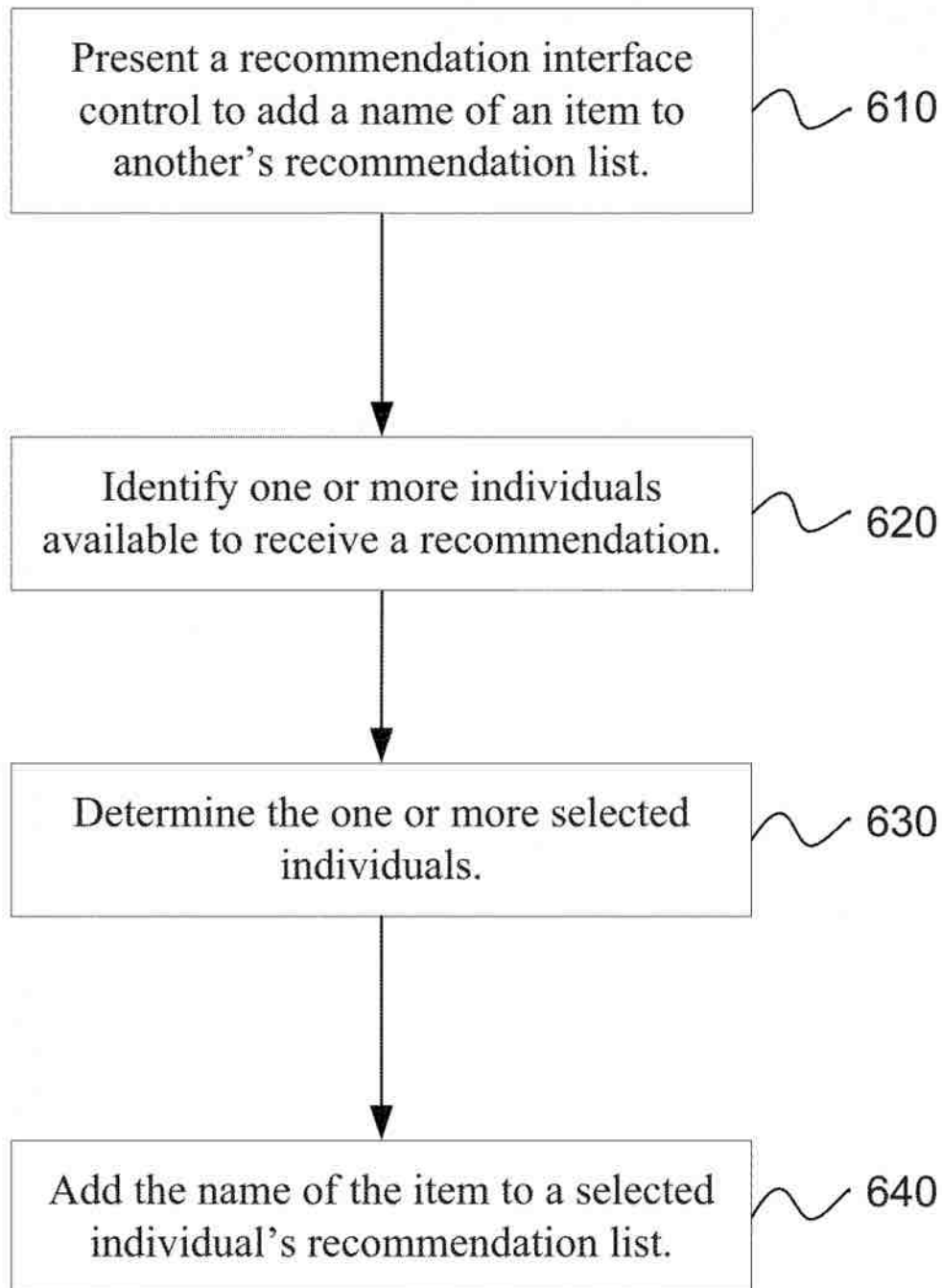


POLARIZATION

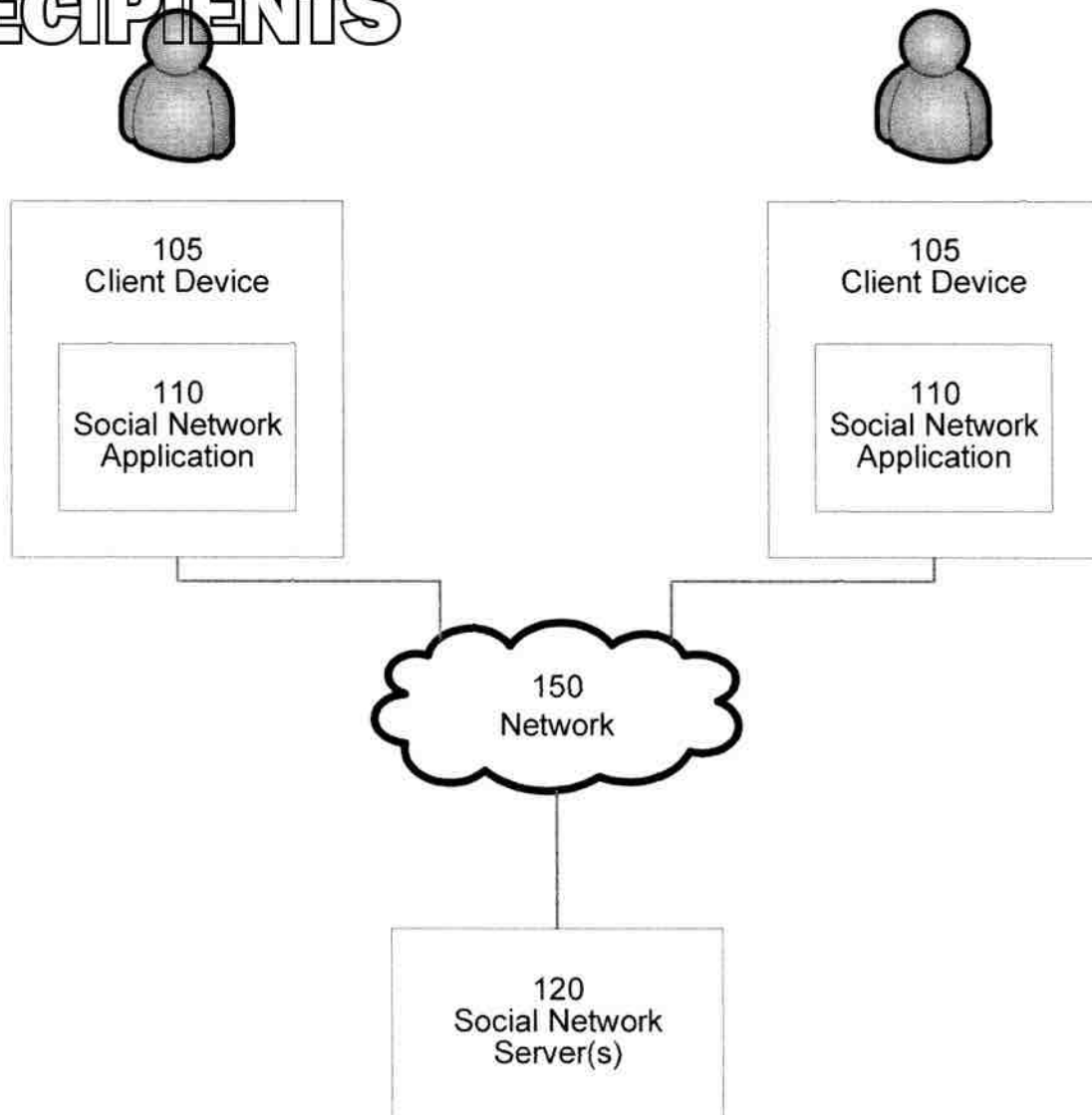
RANKING SEARCH RESULTS BASED ON THE FREQUENCY OF CLICKS ON THE SEARCH RESULTS BY MEMBERS OF A SOCIAL NETWORK WHO ARE WITHIN A PREDETERMINED DEGREE OF SEPARATION



ITEM RECOMMENDATION

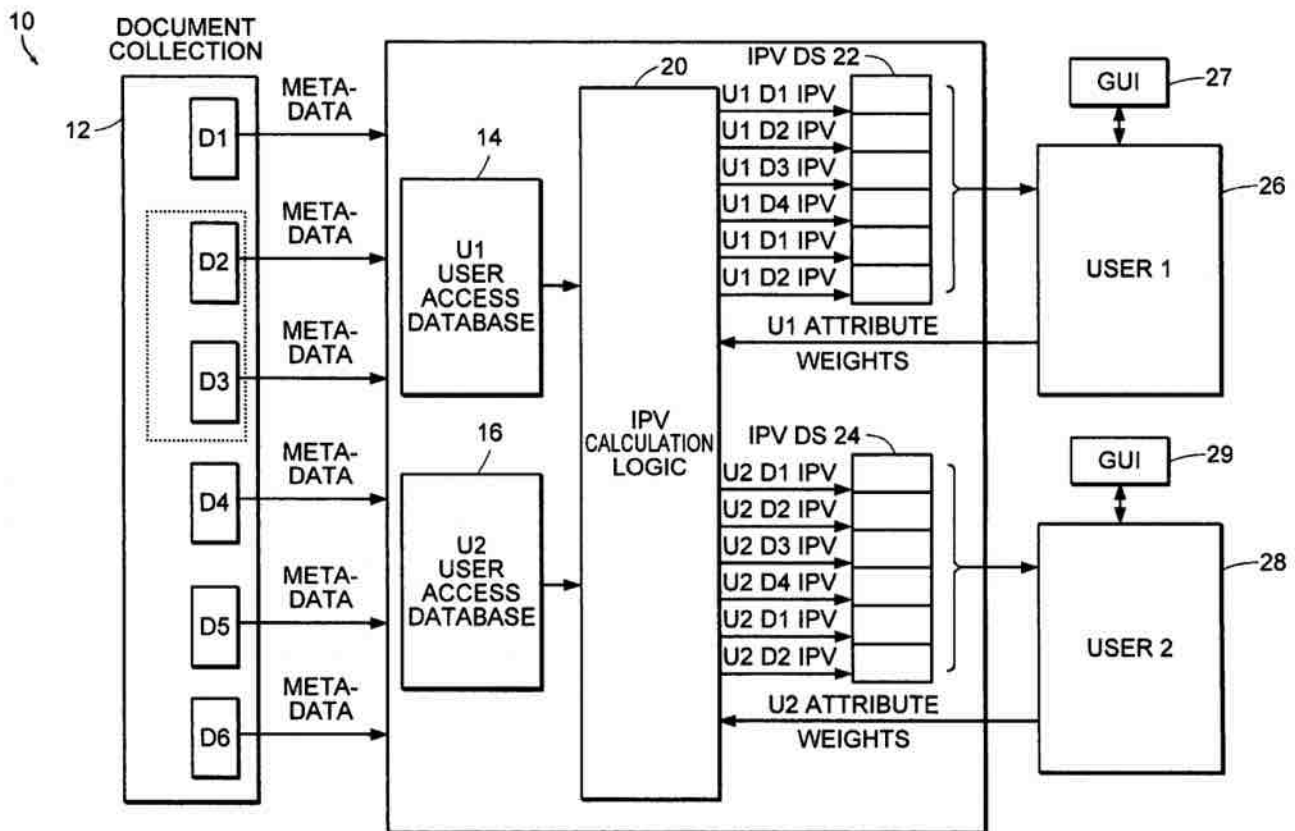


RANKING POSTS BASED ON A PRIORITIZED LIST OF RECIPIENTS

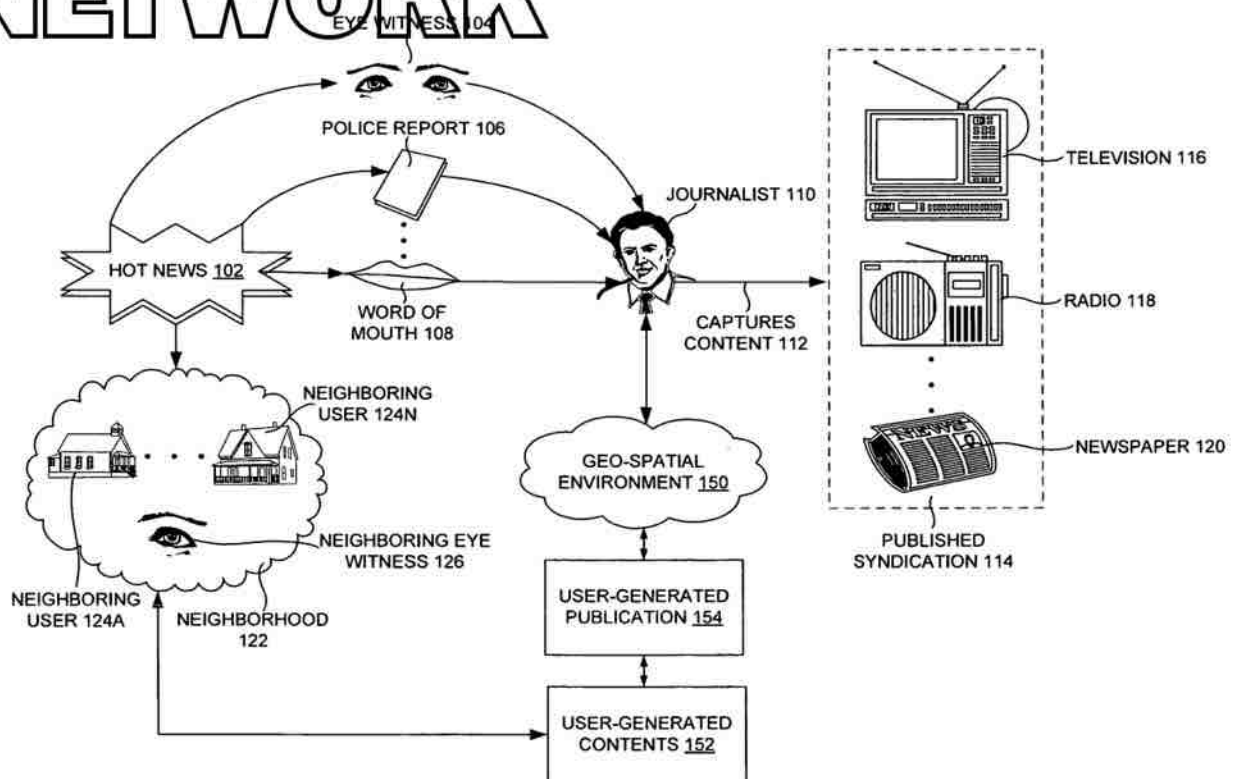


100

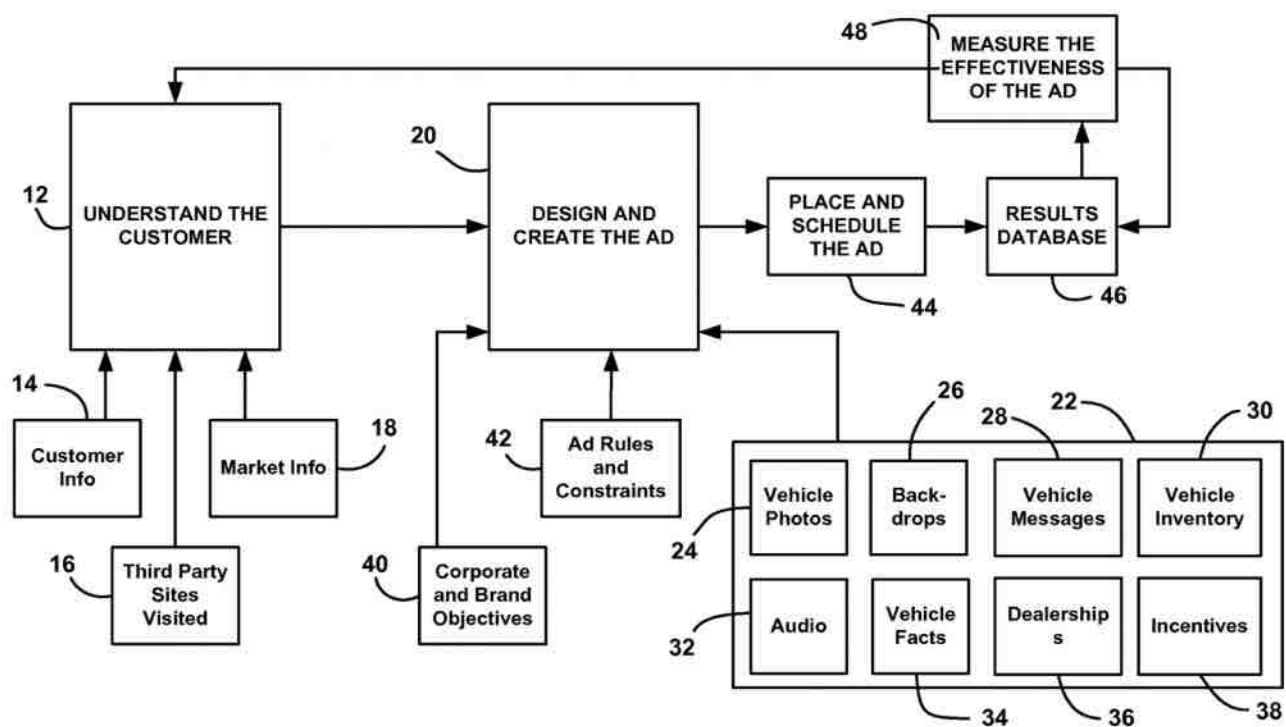
METHOD AND APPARATUS FOR REPRESENTING AN INTEREST PRIORITY OF AN OBJECT TO A USER BASED ON PERSONAL HISTORIES OR SOCIAL CONTEXT



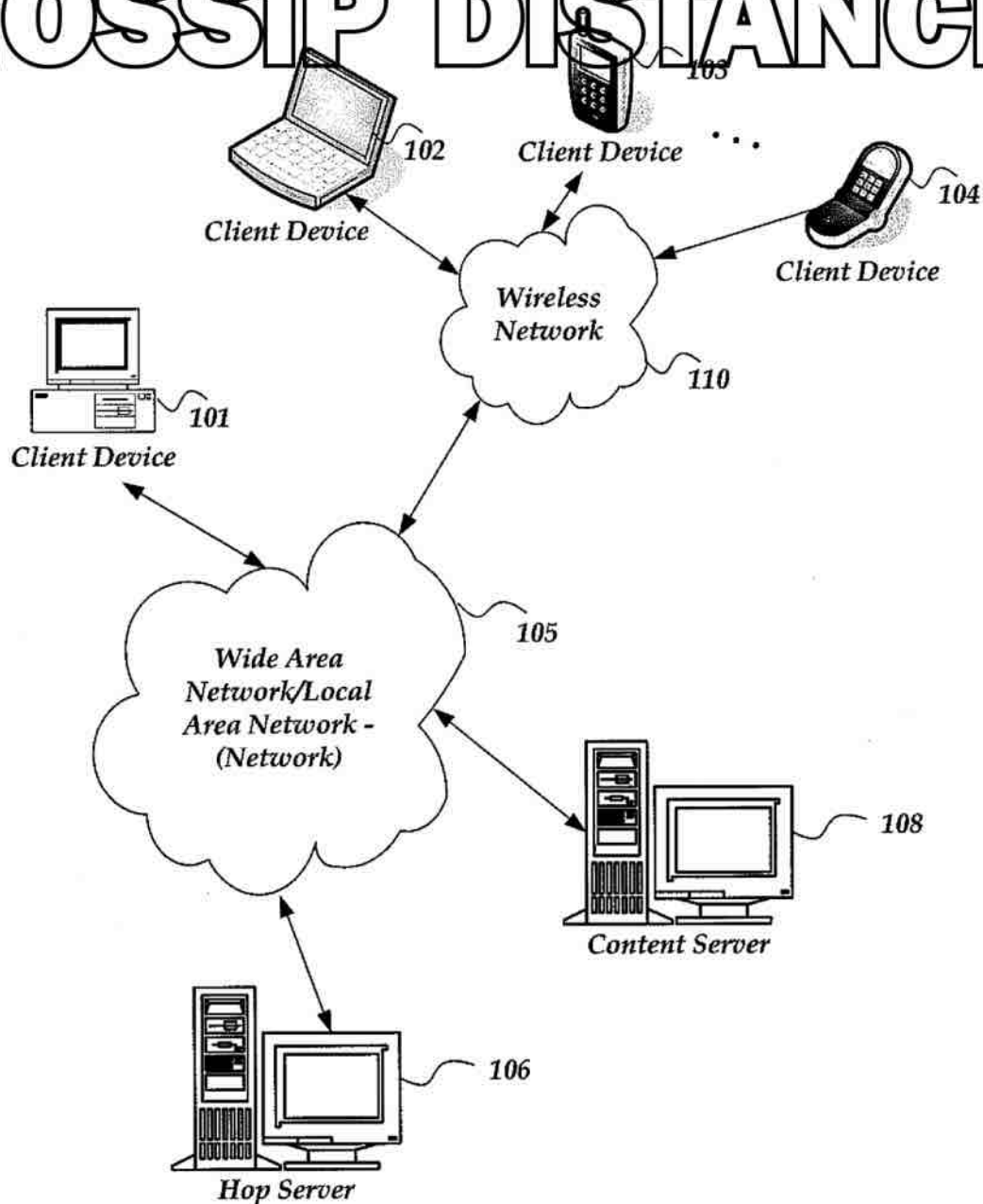
HOT NEWS NEIGHBORHOOD BANTER IN A GEO SPATIAL SOCIAL NETWORK



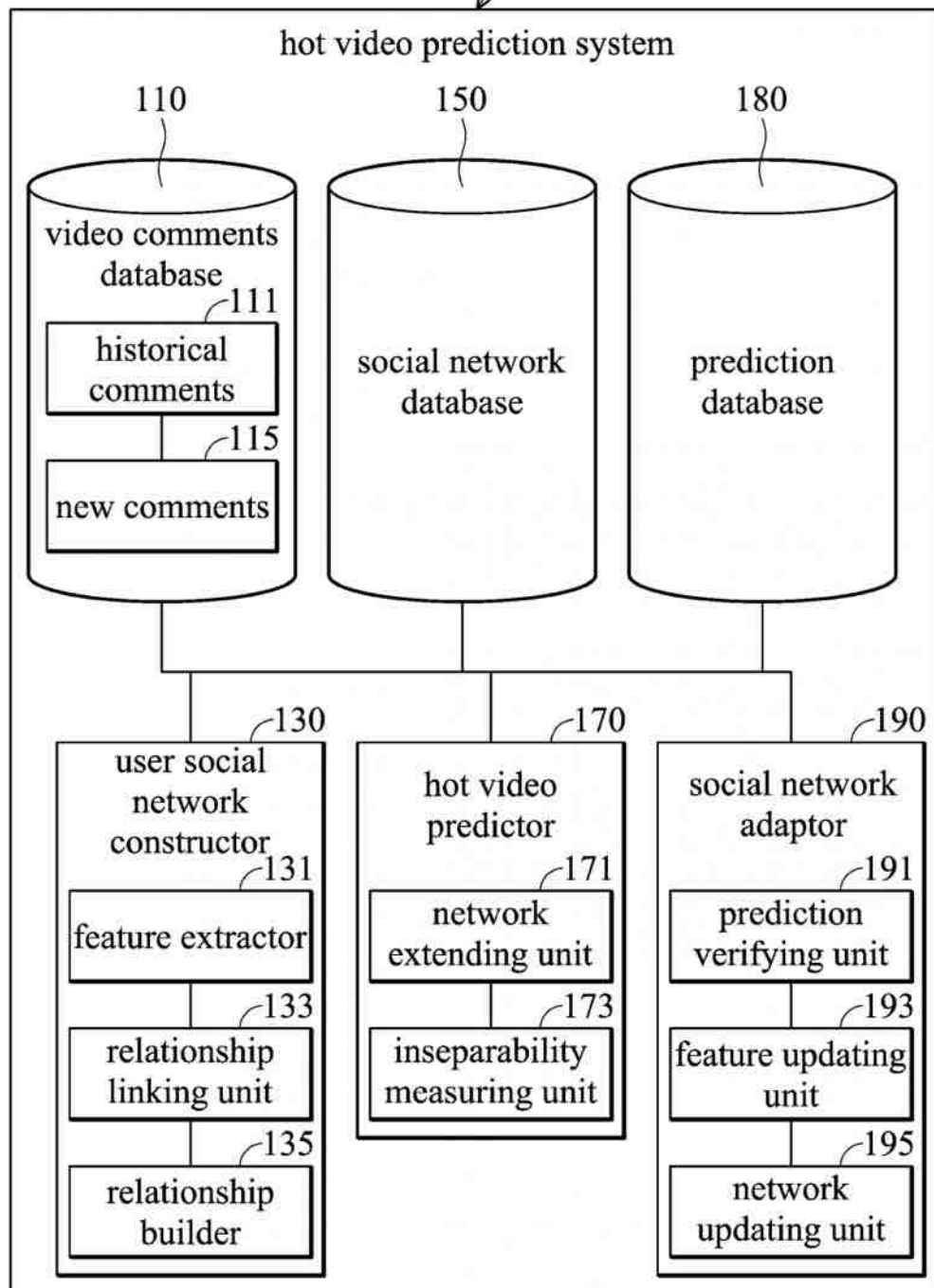
ALGORITHMIC CREATION OF PERSONALIZED ADVERTISING



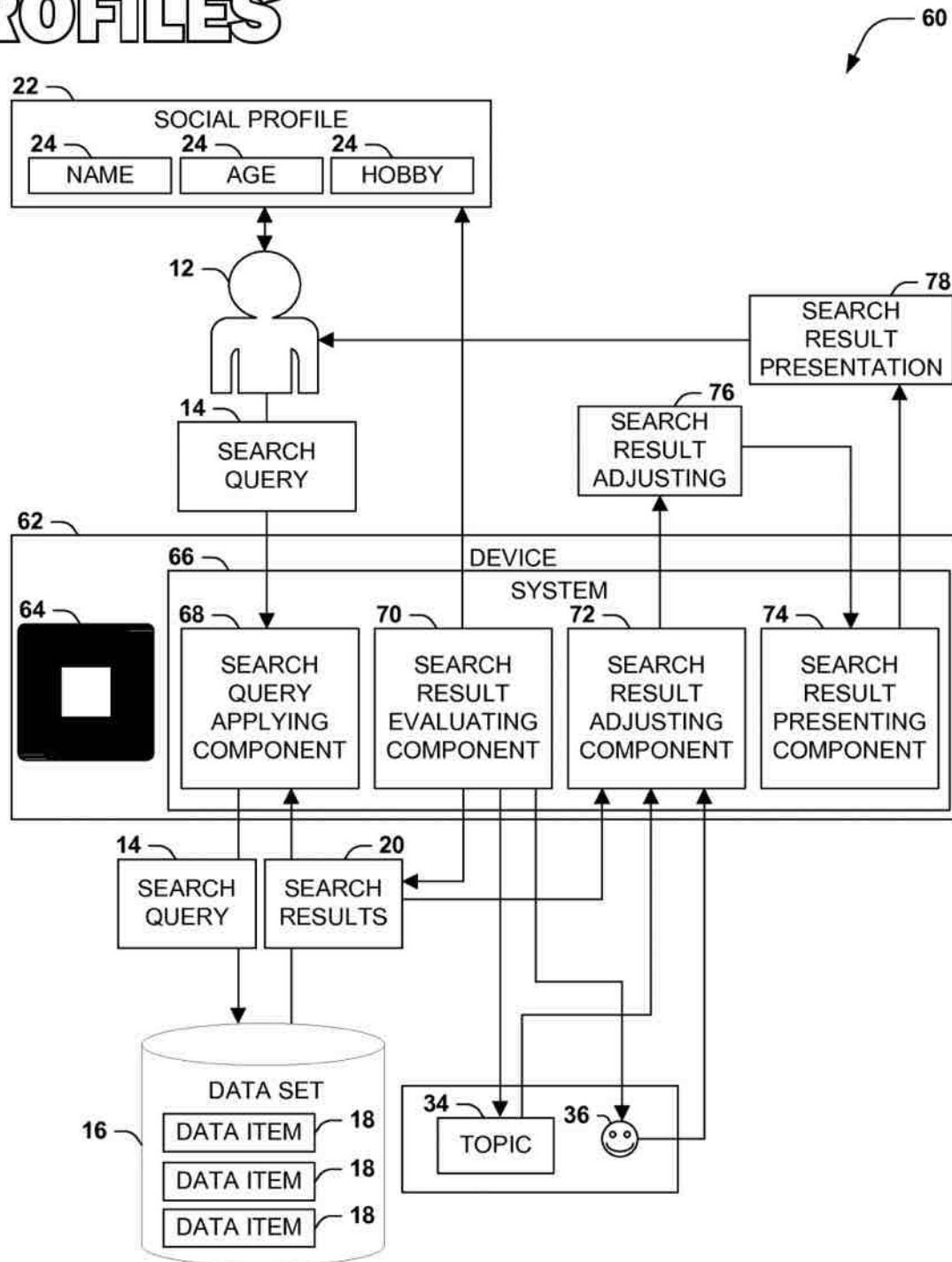
SOCIAL NEWS RANKING USING GOSSIP DISTANCE



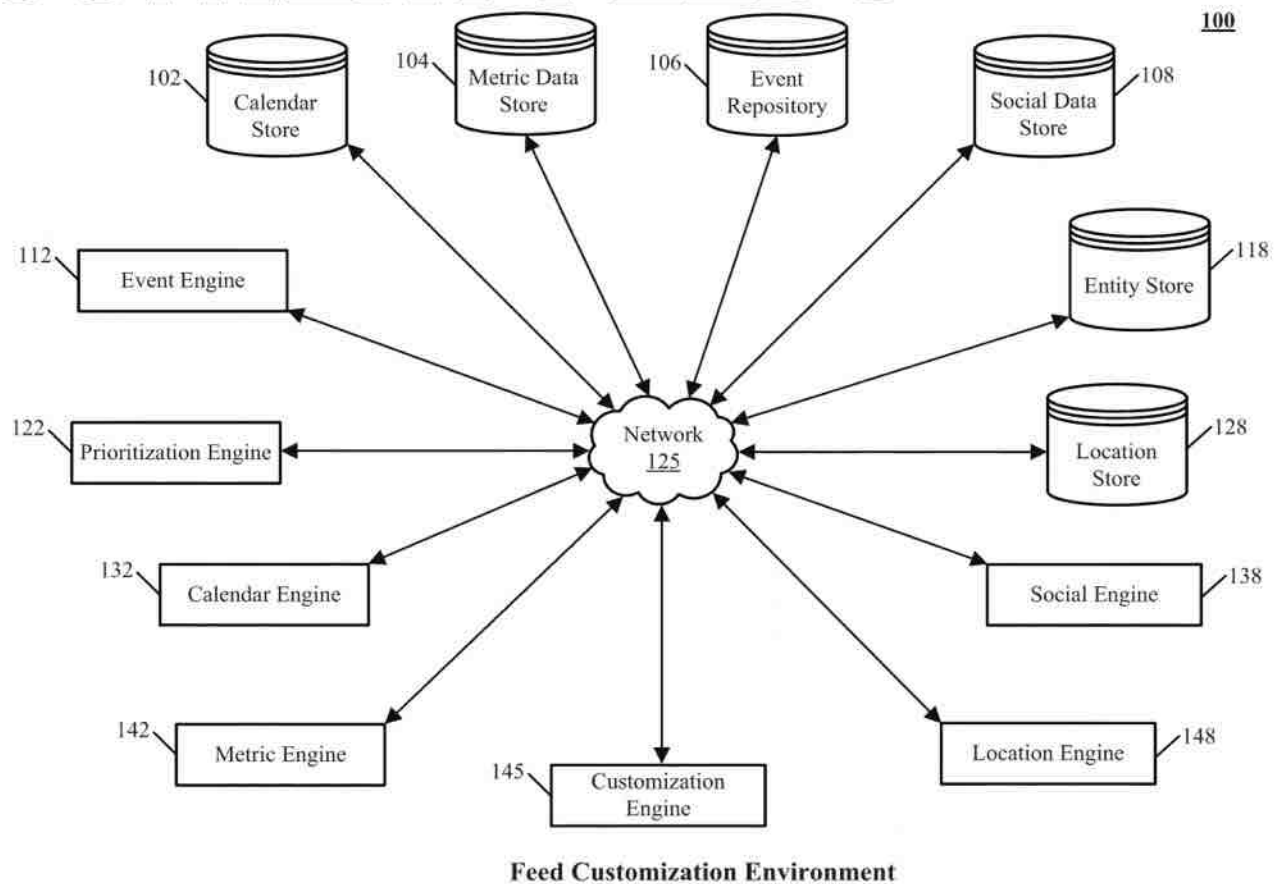
HOT VIDEO PREDICTION SYSTEM BASED ON USER INTERESTS SOCIAL NETWORK



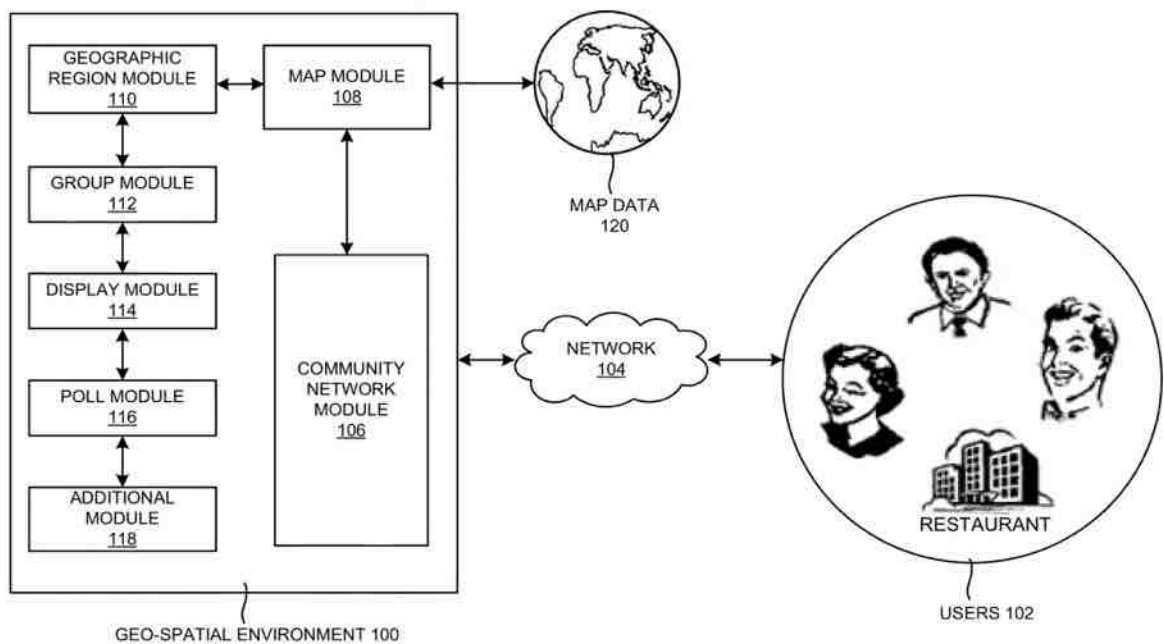
ADJUSTING SEARCH RESULTS BASED ON USER SOCIAL PROFILES



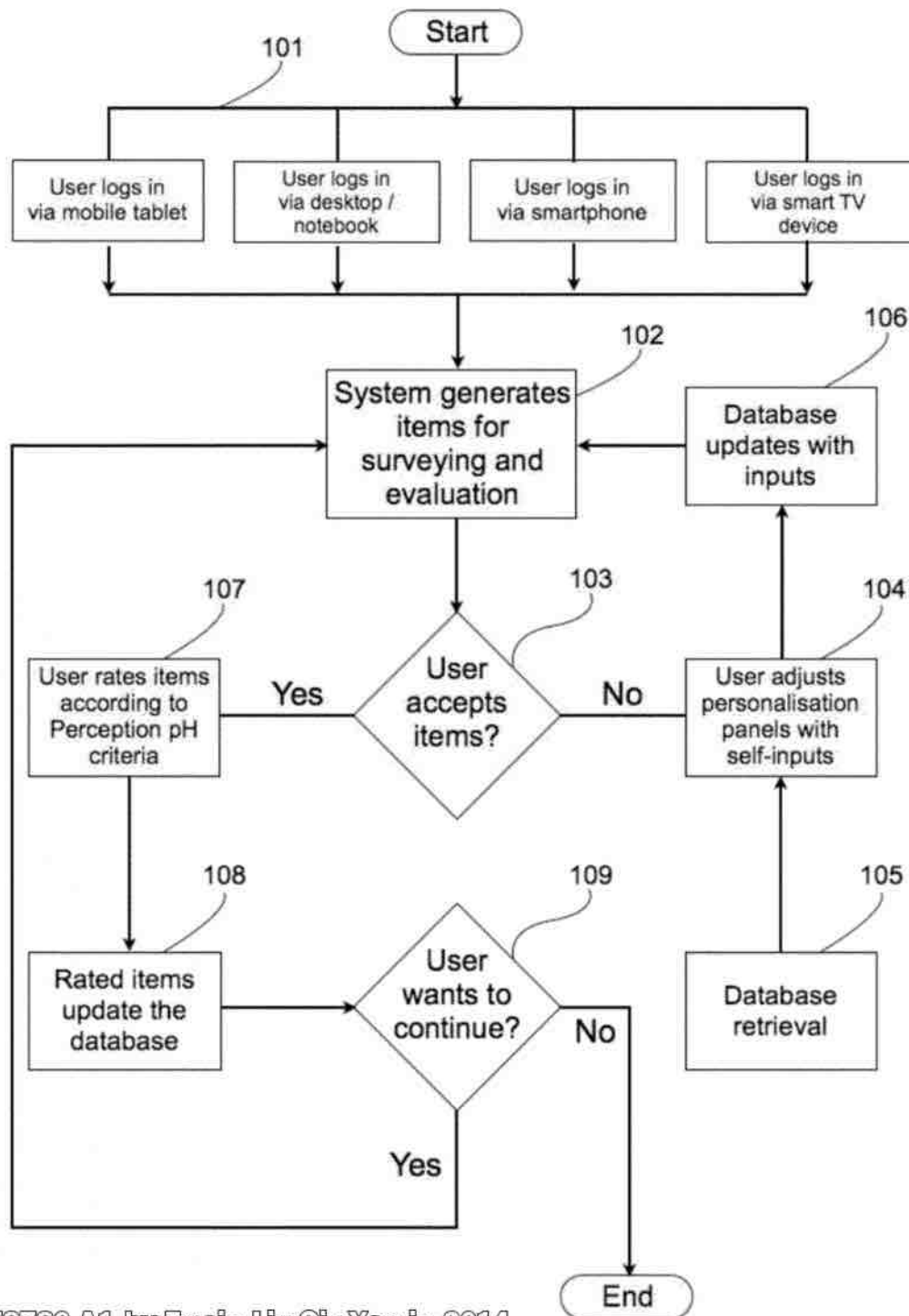
SYSTEMS AND METHODS FOR CUSTOMIZING CONTENT FEEDS



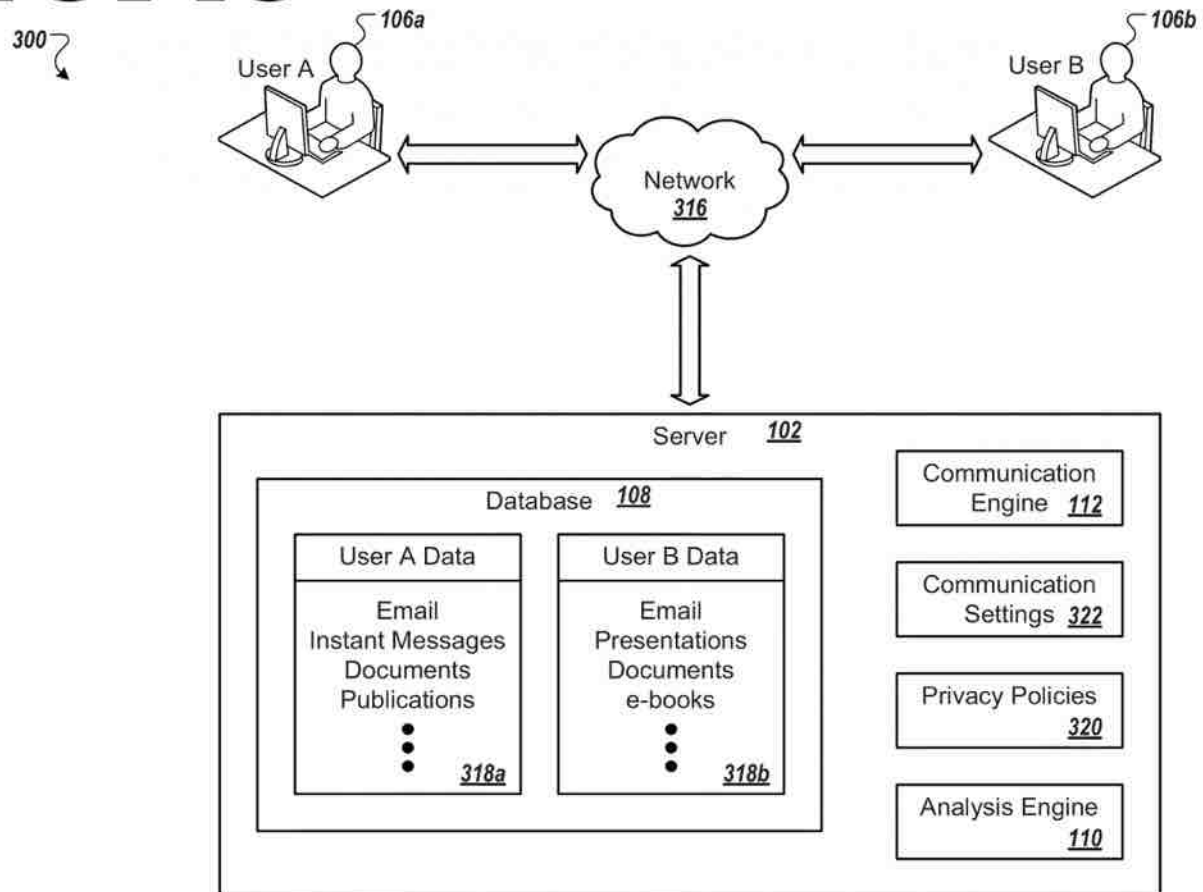
NEIGHBORHOOD POLLING IN A GEO SPATIAL ENVIRONMENT



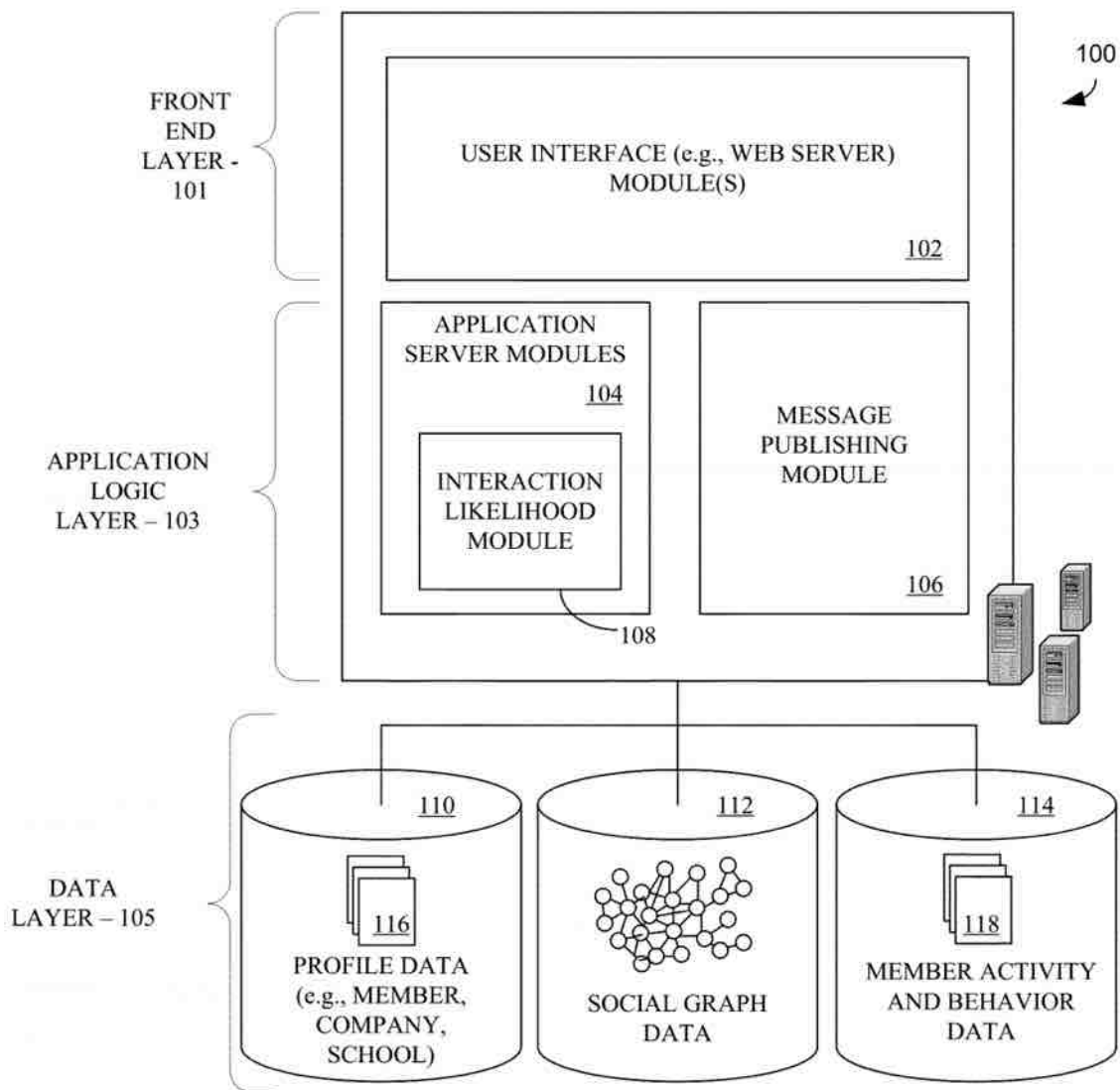
SYSTEM AND METHOD TO SURVEY AND EVALUATE ITEMS ACCORDING TO PEOPLES PERCEPTIONS AND TO GENERATE RECOMMENDATIONS BASED ON PEOPLES PERCEPTIONS



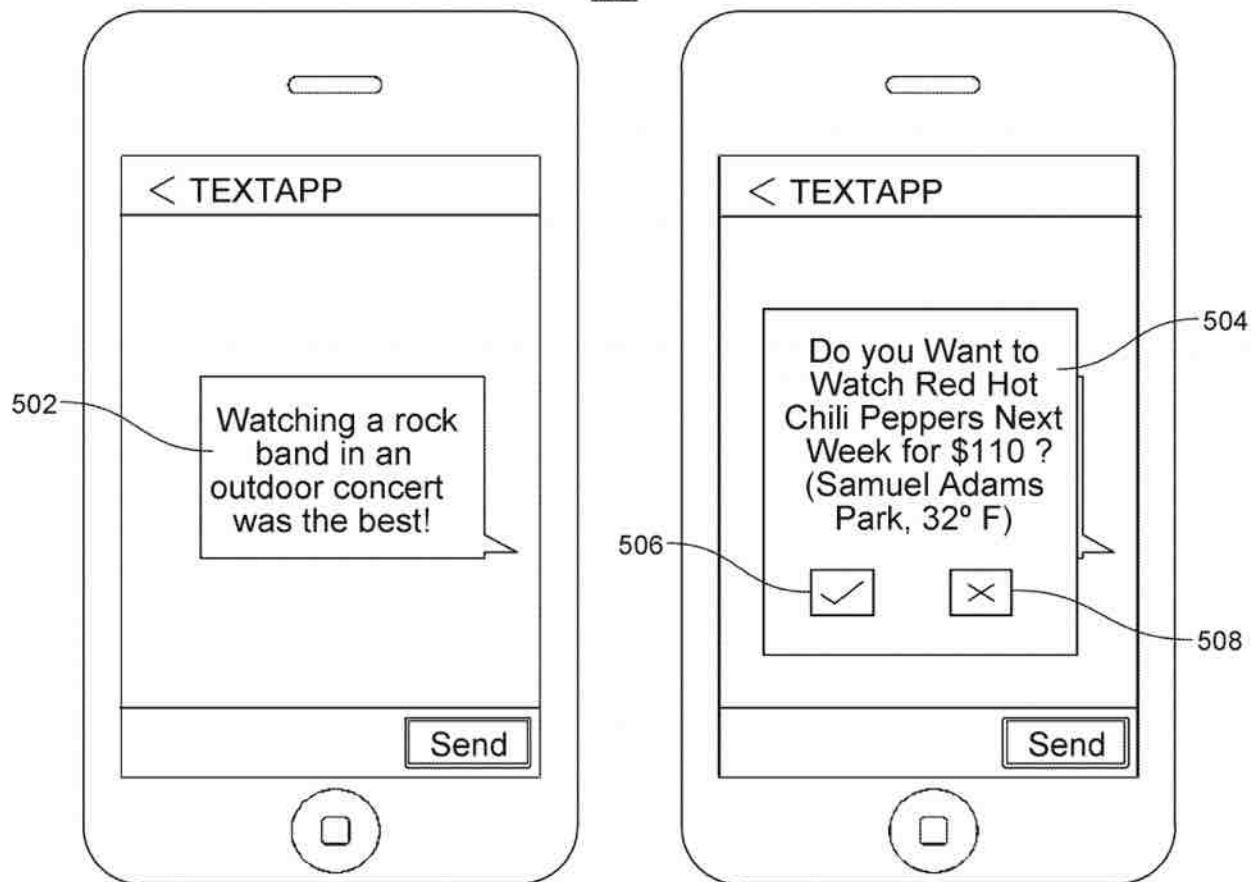
FACILITATING USER COMMUNICATION ABOUT A COMMON TOPIC



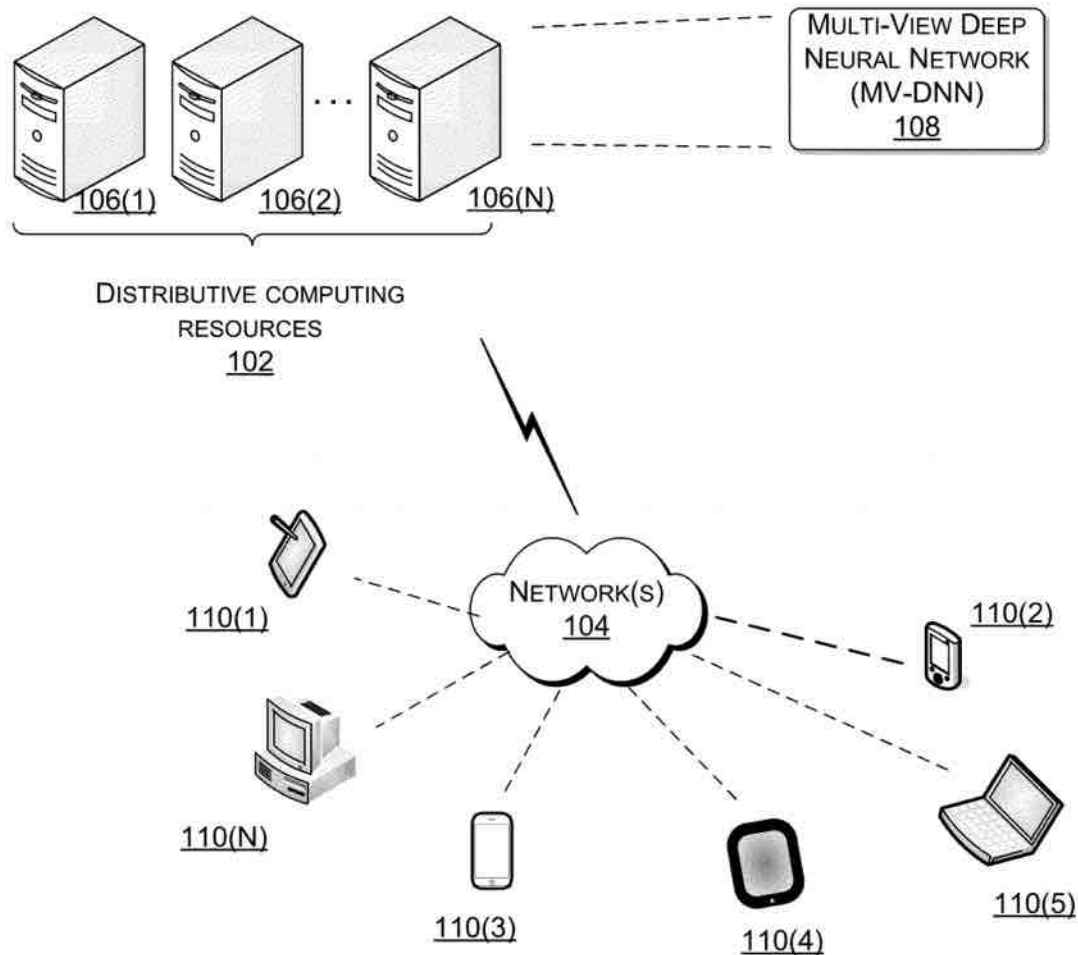
TRENDING TOPICS ON A SOCIAL NETWORK BASED ON MEMBER PROFILES



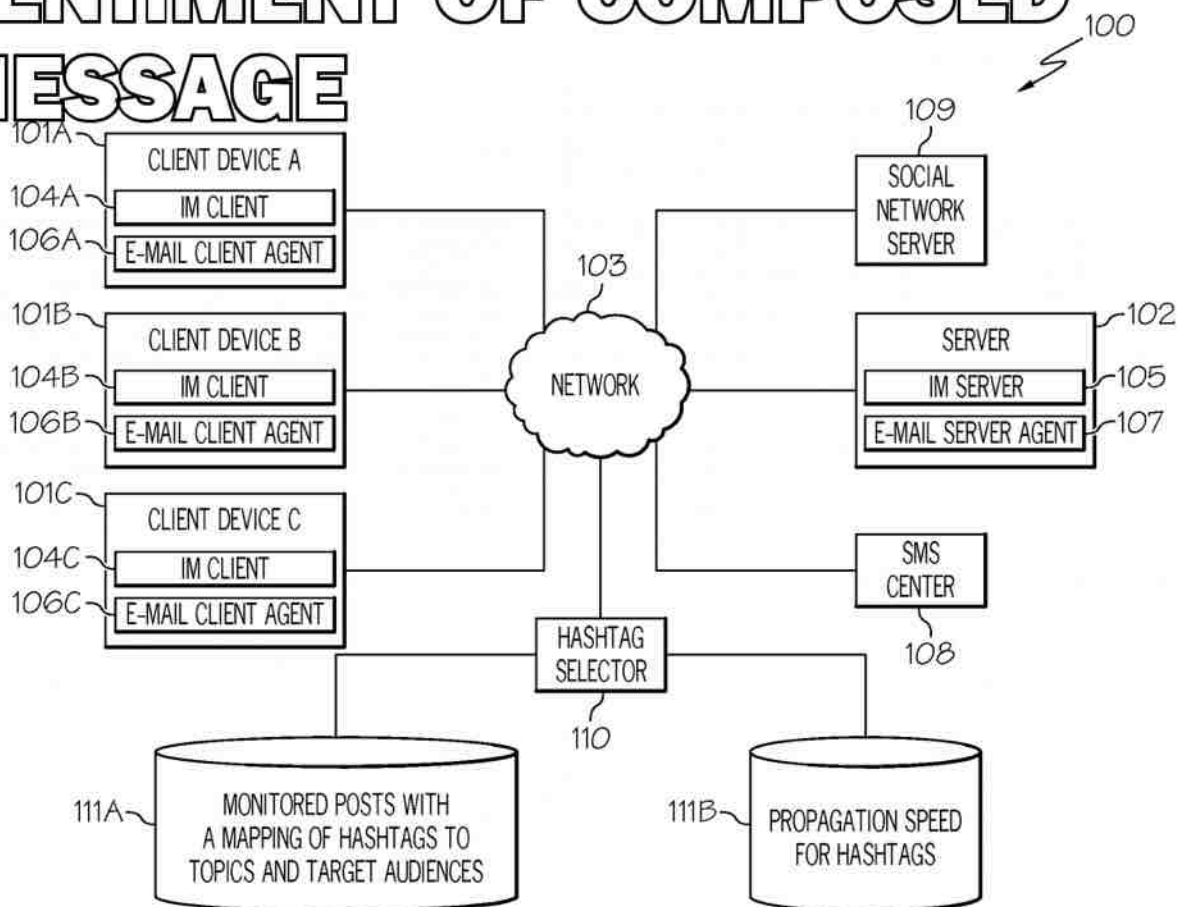
SYSTEMS AND METHODS FOR PROVIDING A RECOMMENDATION TO A USER BASED ON A USER PROFILE AND SOCIAL CHATTER



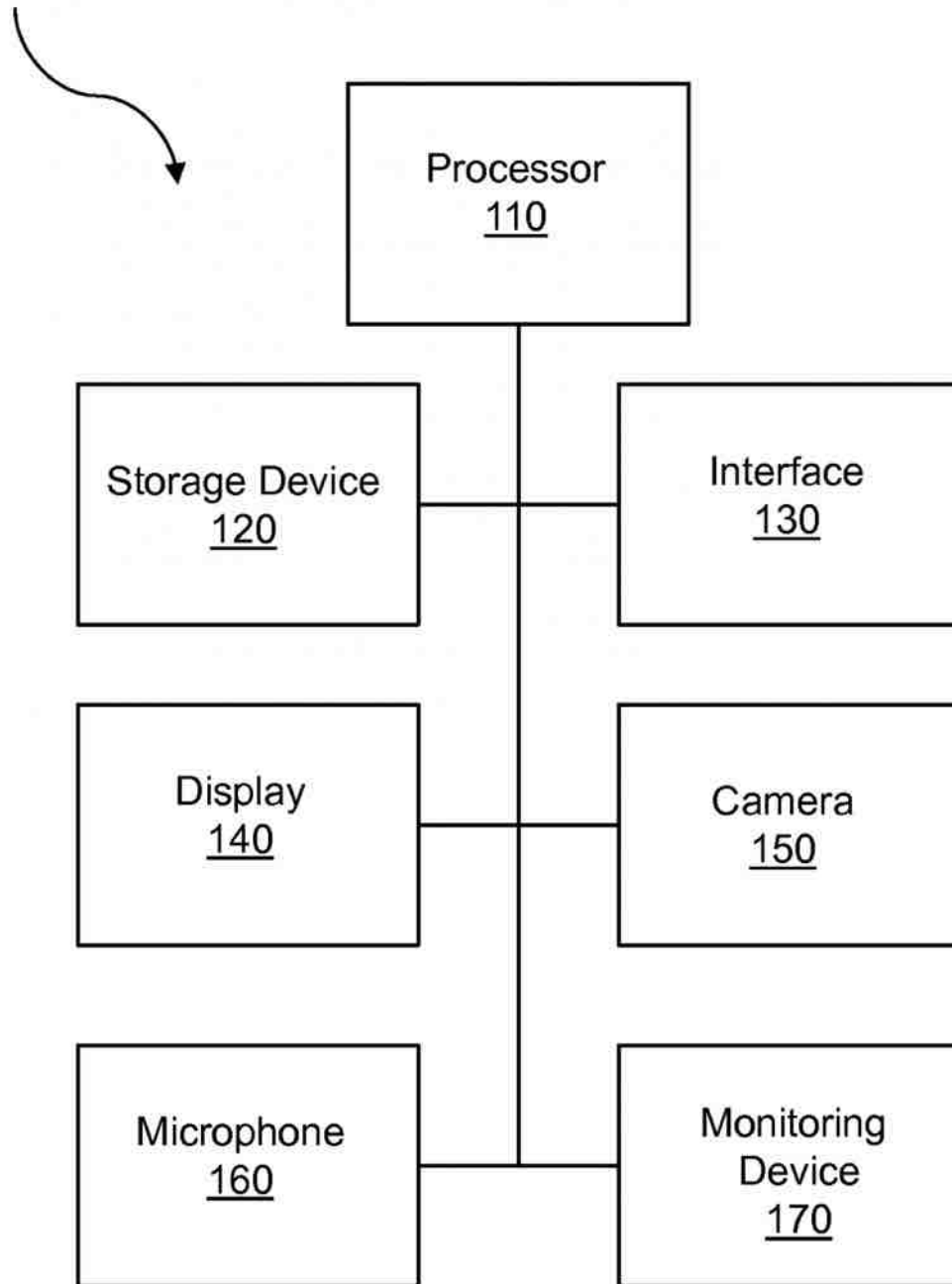
USER RECOMMENDATION USING A MULTI VIEW DEEP LEARNING FRAMEWORK



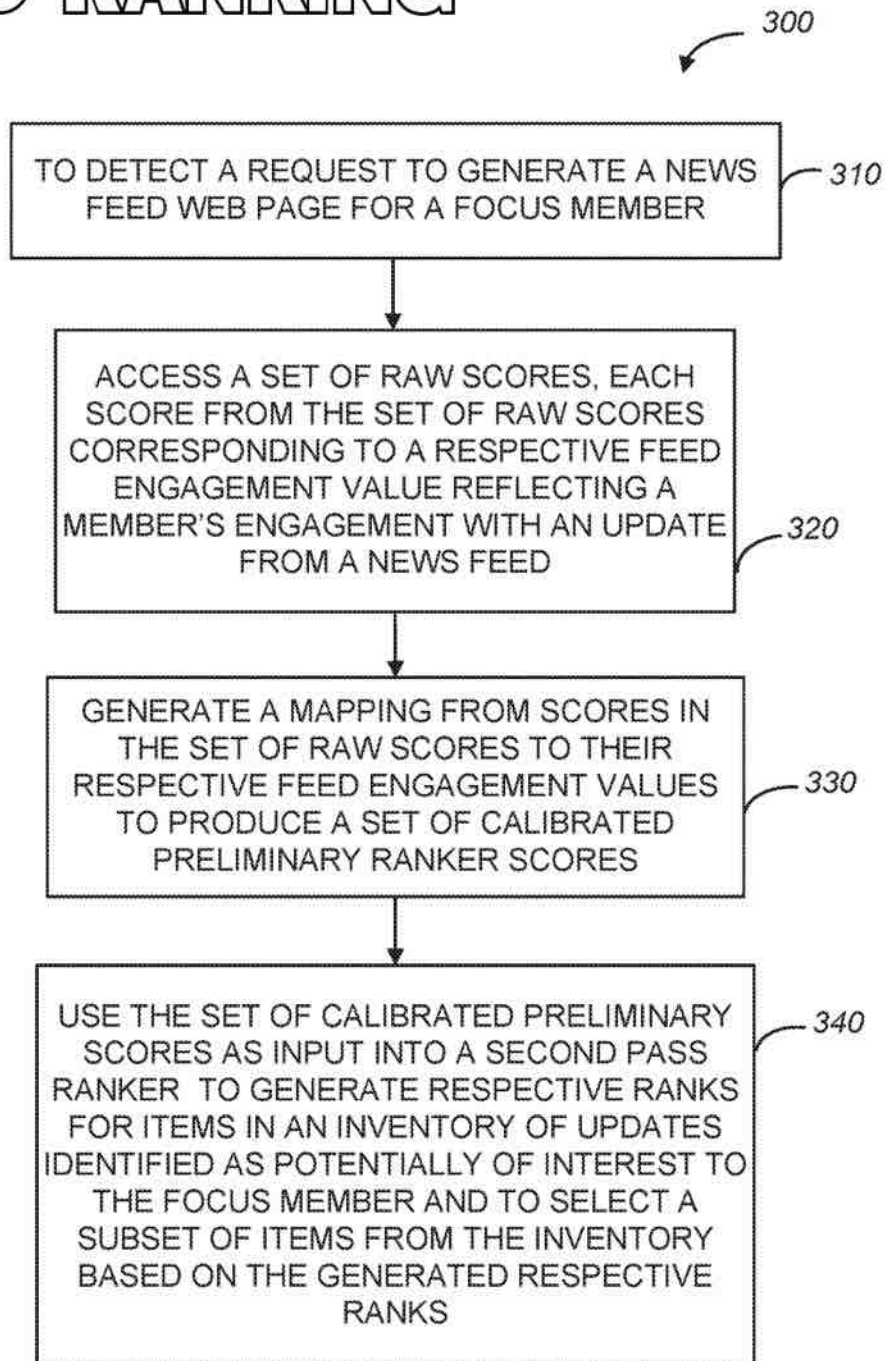
RECOMMENDING HASHTAGS TO BE USED IN COMPOSED MESSAGE TO INCREASE PROPAGATION SPEED AND ENHANCE DESIRED SENTIMENT OF COMPOSED MESSAGE



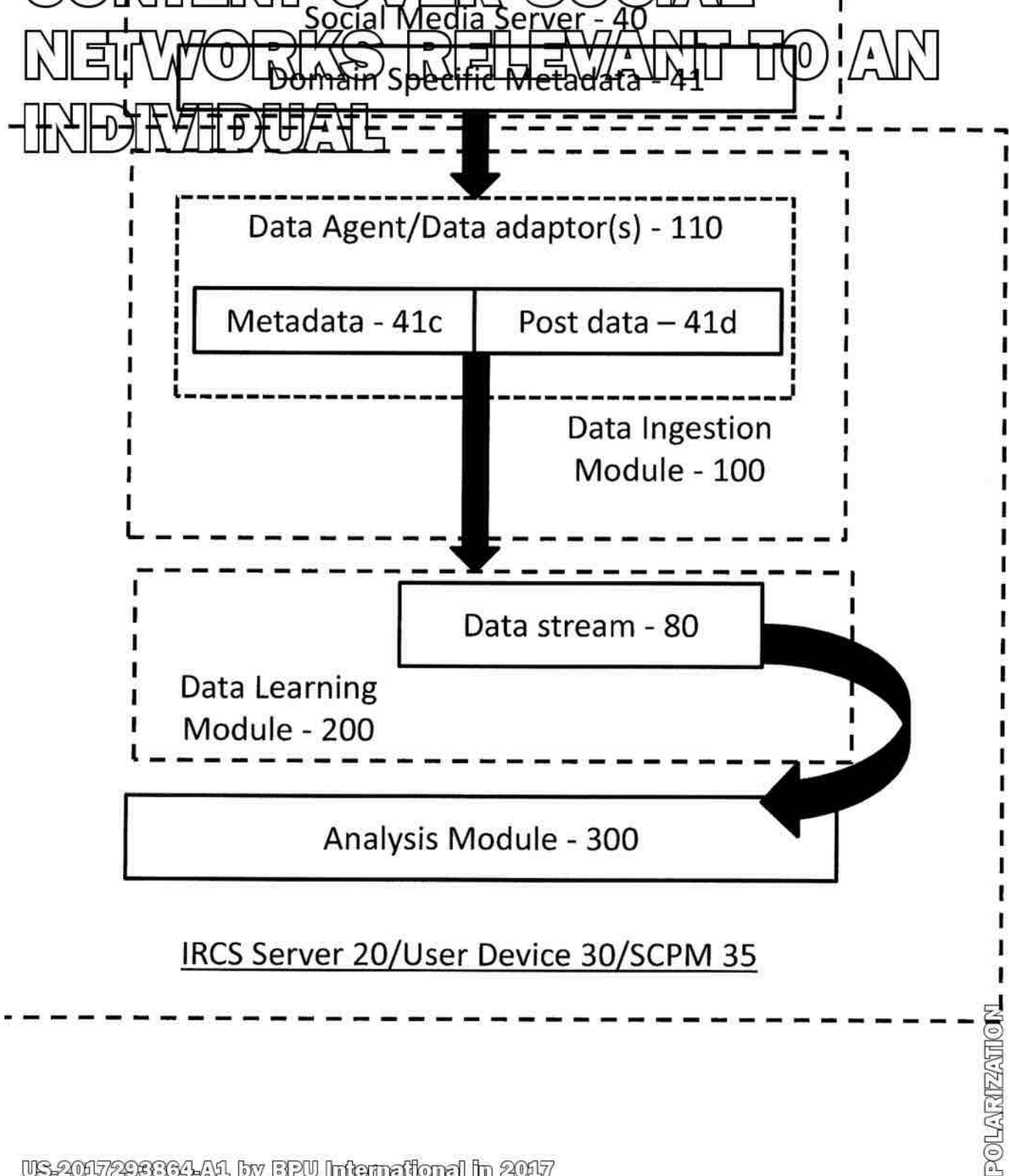
WEB SEARCH BASED ON BROWSING HISTORY AND EMOTIONAL STATE



FIRST PASS RANKER CALIBRATION FOR NEWS FEED RANKING



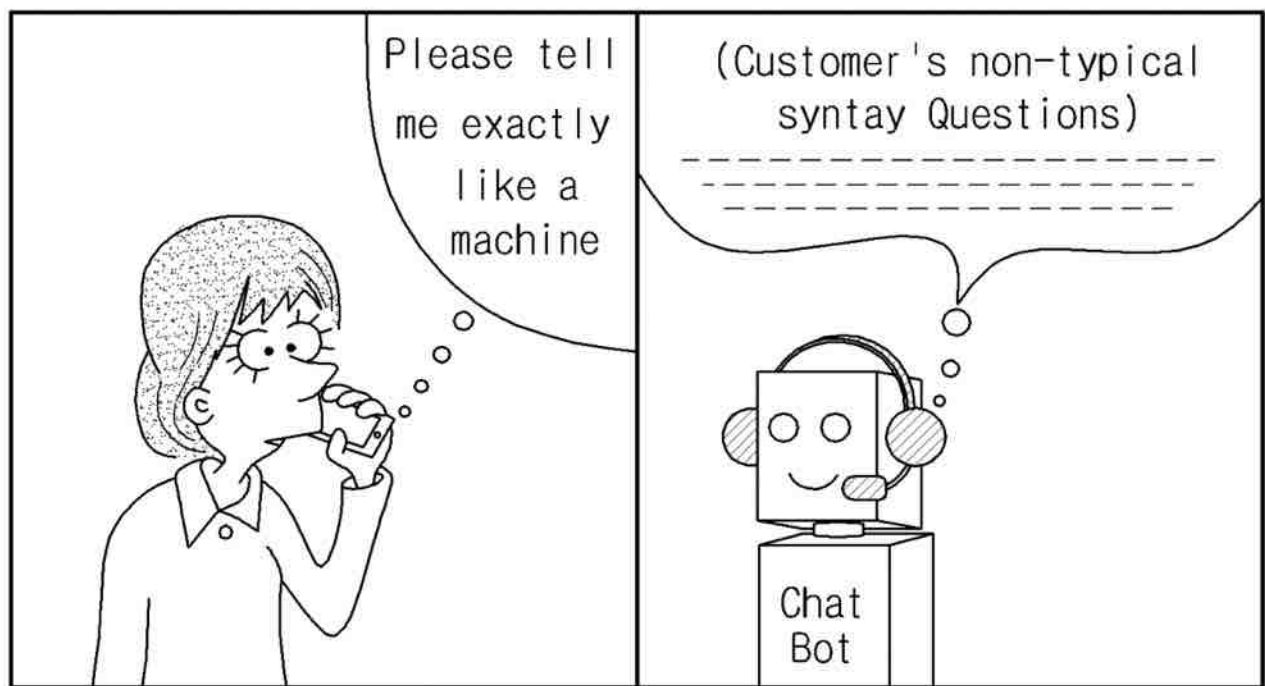
SYSTEM AND METHOD FOR SEARCHING AND MATCHING CONTENT OVER SOCIAL NETWORKS RELEVANT TO AN INDIVIDUAL



DECEPTION

BUSINESS SUPPORT METHOD USING A CHATBOT

(a) (b)



INCENTIVIZING INFORMATION PROPAGATION IN A SOCIAL NETWORK

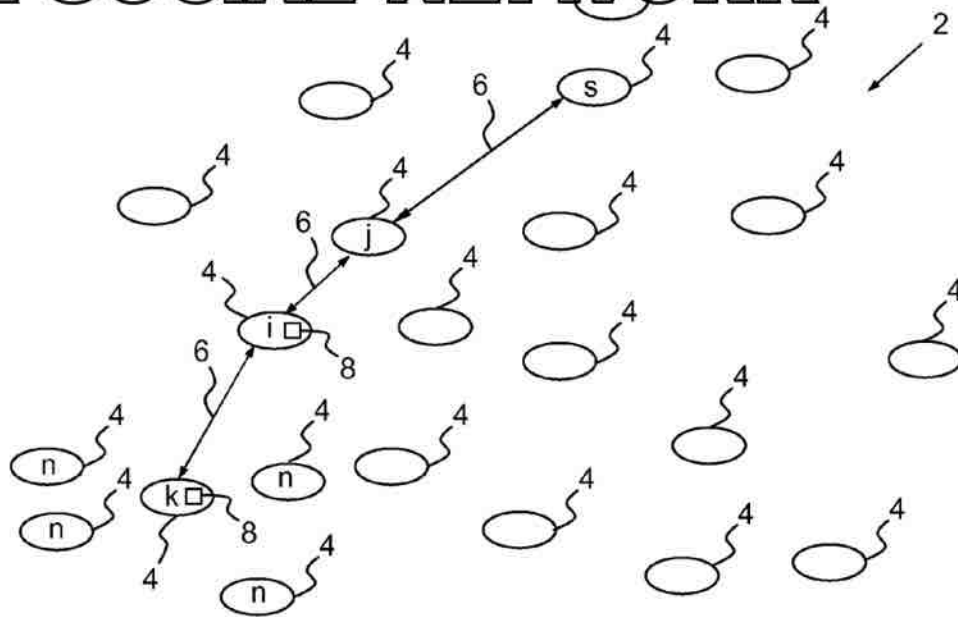


FIG.1

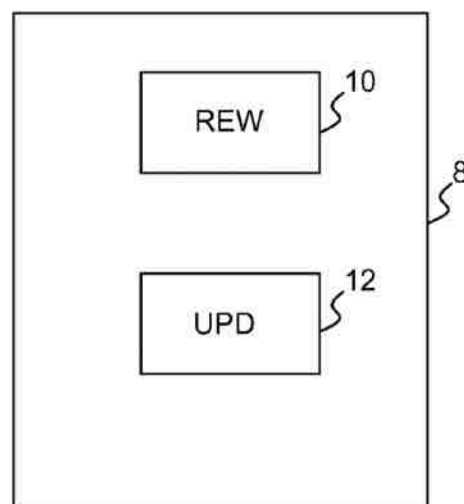
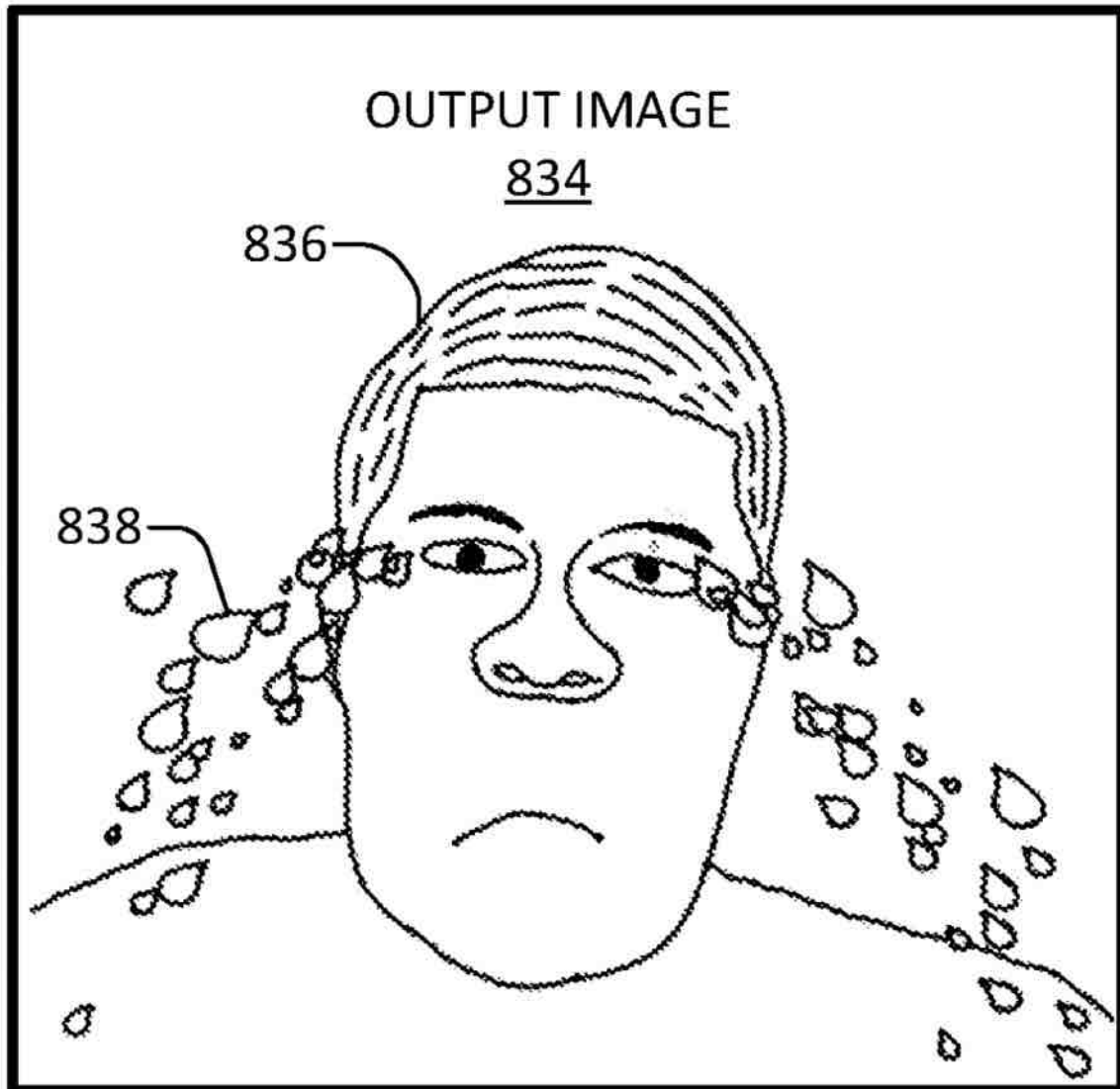


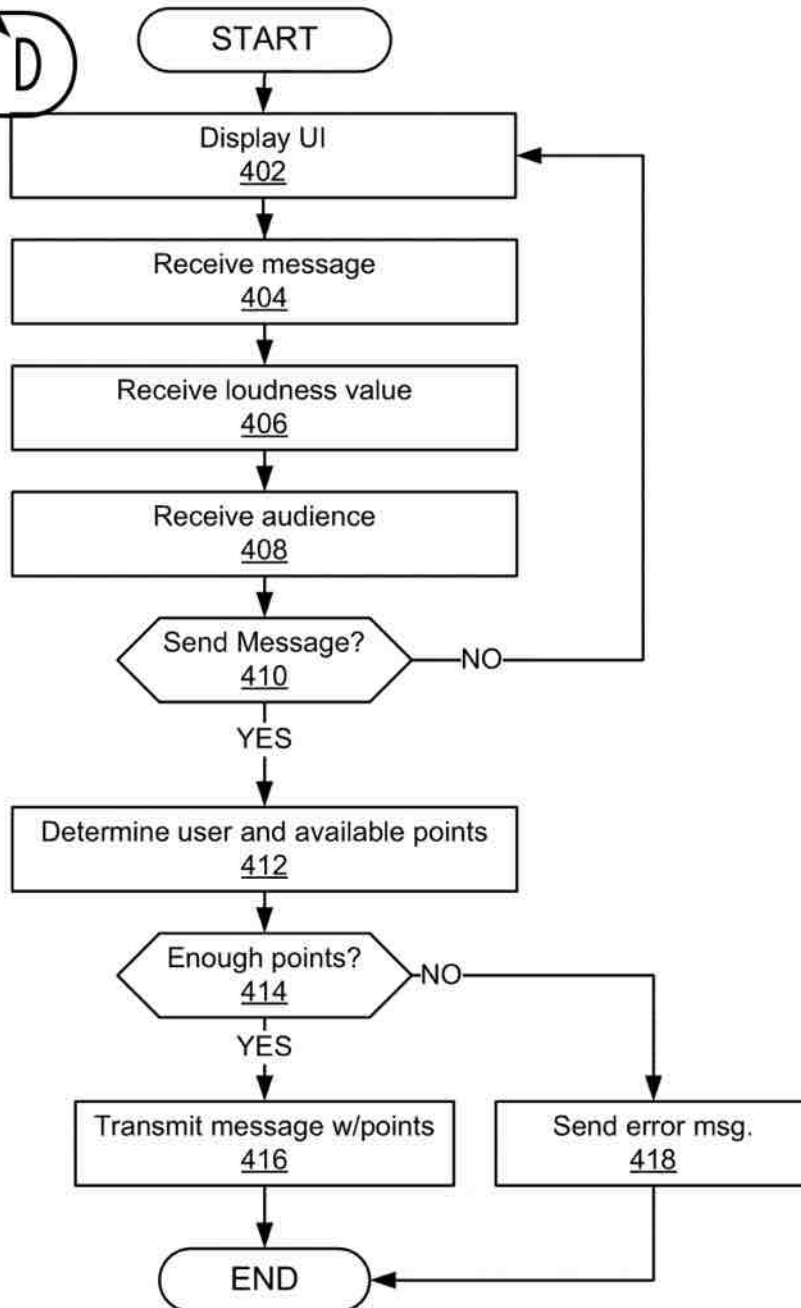
FIG.2

DYNAMIC MASK APPLICATION

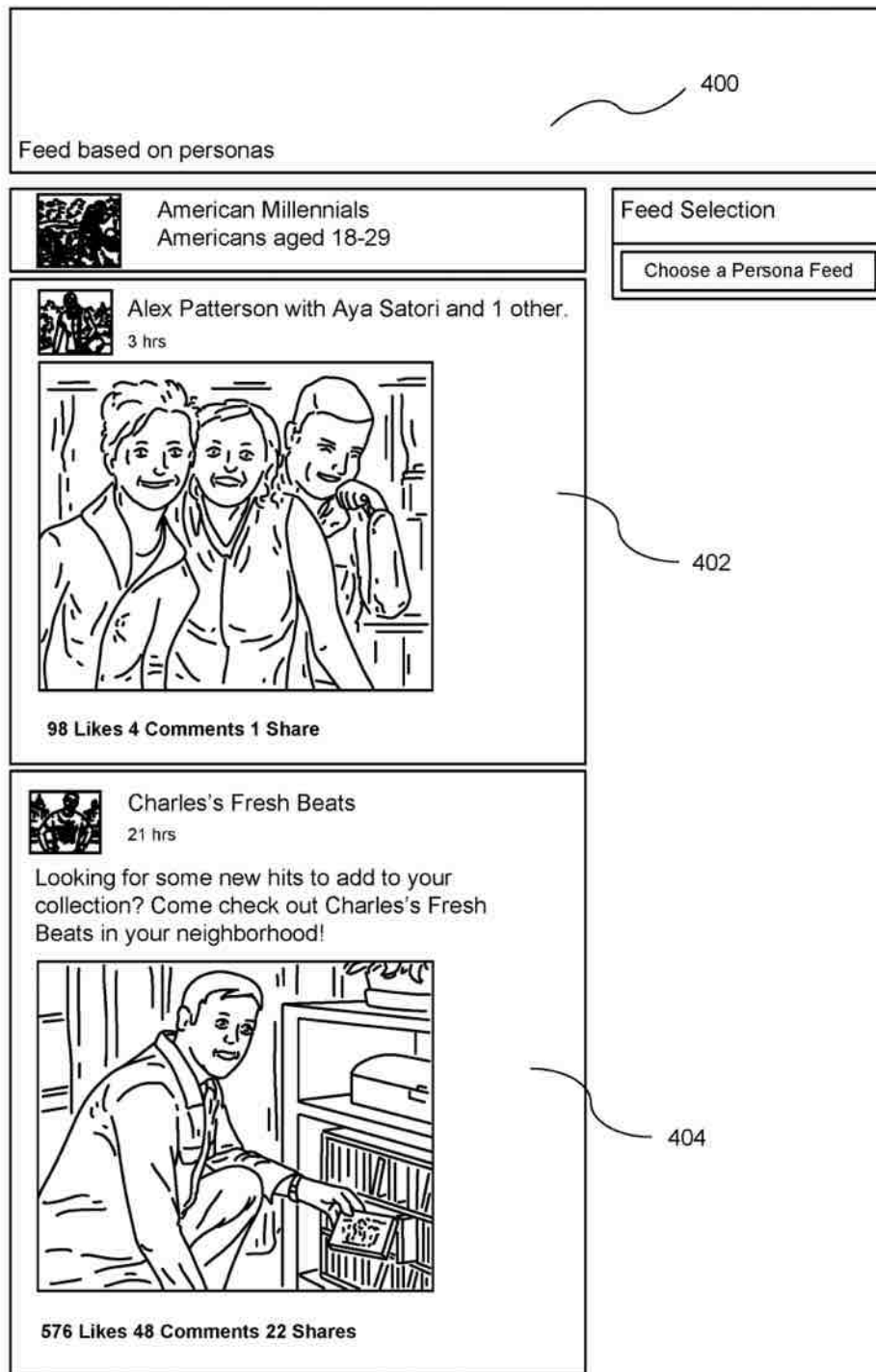


SELF REGULATING SOCIAL NEWS FEED

400



METHODS AND SYSTEMS FOR GENERATING SYNTHETIC CONTENT FEEDS



PERSONALITY BASED AND MOOD BASE PROVISIONING OF ADVERTISEMENTS

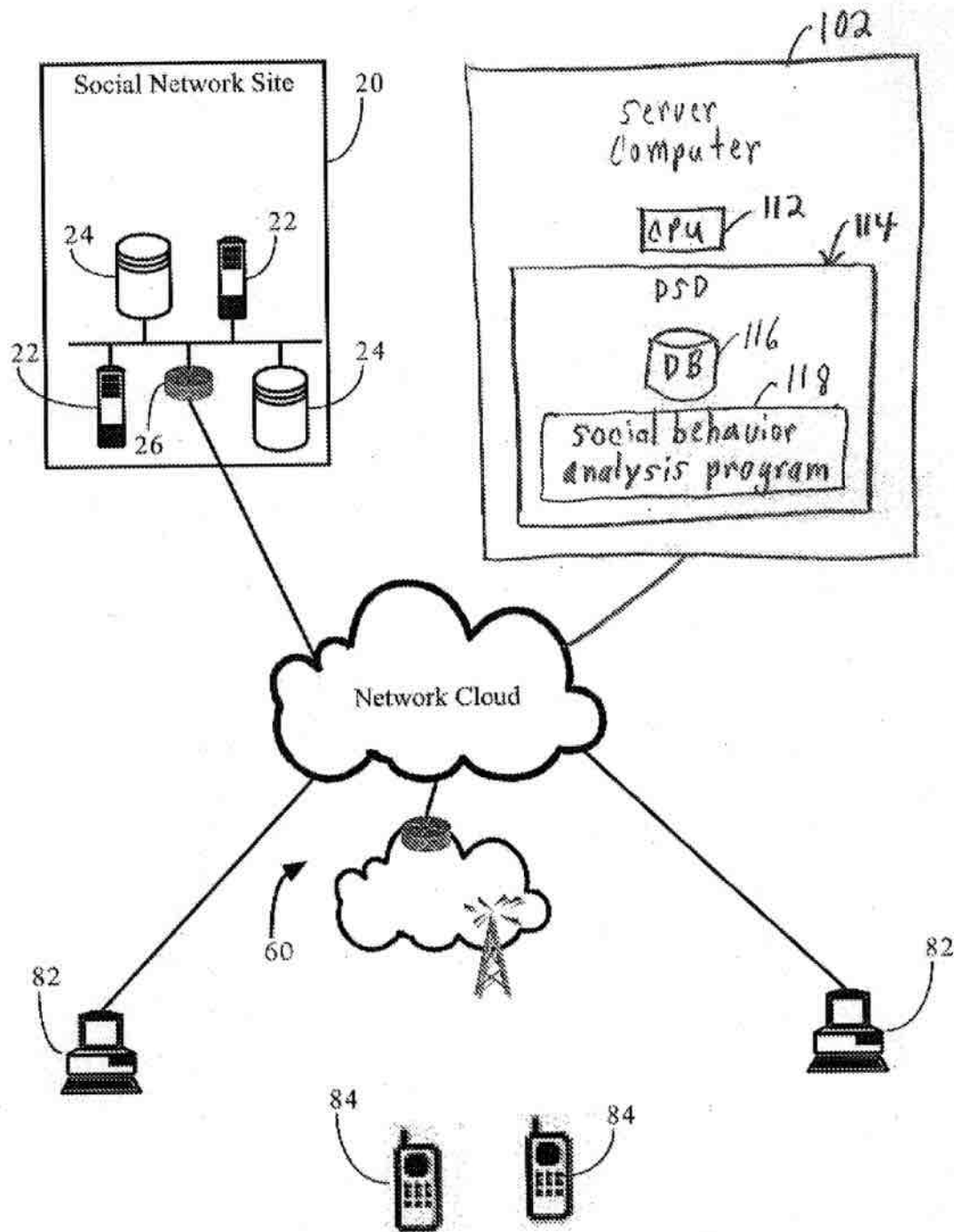
Provide or Handle Electronic Media Content
Including Spoken or Voice Content
of at least one multi-party voice conversation)
(for example, by eavesdropping) **S101**

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graph TD; S101[Provide or Handle Electronic Media Content Including Spoken or Voice Content of at least one multi-party voice conversation (for example, by eavesdropping) S101] --> S105[Analyze One or More Aspects of the at least one Multi-Party Audio (and optionally video) conversation(s) To Assess One or Personality Traits for One or More Participants in the Multi-party conversation S105]; S105 --> S109[Provide or Target Advertising In Accordance With Results of the Personality Analysis (I.e. one or more computed features) S109];
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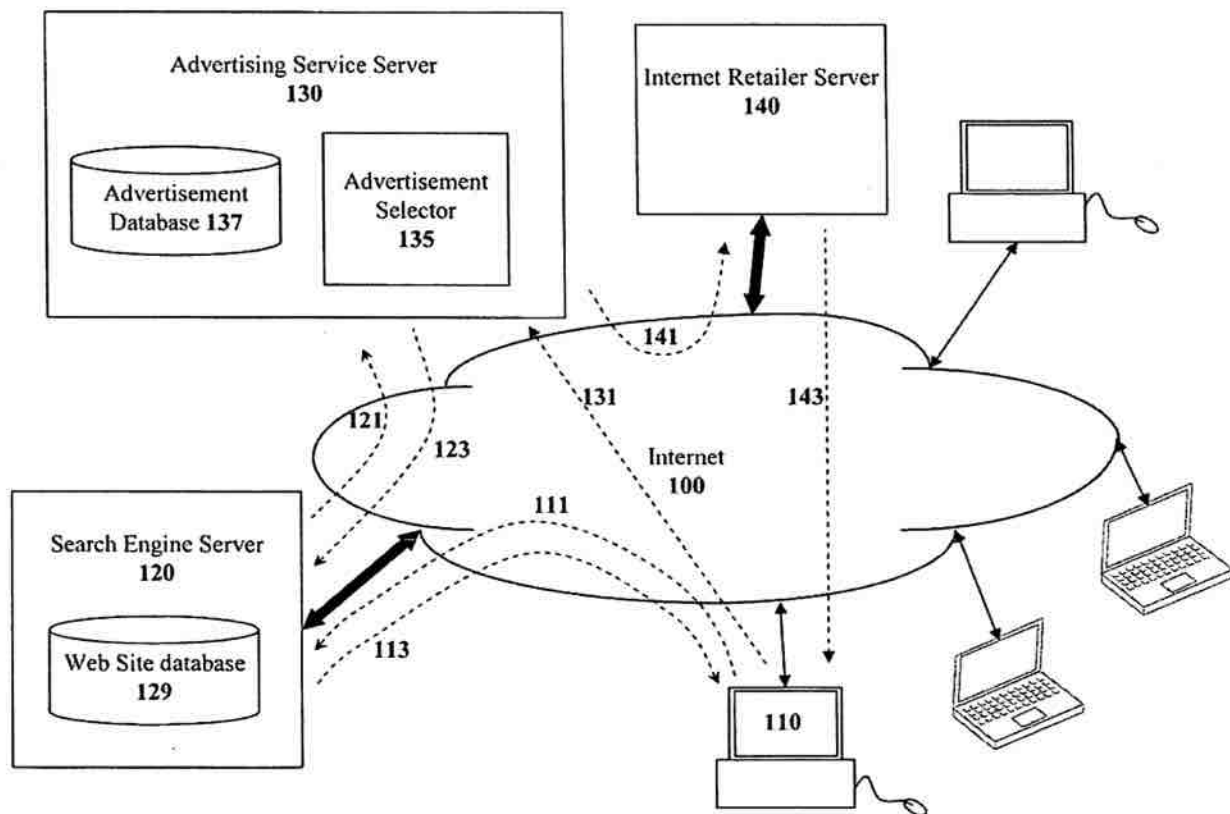
Analyze One or More Aspects of the at least one Multi-Party
Audio (and optionally video) conversation(s) To Assess
One or Personality Traits for One or More Participants in the
Multi-party conversation **S105**

Provide or Target Advertising In Accordance
With Results of the Personality Analysis
(I.e. one or more computed features) **S109**

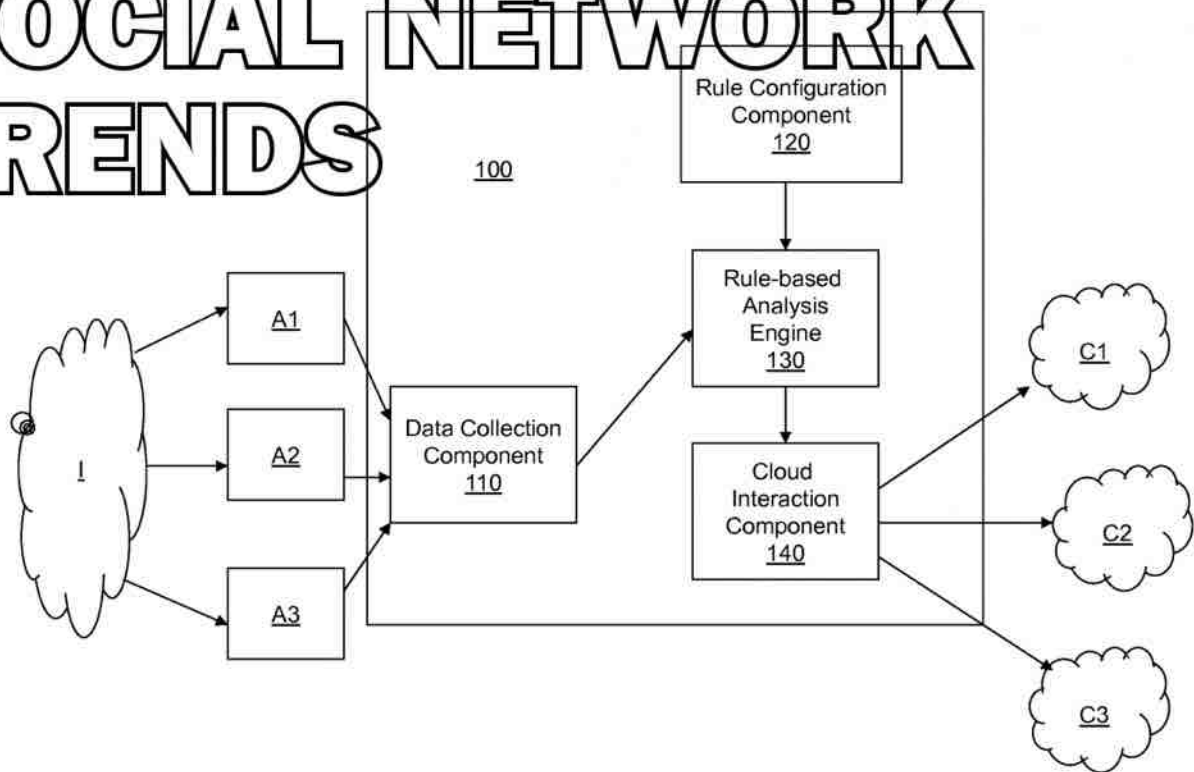
SOCIAL BEHAVIOR ANALYSIS AND INFERRING SOCIAL NETWORKS FOR A RECOMMENDATION SYSTEM



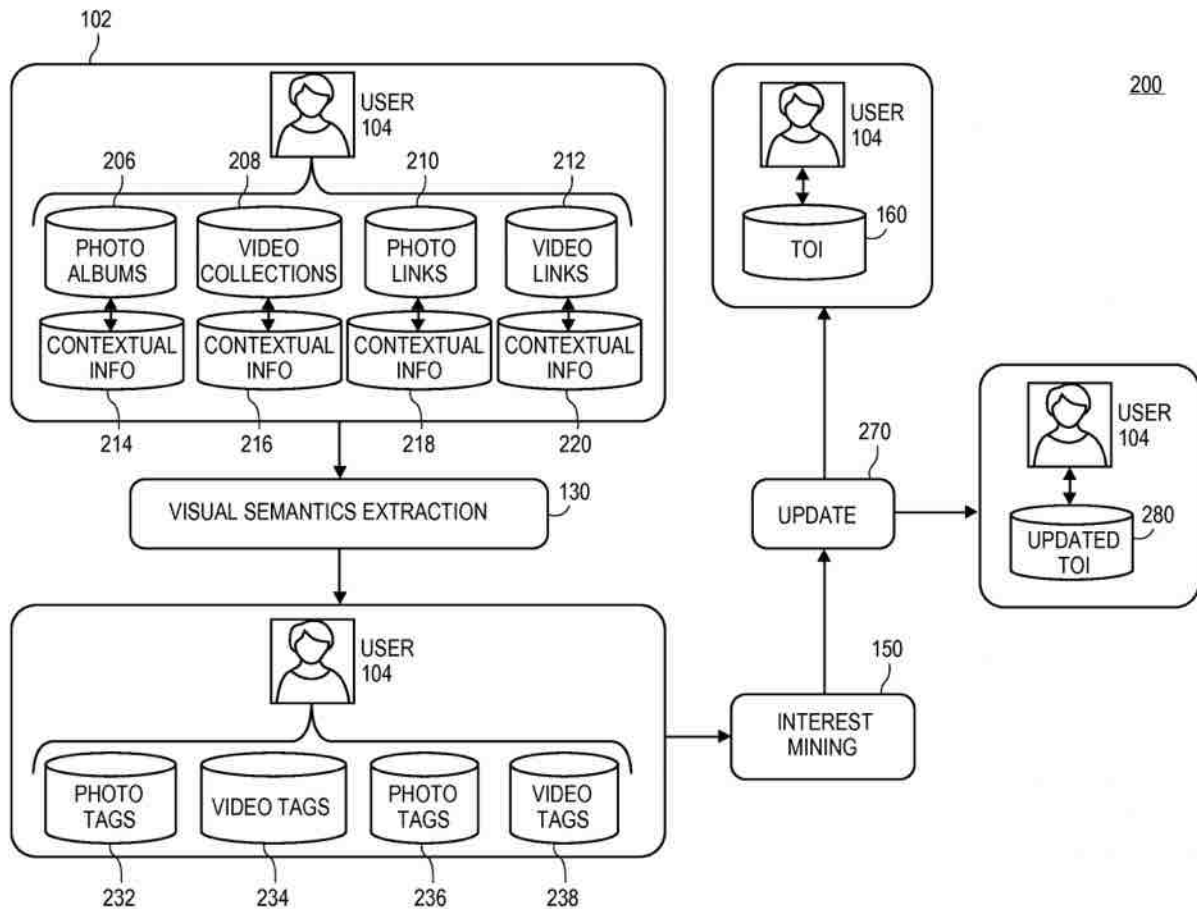
METHOD FOR IMPROVING INTERNET ADVERTISING BY INTERMITTENTLY MIXING ADVERTISING WITH TARGETED CONTENT



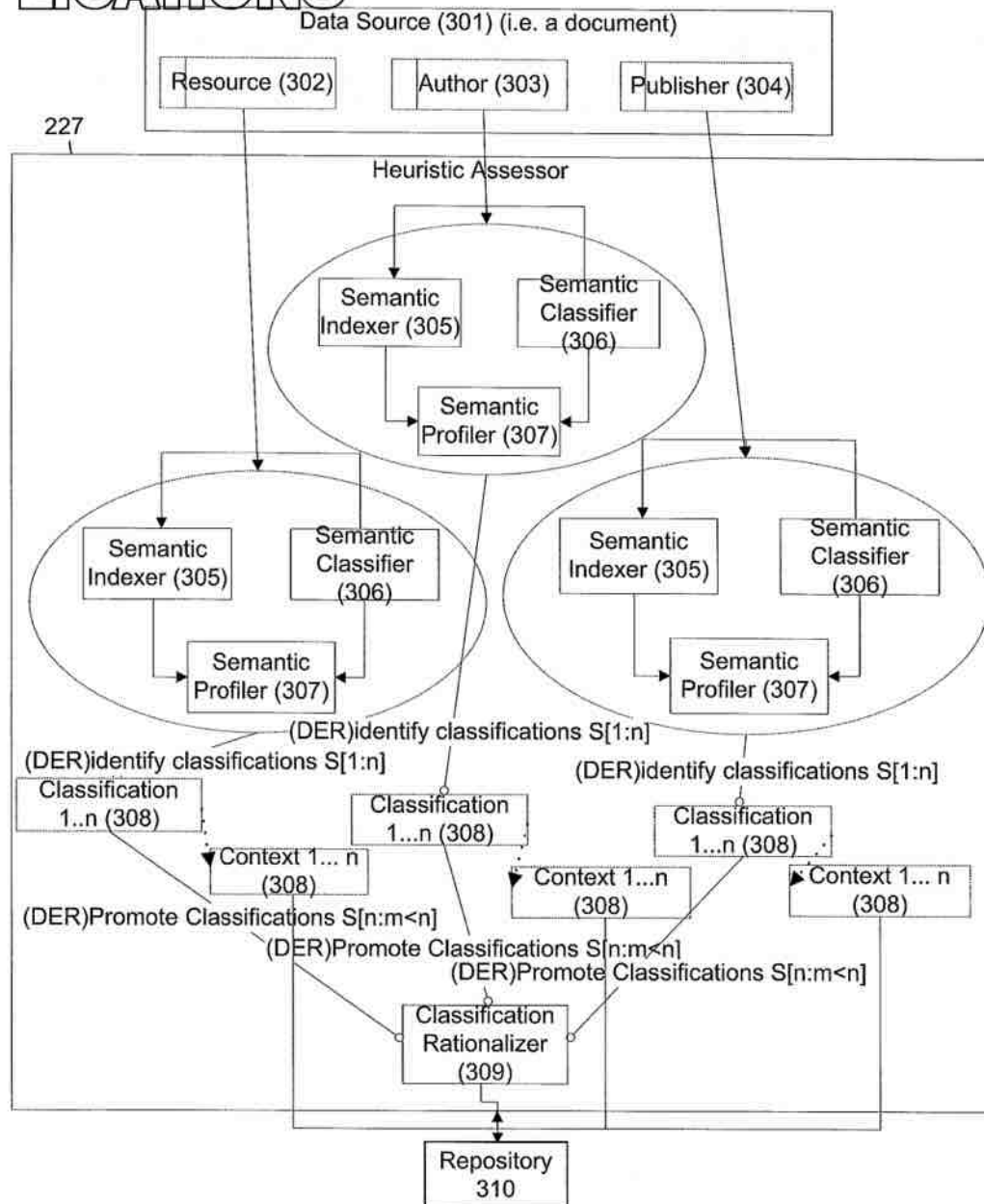
AUTOMATIC CLOUD PROVISIONING BASED ON RELATED INTERNET NEWS AND SOCIAL NETWORK TRENDS



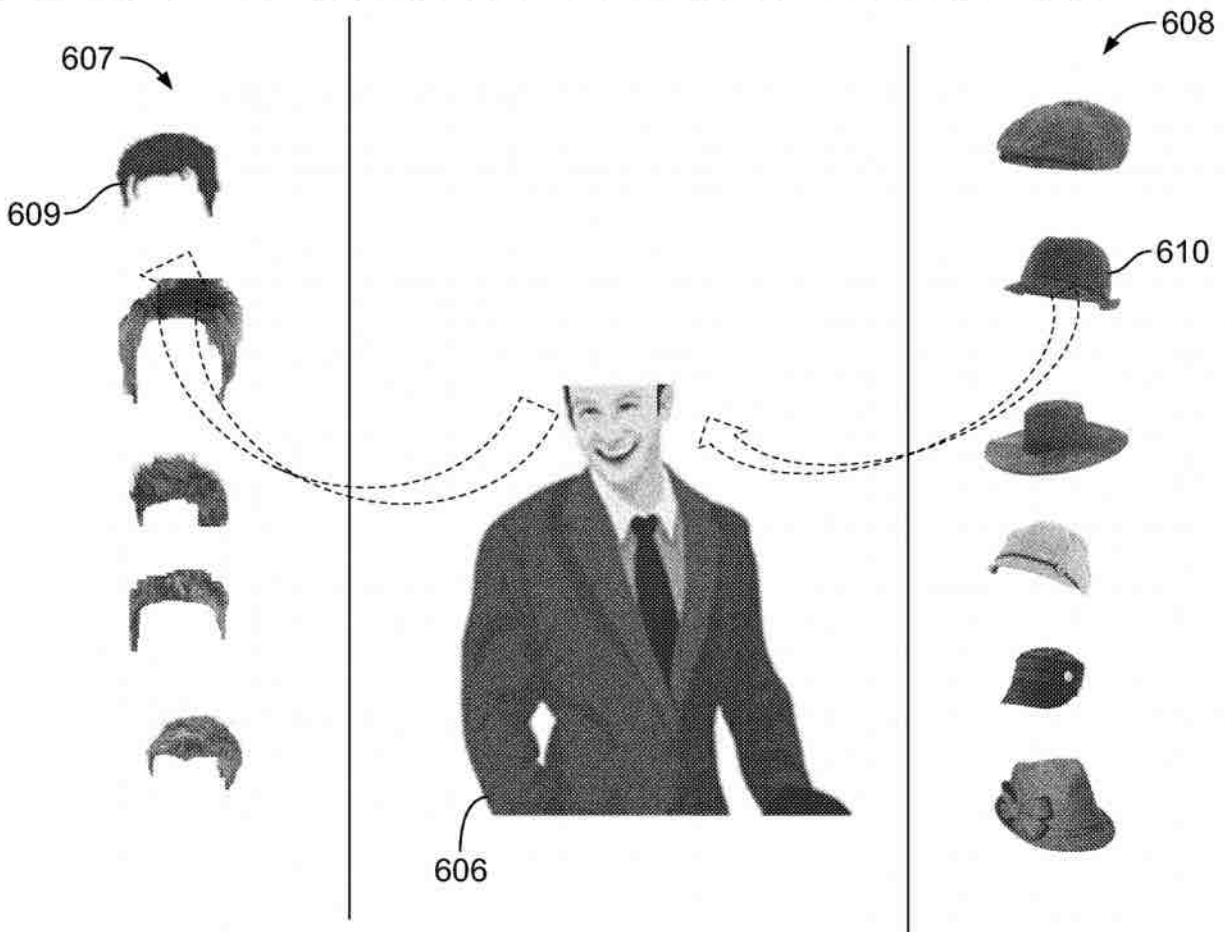
DERIVING USER INFLUENCES ON TOPICS FROM VISUAL AND SOCIAL CONTENT



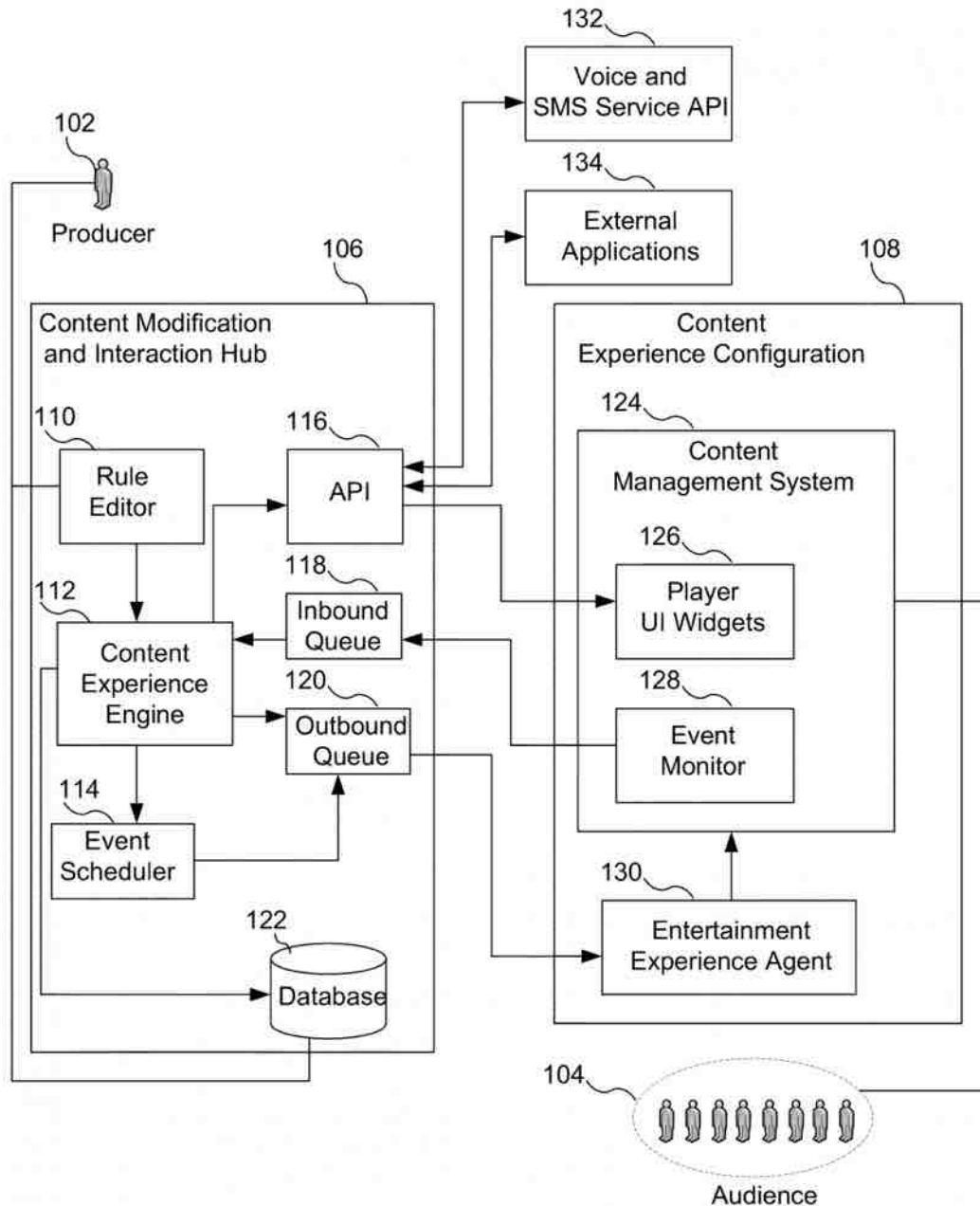
SYSTEM AND METHOD FOR SEMANTIC PROCESSING OF PERSONALIZED SOCIAL DATA AND GENERATING PROBABILITY MODELS OF PERSONAL CONTEXT TO GENERATE RECOMMENDATIONS IN SEARCHING APPLICATIONS



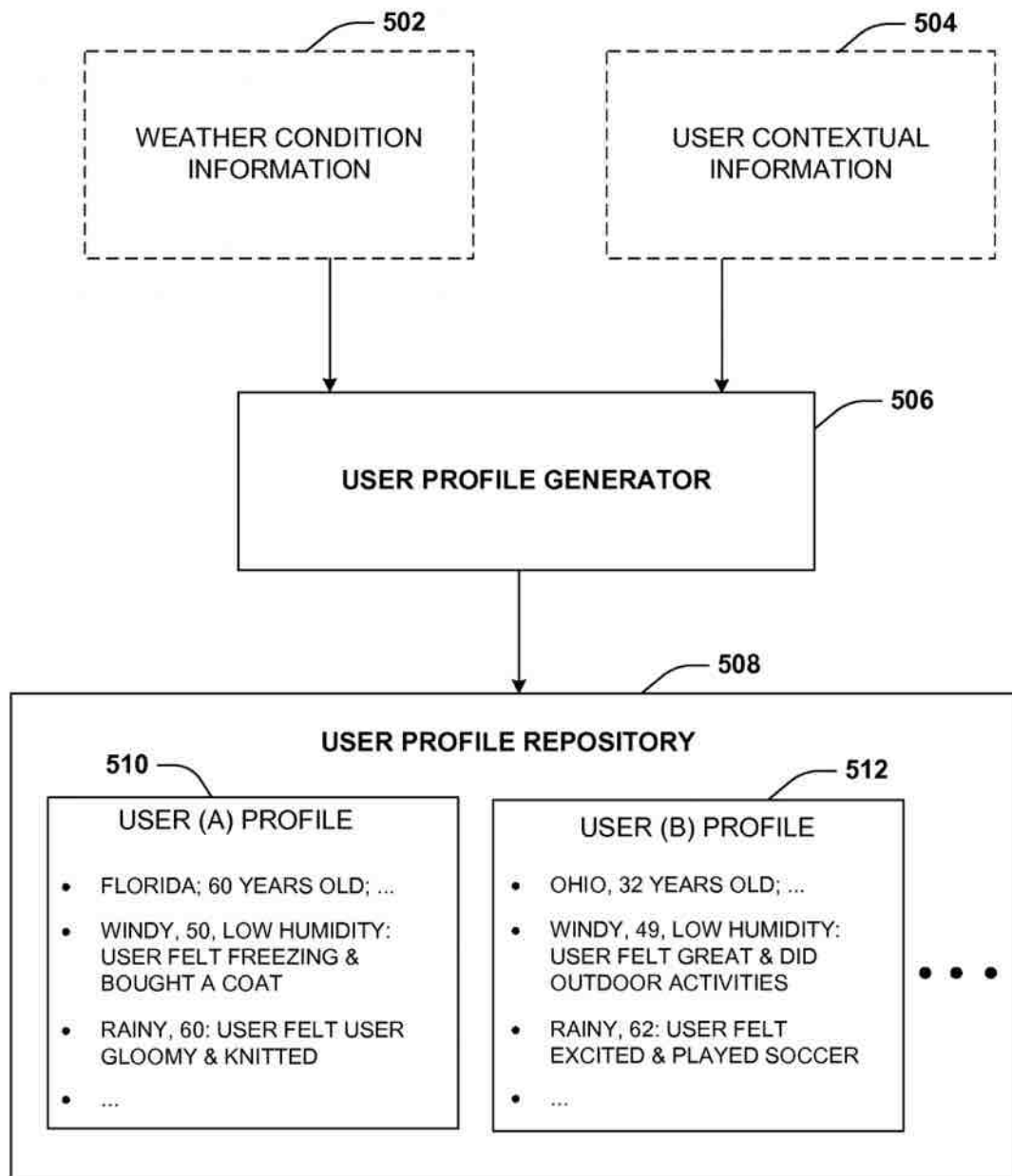
SYSTEMS AND METHODS FOR THE REAL TIME MODIFICATION OF VIDEOS AND IMAGES WITHIN A SOCIAL NETWORK FORMAT



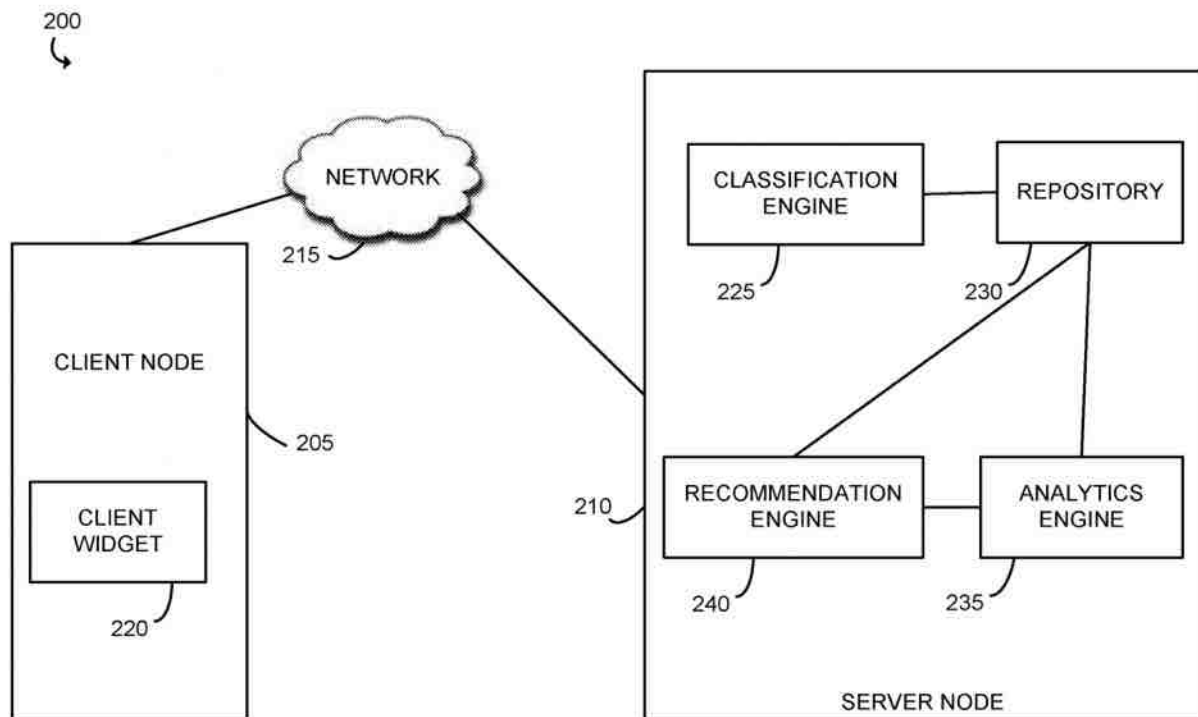
RULE BASED CONTENT MODIFICATION AND INTERACTION PLATFORM 100



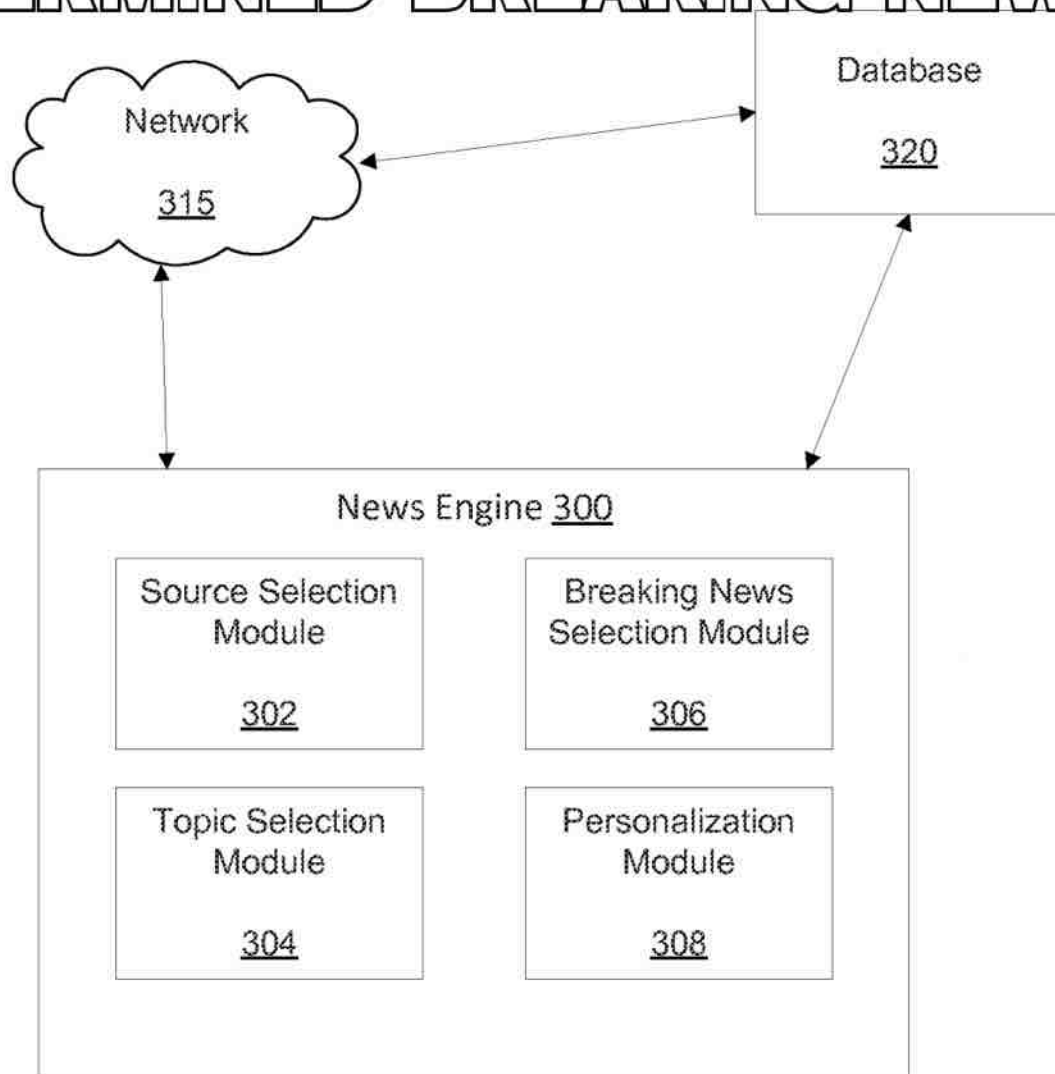
PERSONALIZED CONTENT BASED UPON USER PERCEPTION OF WEATHER



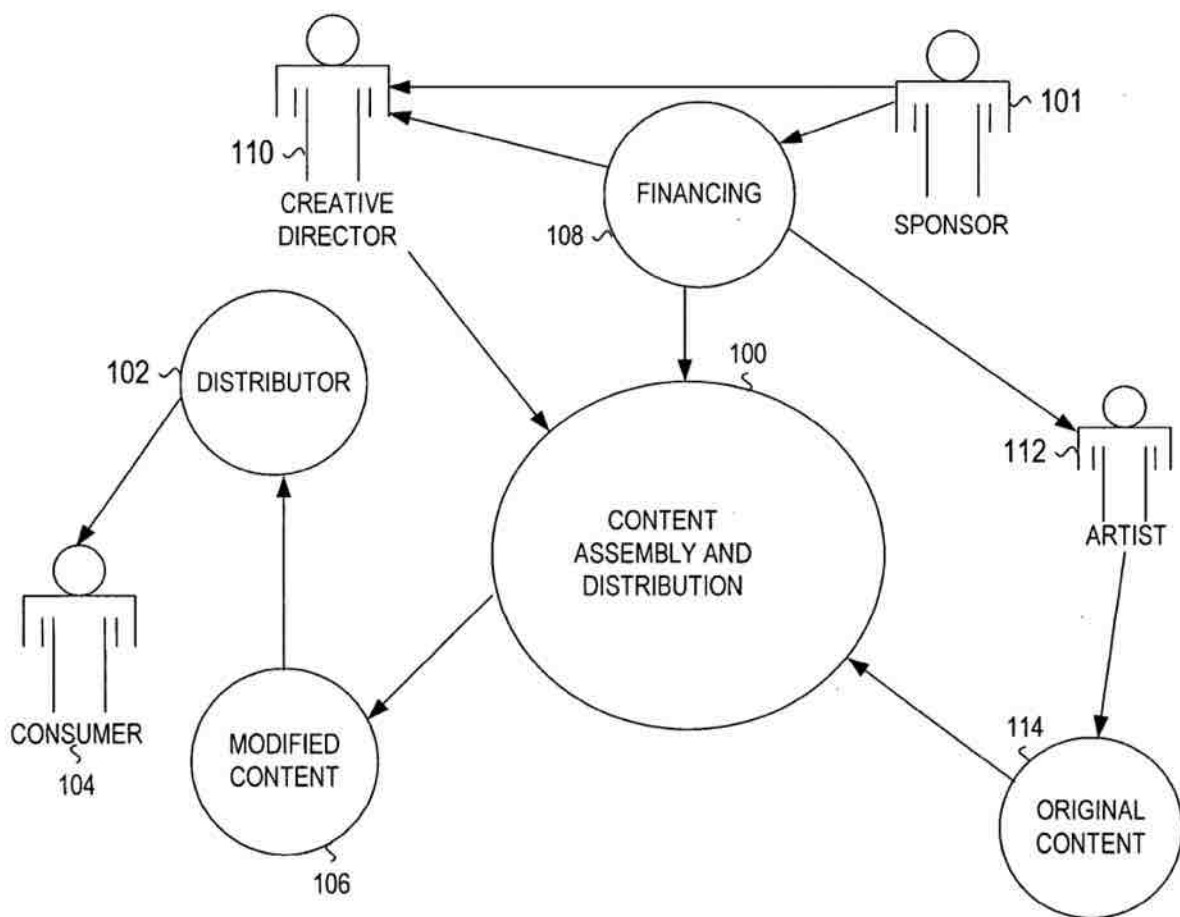
RECOMMENDATION FOR AN INDIVIDUAL BASED ON A MOOD OF THE INDIVIDUAL



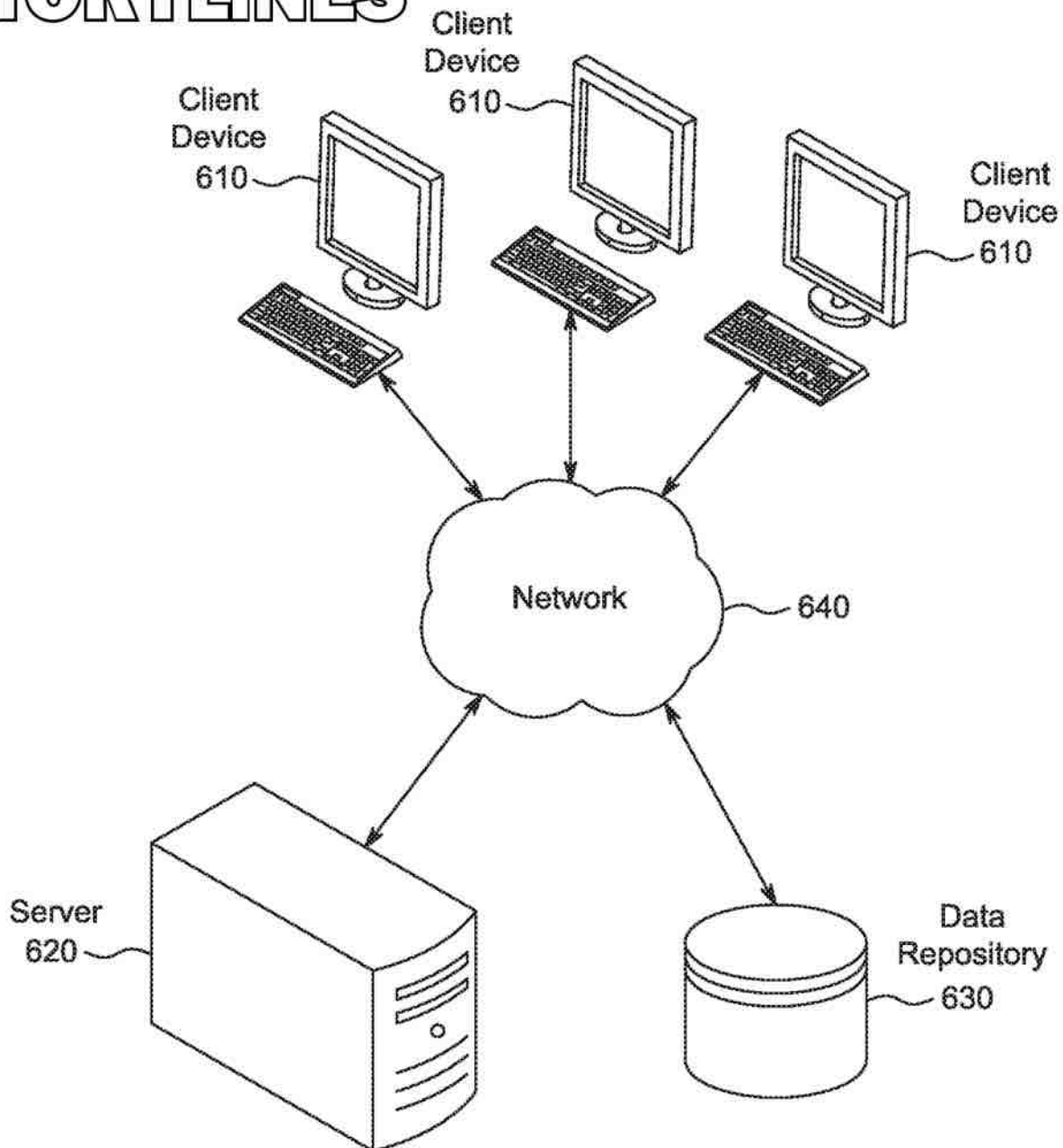
SYSTEM AND METHOD FOR AUTOMATIC STORYLINE CONSTRUCTION BASED ON DETERMINED BREAKING NEWS



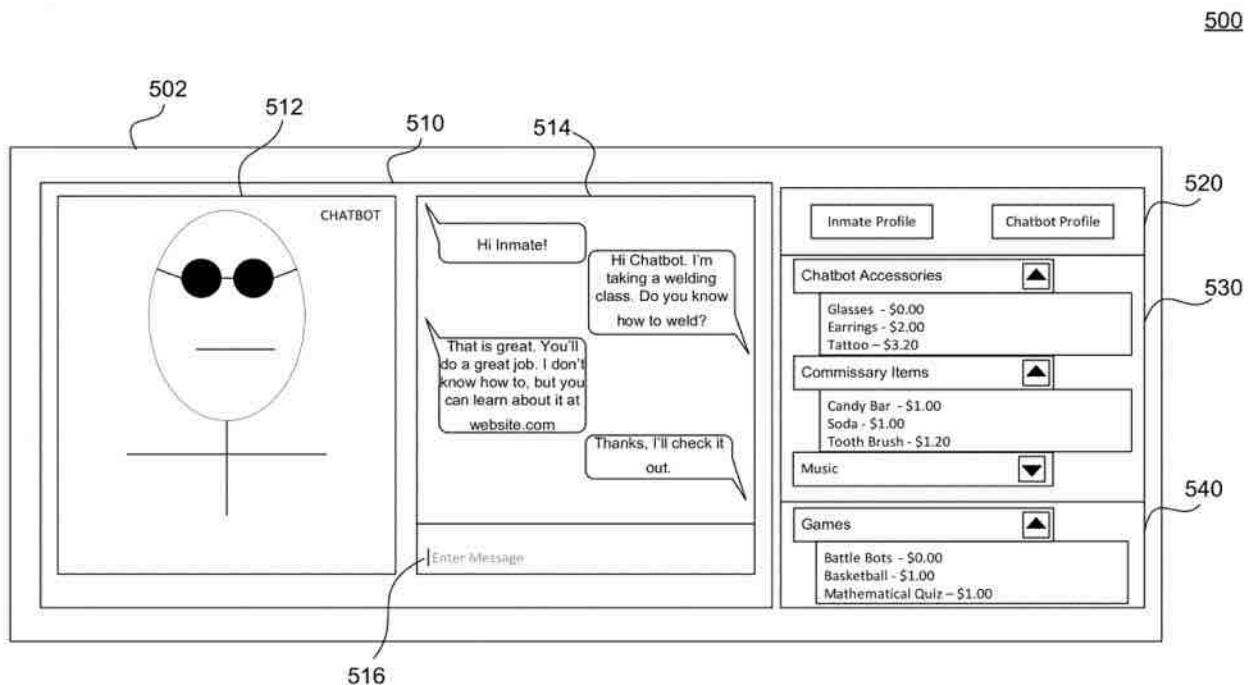
METHOD AND SYSTEM FOR DELIVERING PERSONALIZED CONTENT BASED ON EMOTIONAL STATES DETERMINED USING ARTIFICIAL INTELLIGENCE



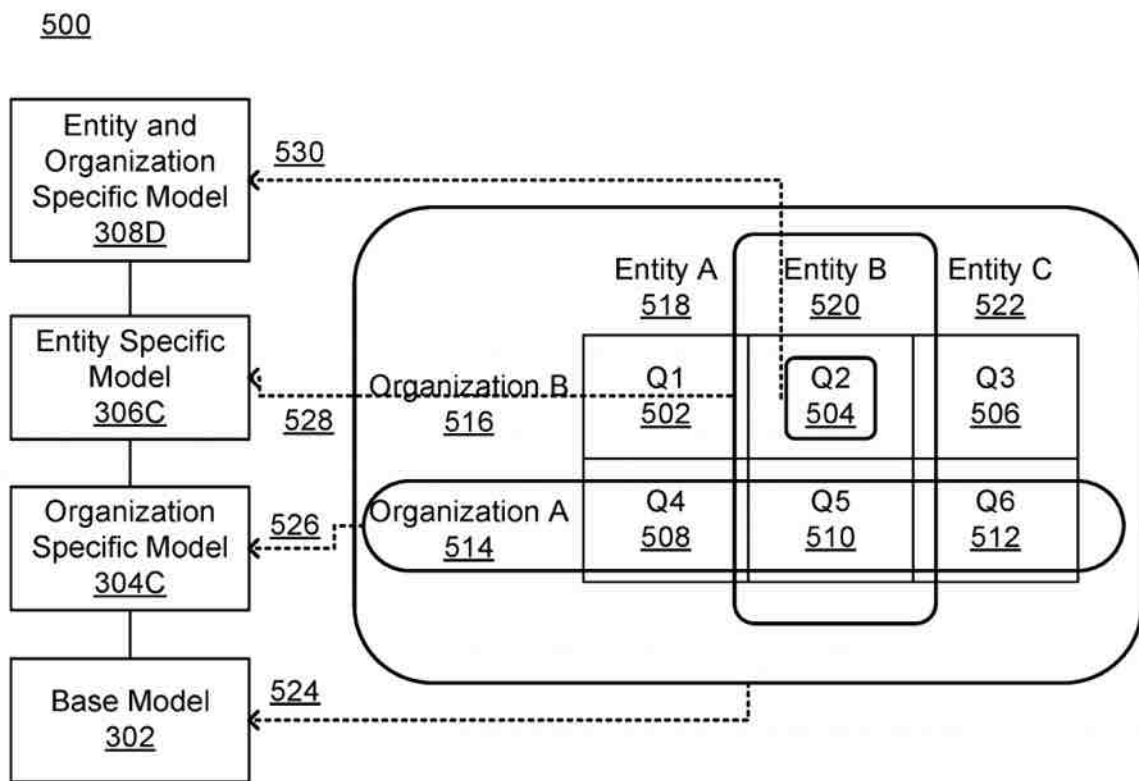
EVENT CATEGORIZATION AND KEY PROSPECT IDENTIFICATION FROM STORYLINES



PERSONALIZED CHATBOTS FOR INMATES

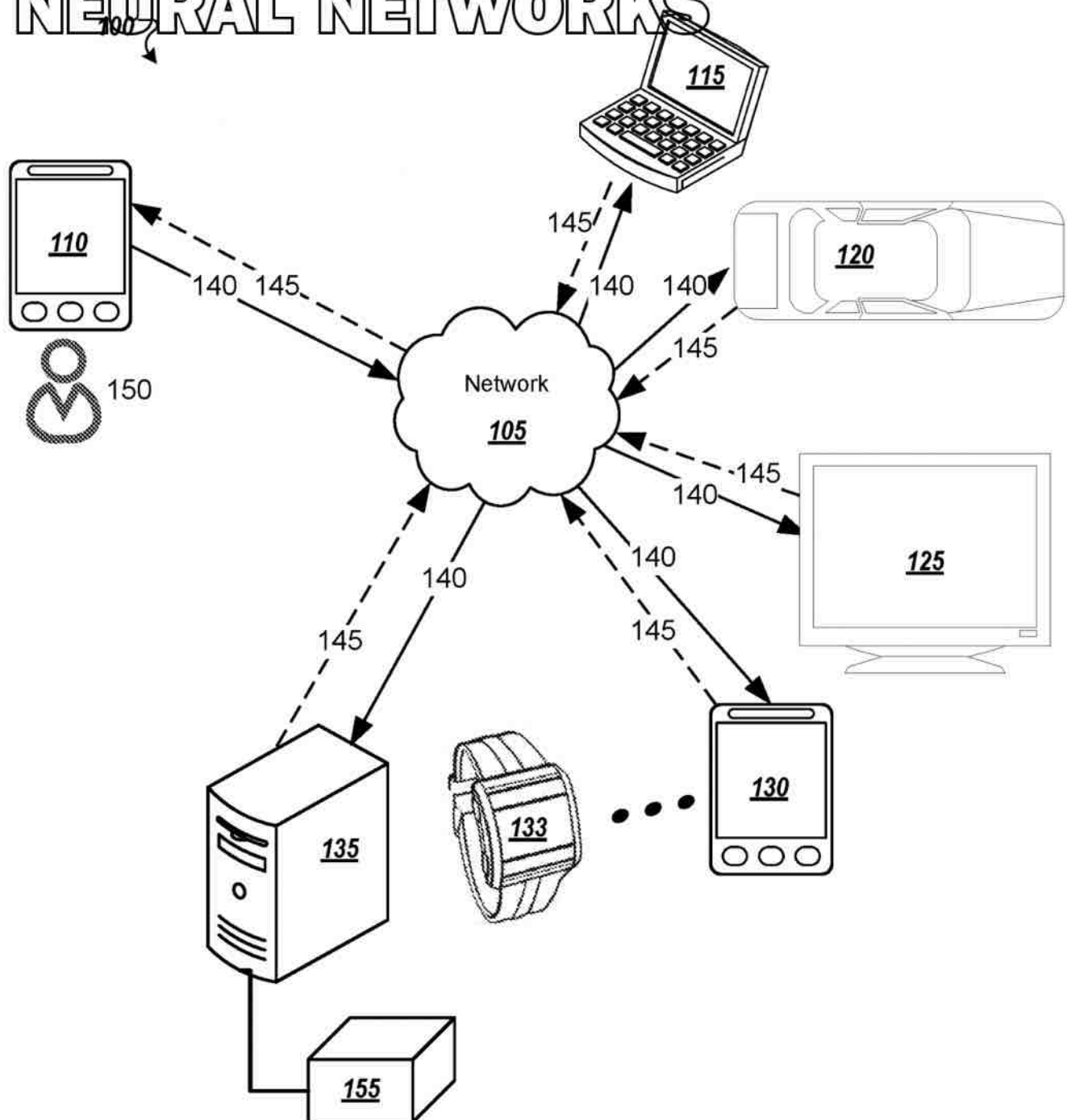


RANKING SEARCH RESULTS USING HIERARCHICALLY ORGANIZED MACHINE LEARNING BASED MODELS



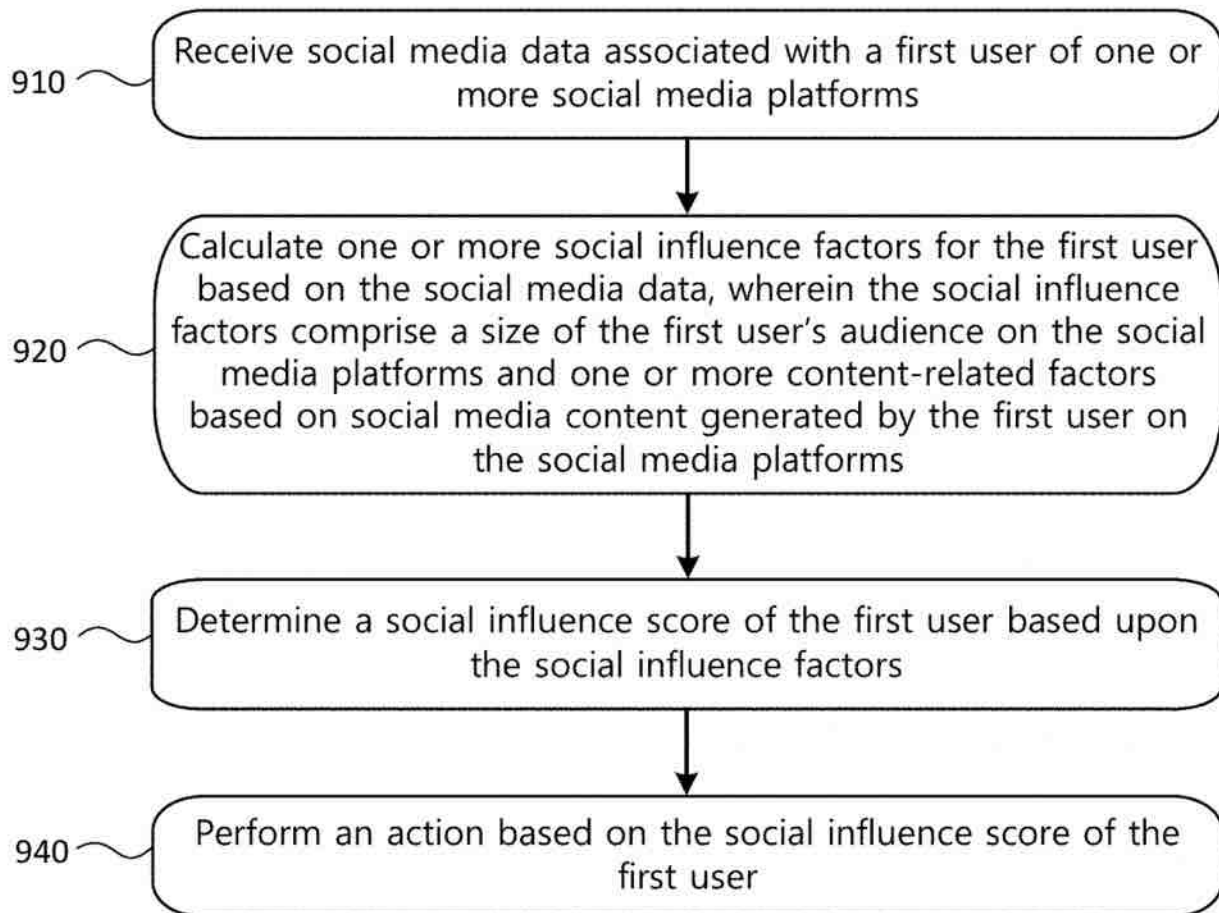
CONTROL

BEHAVIOR PREDICTION ON SOCIAL MEDIA USING NEURAL NETWORKS

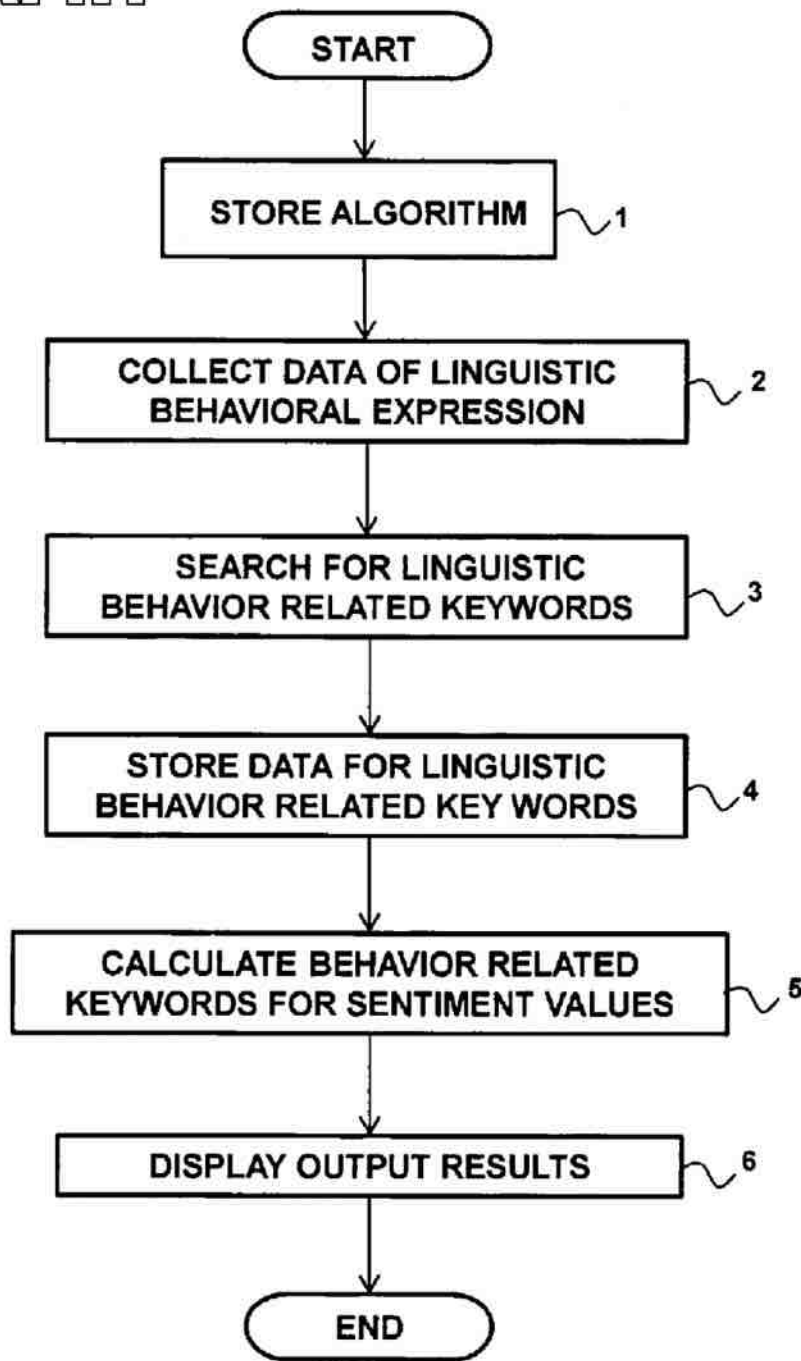


QUANTIFYING SOCIAL INFLUENCE

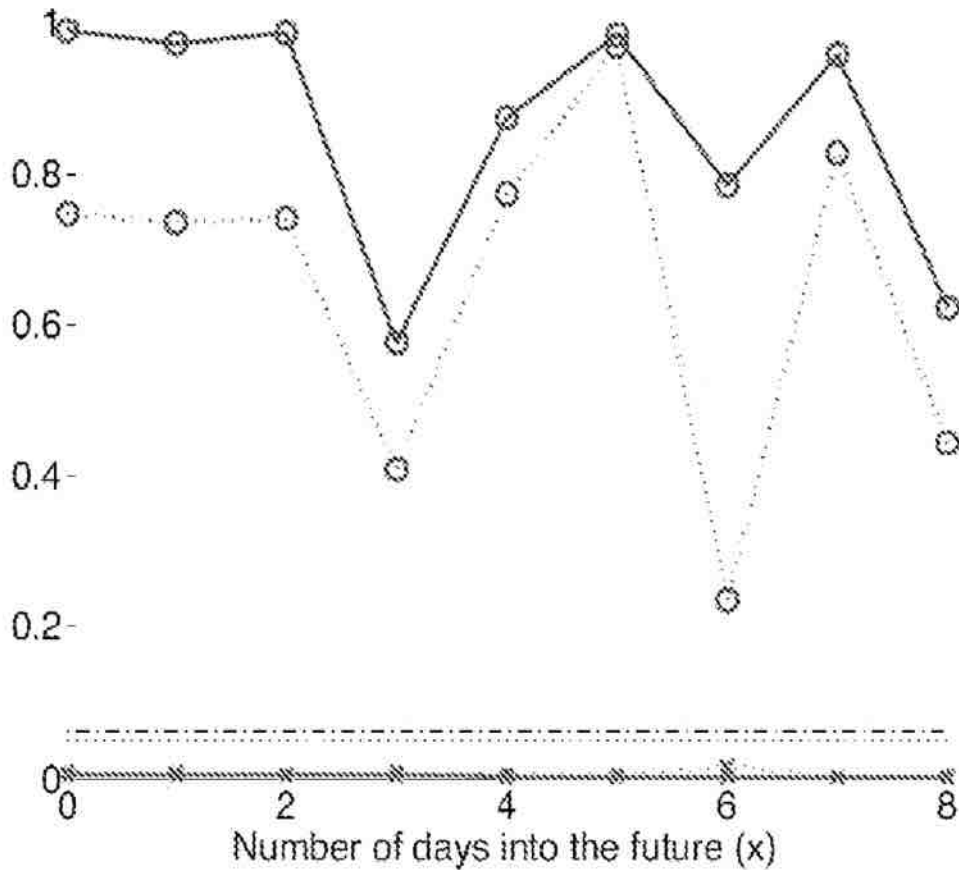
900



SYSTEM FOR PERFORMING LINGUISTIC BEHAVIOR ANALYSIS TO DETECT AGGRESSIVE SOCIAL BEHAVIOR WITHIN A SPECIFIED GEOGRAPHY

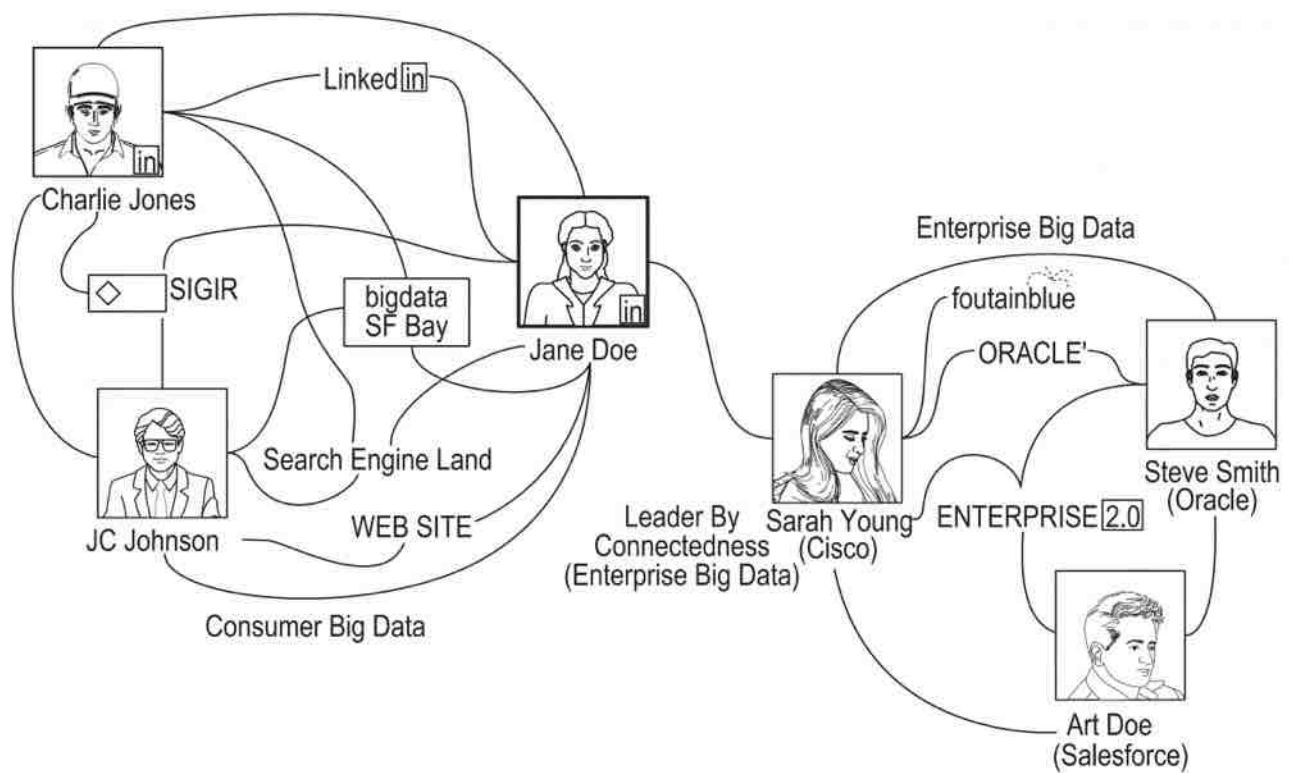


USE OF SOCIAL INTERACTIONS TO PREDICT COMPLEX PHENOMENA

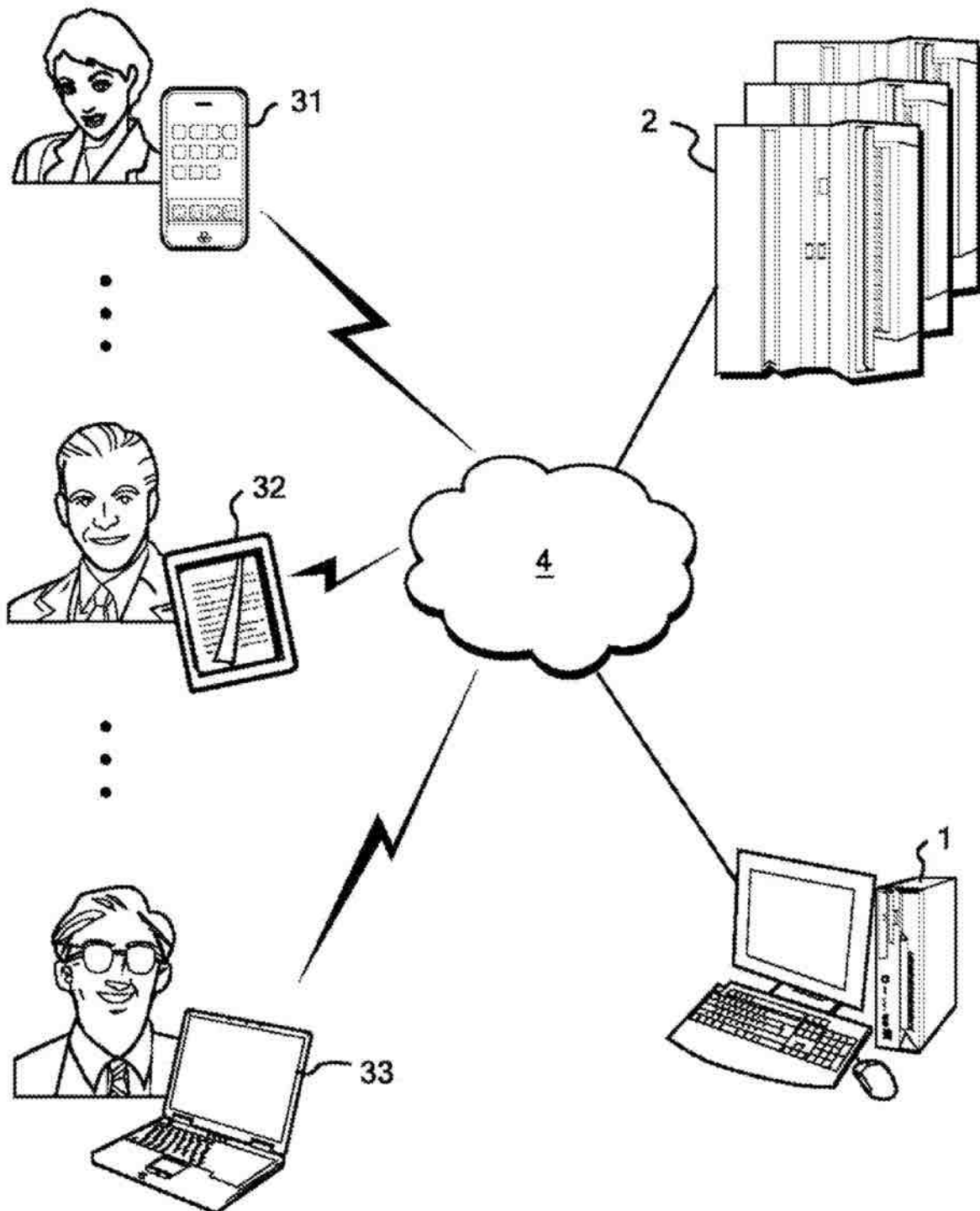


(a) Only Friends Observed

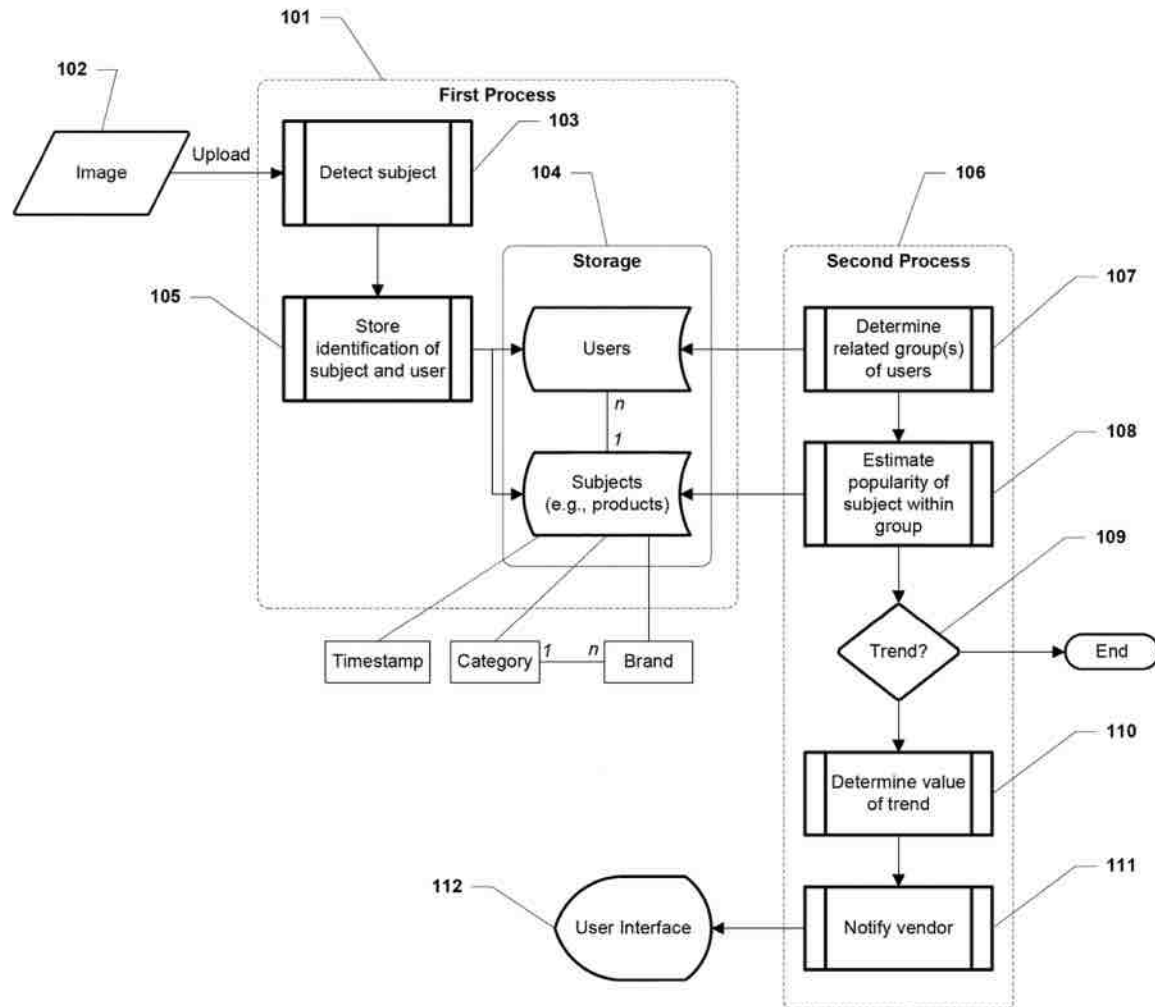
IDENTIFICATION OF AN AUTHORITY TYPE LEADER IN A SOCIAL NETWORK



METHOD, COMPUTER PROGRAM AND COMPUTER FOR DETECTING TRENDS IN SOCIAL MEDIA

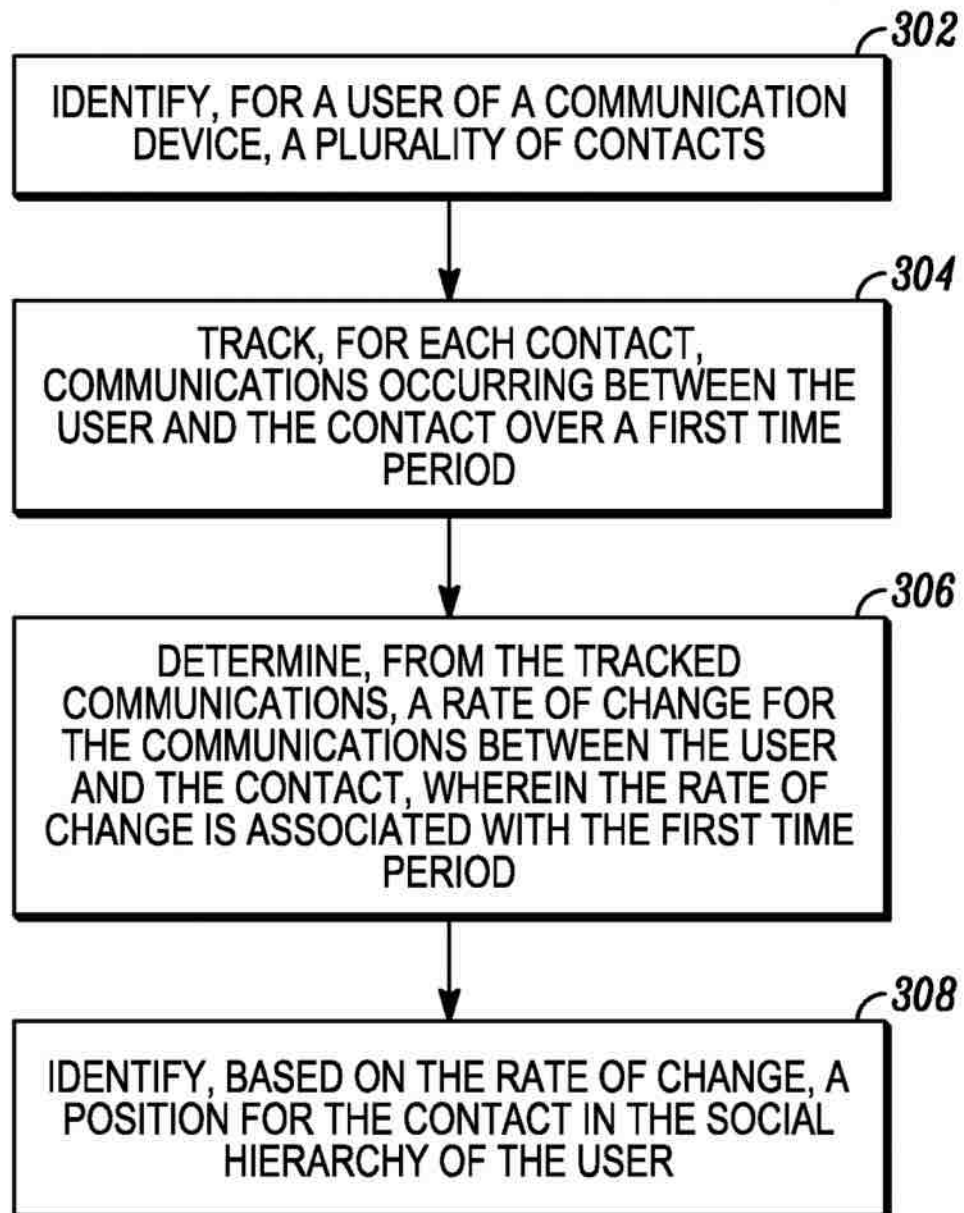


DETECTING TRENDS FROM IMAGES UPLOADED TO A SOCIAL NETWORK

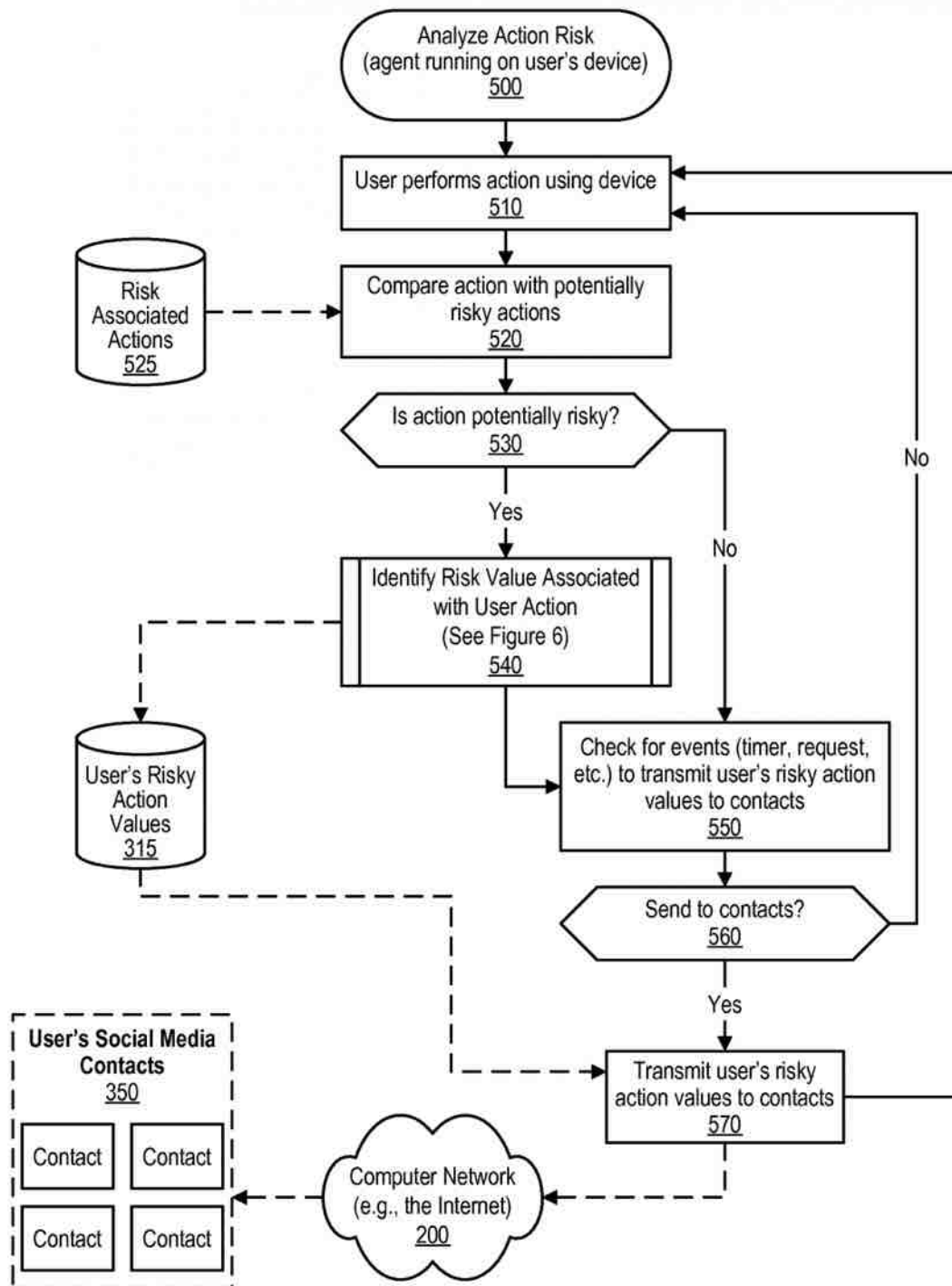


METHOD AND APPARATUS FOR DEVELOPING A SOCIAL HIERARCHY

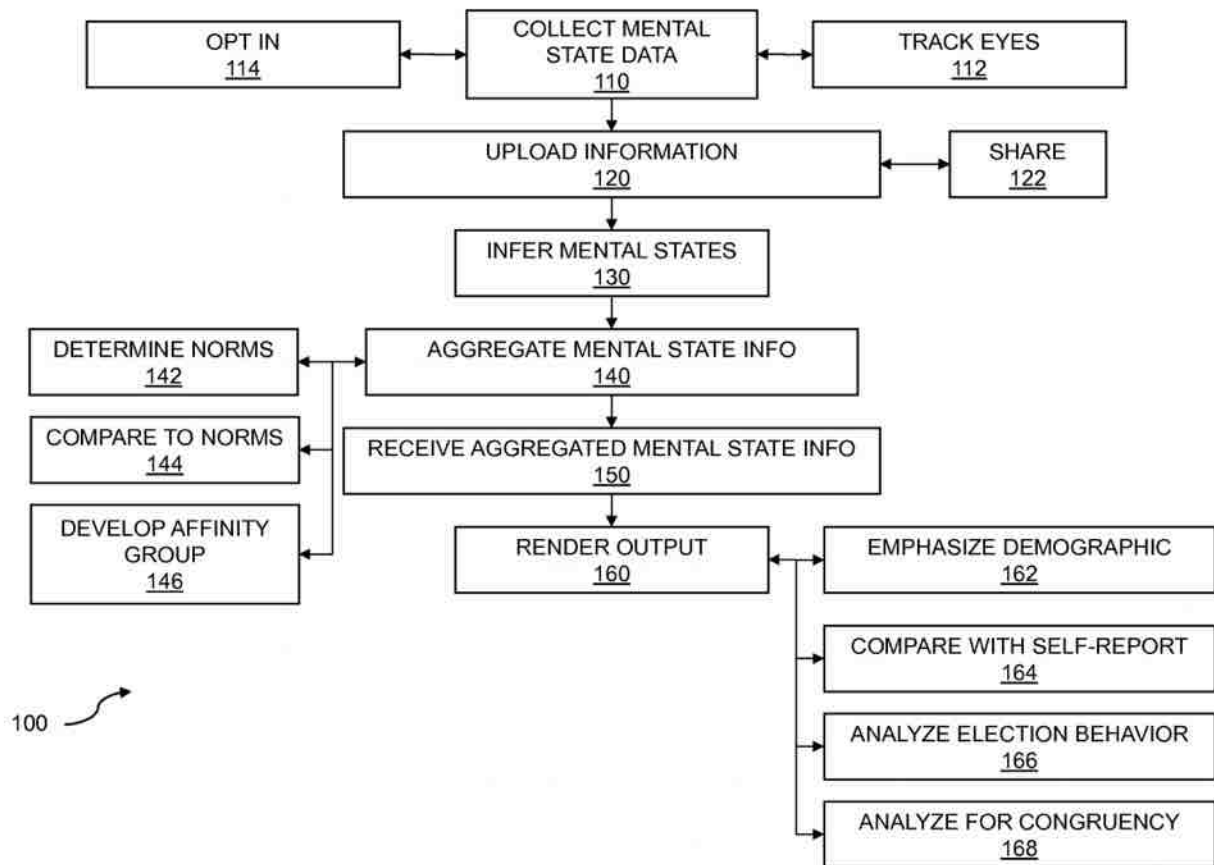
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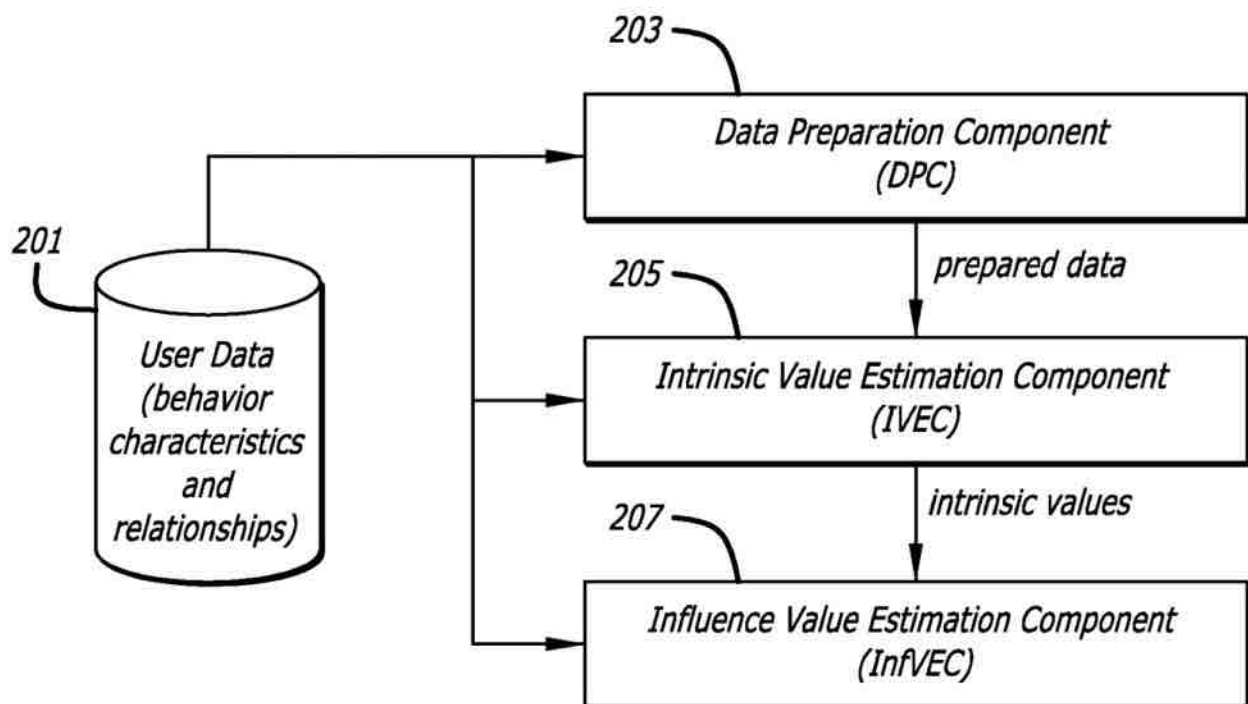
ASSESSING SOCIAL RISK DUE TO EXPOSURE FROM LINKED CONTACTS



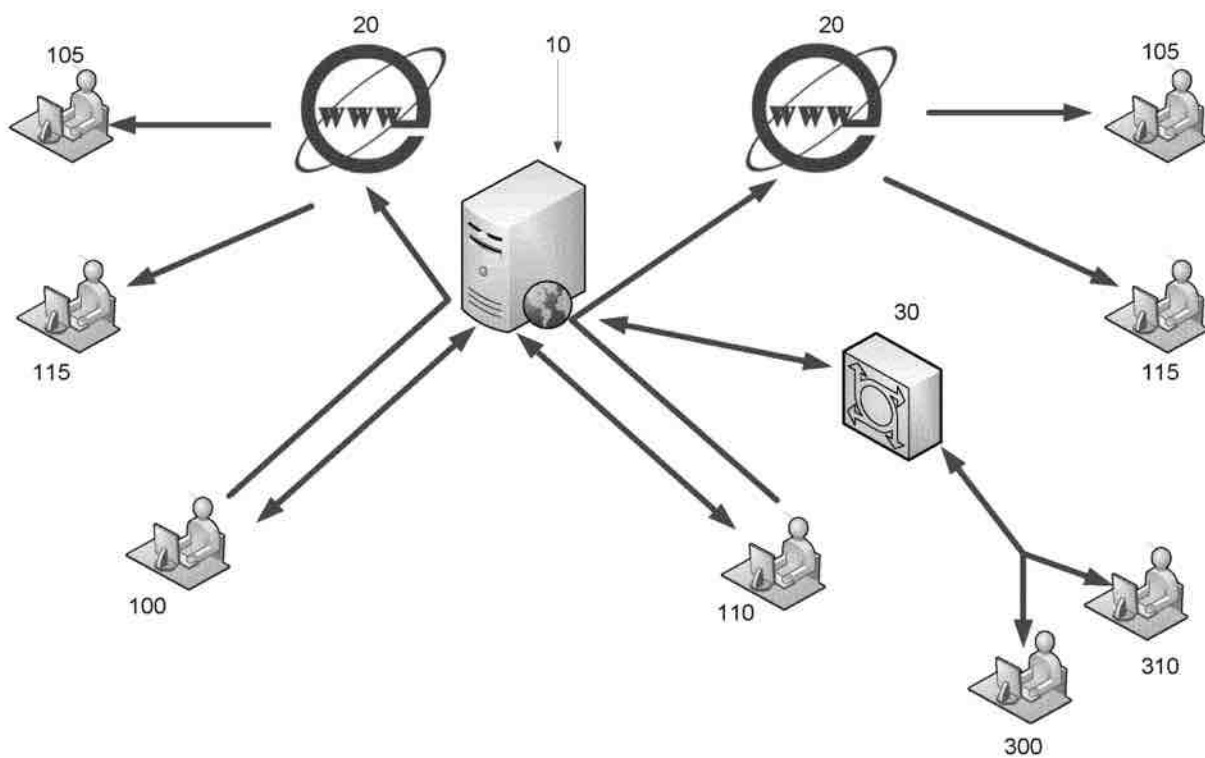
MENTAL STATE ANALYSIS OF VOTERS



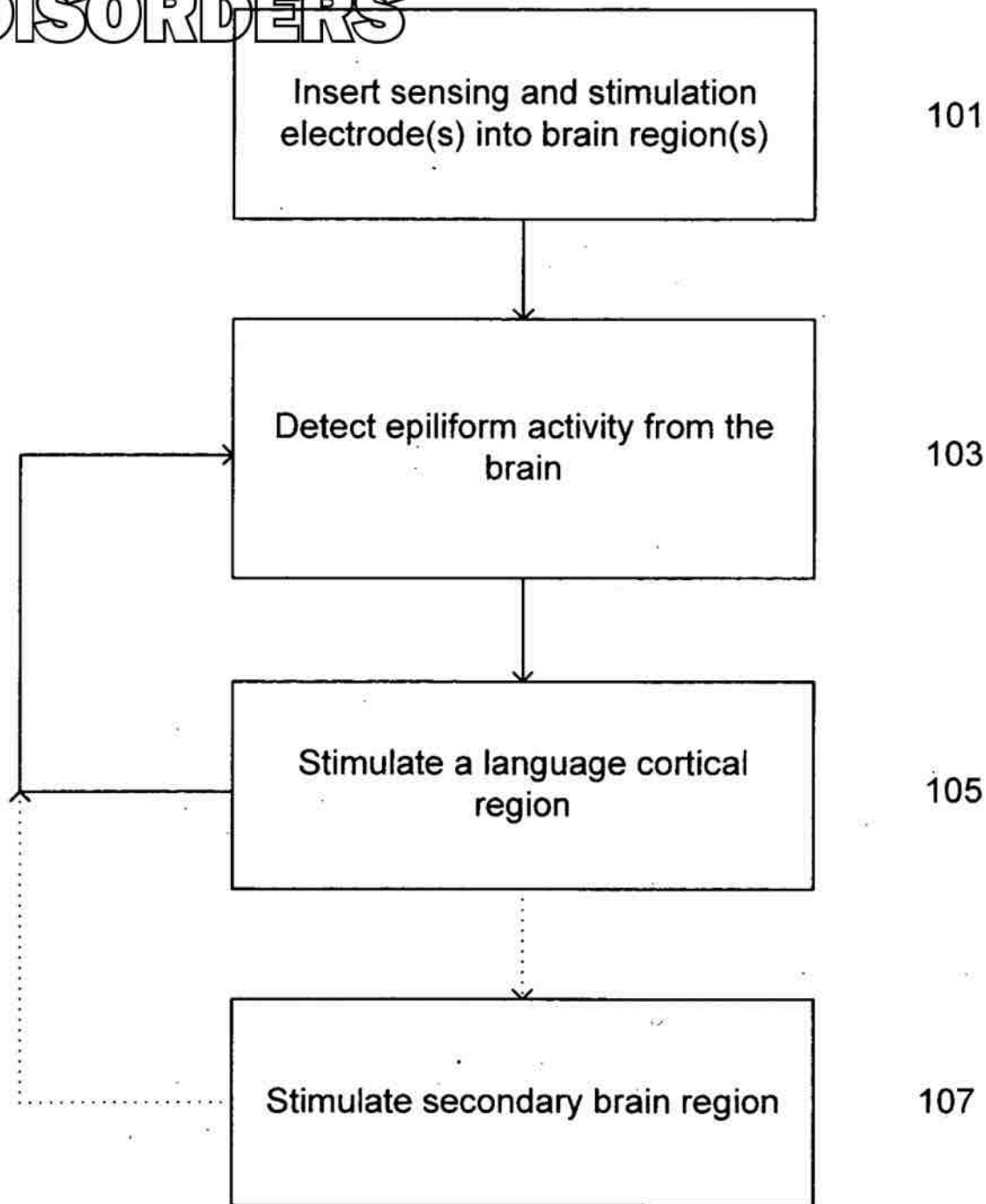
ESTIMATING VALUE OF USERS SOCIAL INFLUENCE ON OTHER USERS OF COMPUTER NETWORK SYSTEM



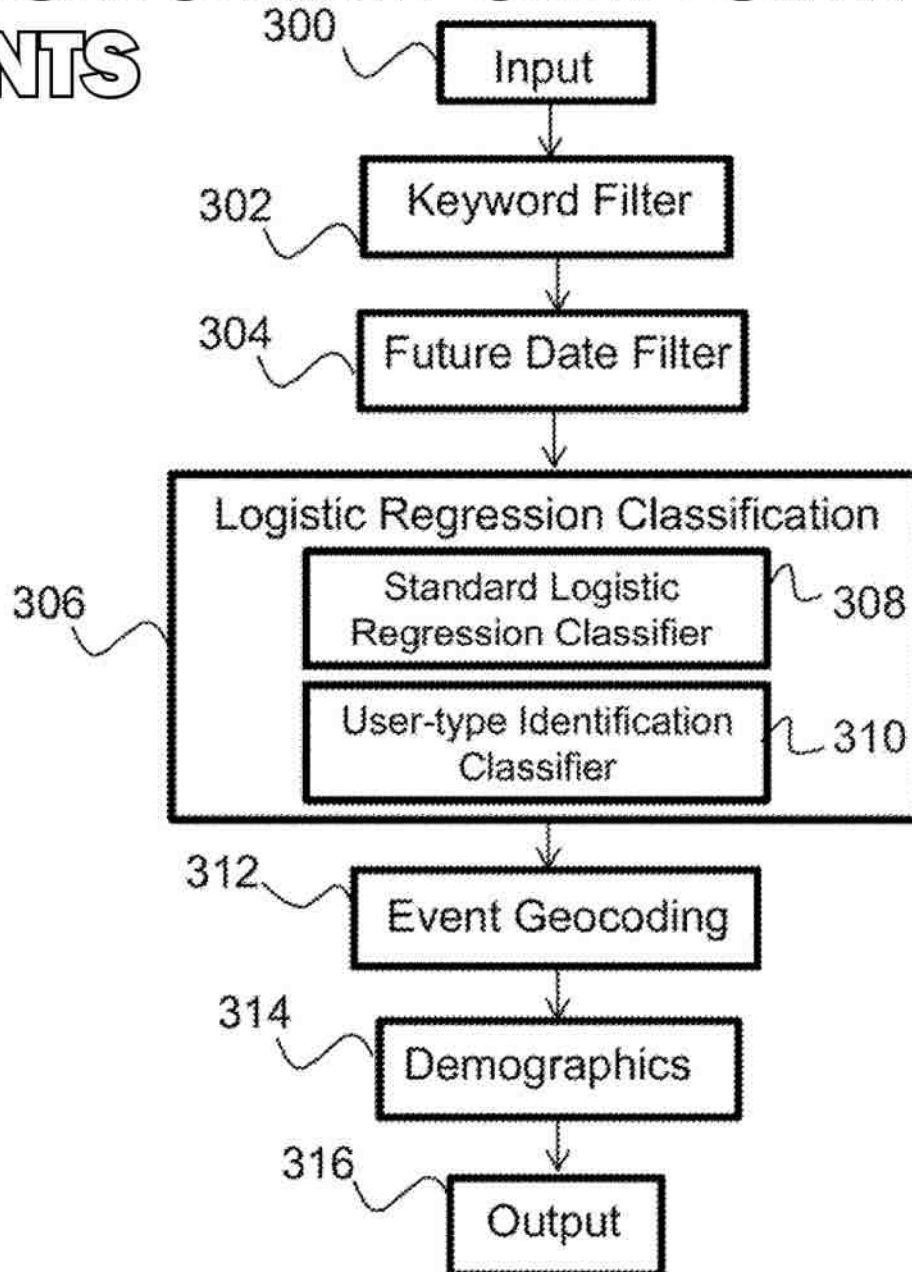
SYSTEM AND METHOD FOR IDENTIFYING PERSONS HAVING SOCIALLY UNACCEPTABLE BEHAVIOR



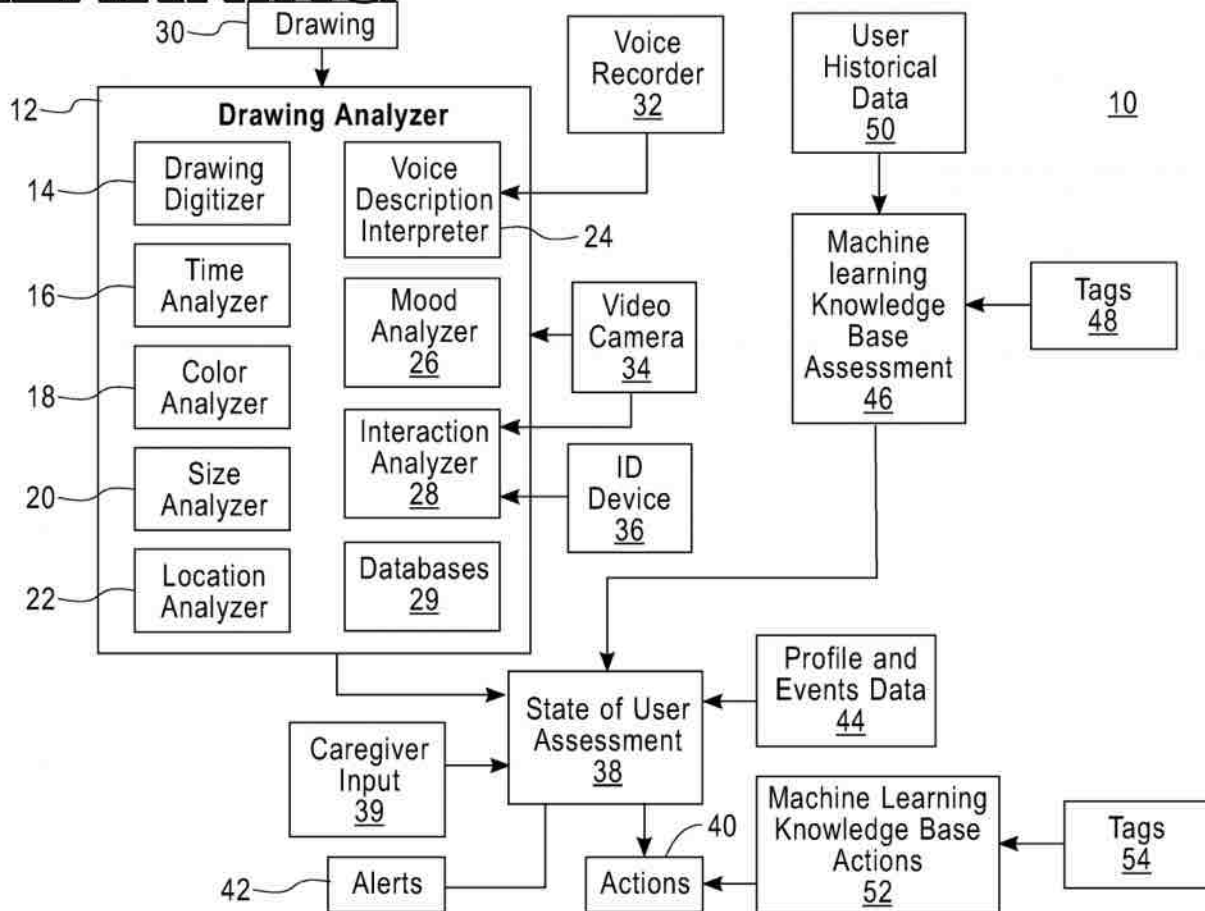
TREATMENT OF LANGUAGE, BEHAVIOR AND SOCIAL DISORDERS



SOCIAL MEDIA DATA MINING FOR EARLY DETECTION OF NEWSWORTHY CIVIL UNREST EVENTS



AUTOMATICALLY ASSESSING THE MENTAL STATE OF A USER VIA DRAWING PATTERN DETECTION AND MACHINE LEARNING



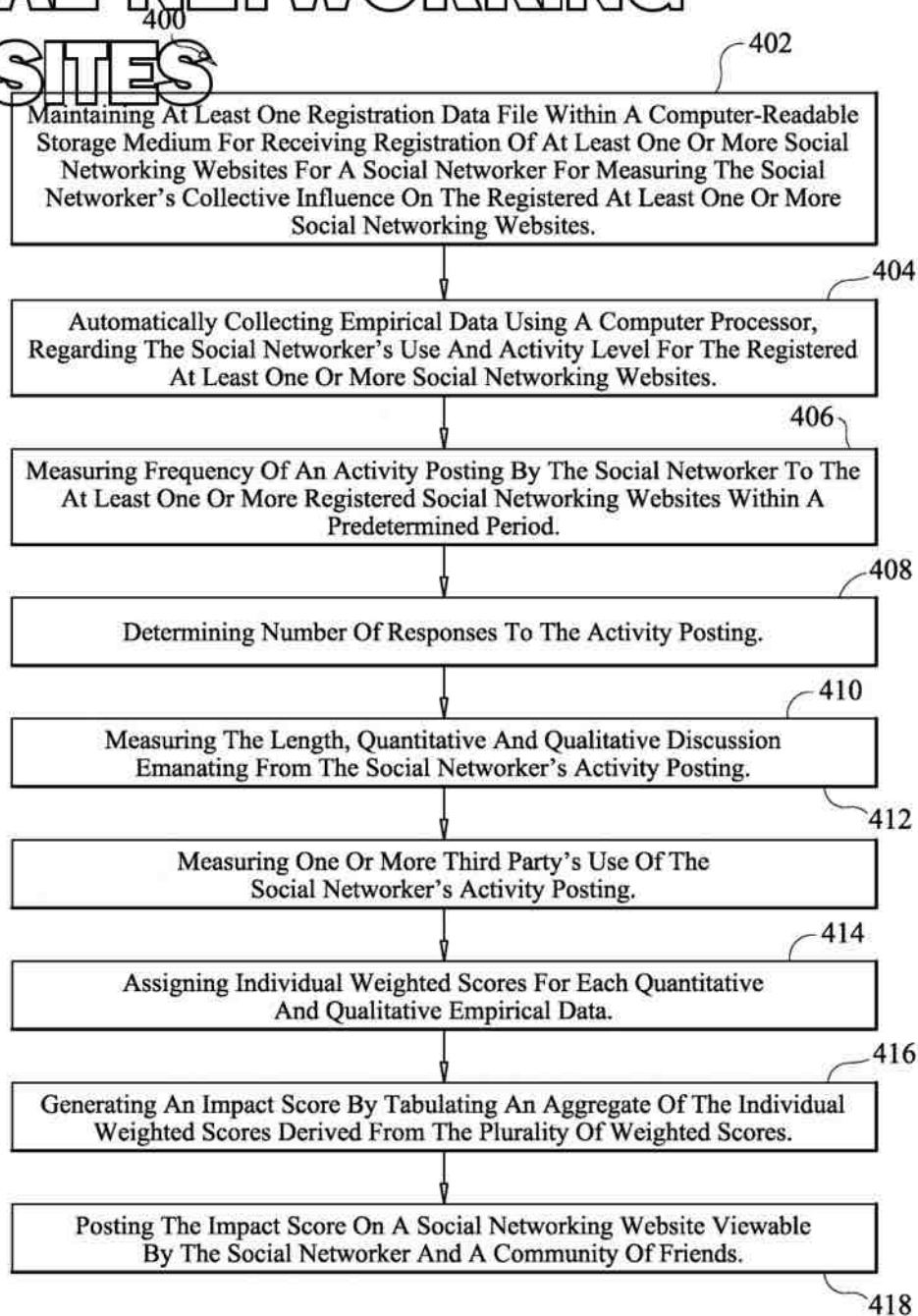
METHODS FOR USING TEMPORAL PROXIMITY OF SOCIAL CONNECTION CREATIONS TO PREDICT PROPERTIES OF A SOCIAL CONNECTION

200

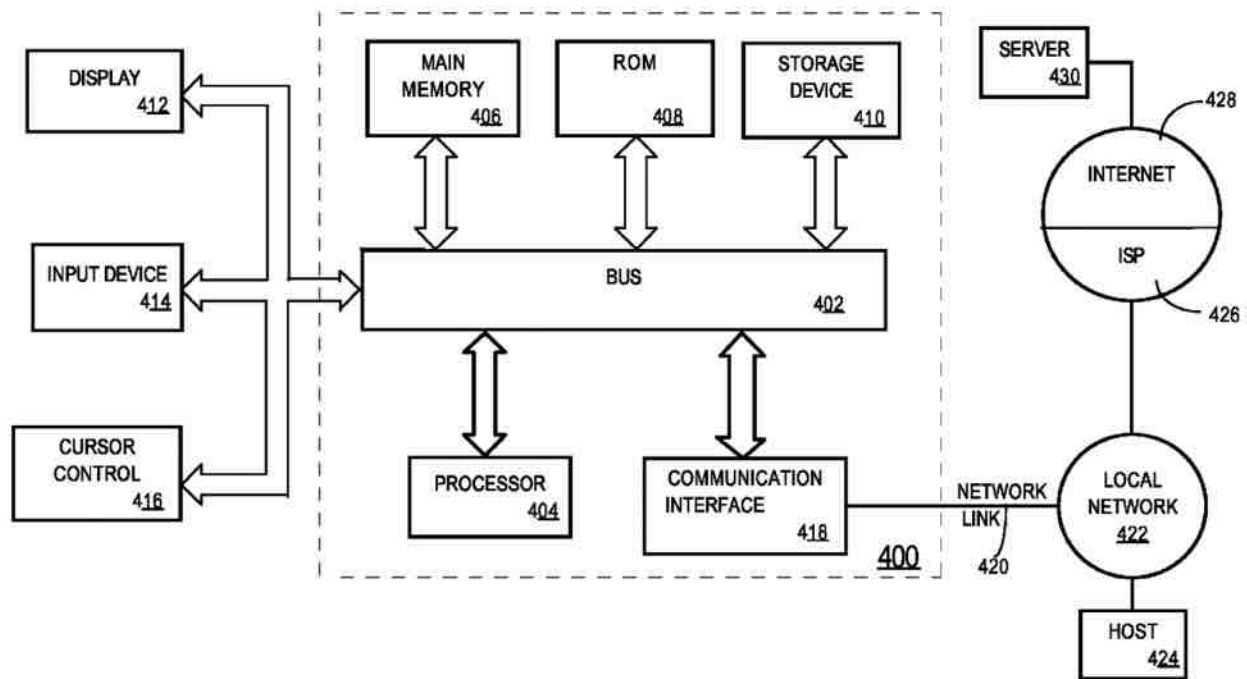
Related
Connections

Connections established for User 1	Time Created
User 2	13:15:01
User 3	13: 15:40
User 4	13:18:09
User 5	13:50:31

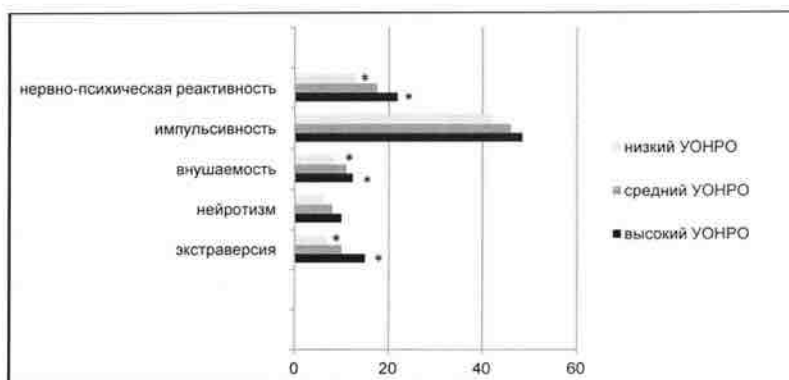
SYSTEM AND METHOD OF MEASURING A SOCIAL NETWORKERS INFLUENCE ON SOCIAL NETWORKING WEBSITES



CRIME RISK FORECASTING

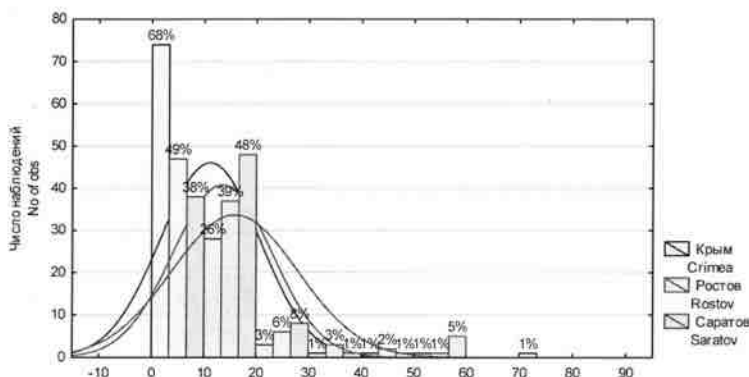


METHOD FOR PREDICTING RISK OF DEVELOPING SOCIAL TENSIONS OF LOCAL POPULATION



Фиг. 1. Выраженность показателей склонности человека к развитию социальной напряженности с учетом УОНРО

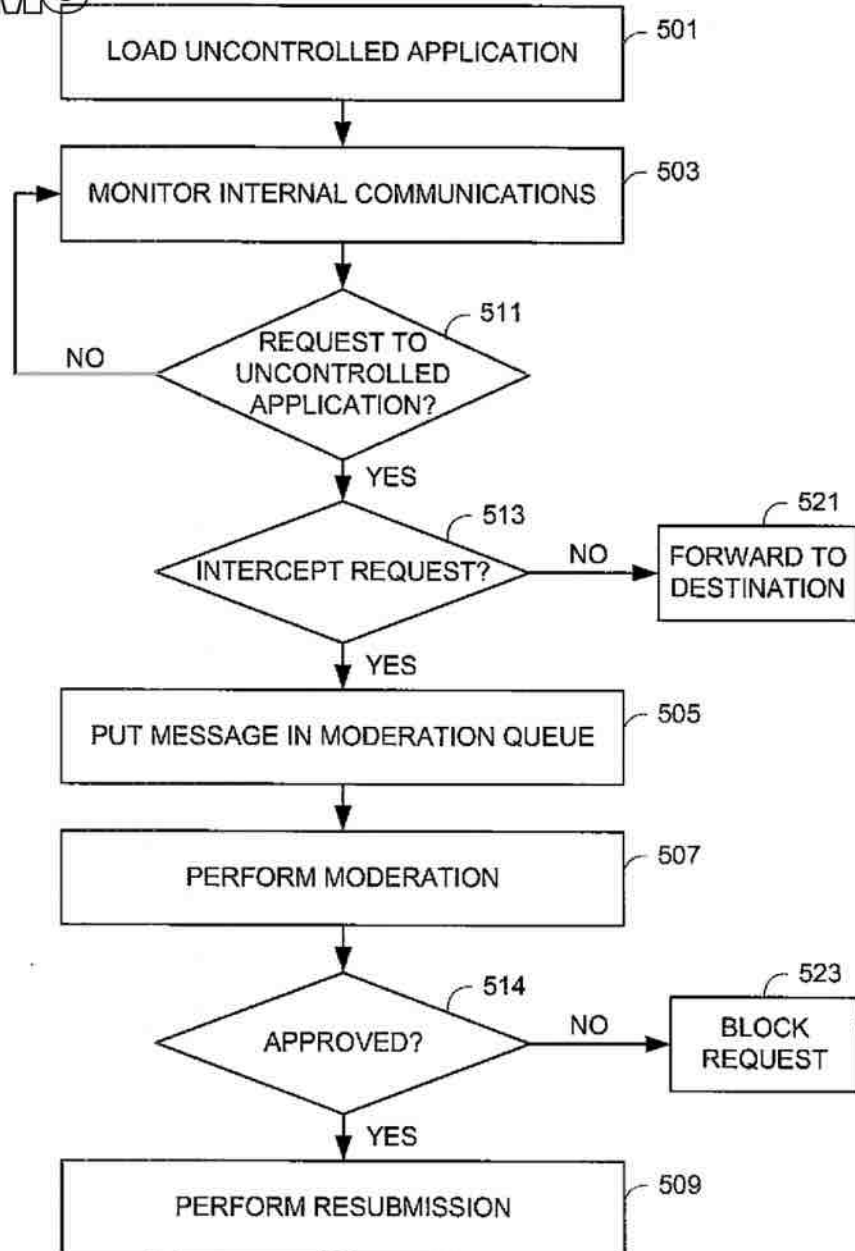
Примечание: * статистически значимые различия между группами наблюдения при $p < 0.05$.



Фиг.2. Особенности распределения ПТЧ как показателя УОНРО представителей населения Республики Крым, Ростовской и Саратовской областей

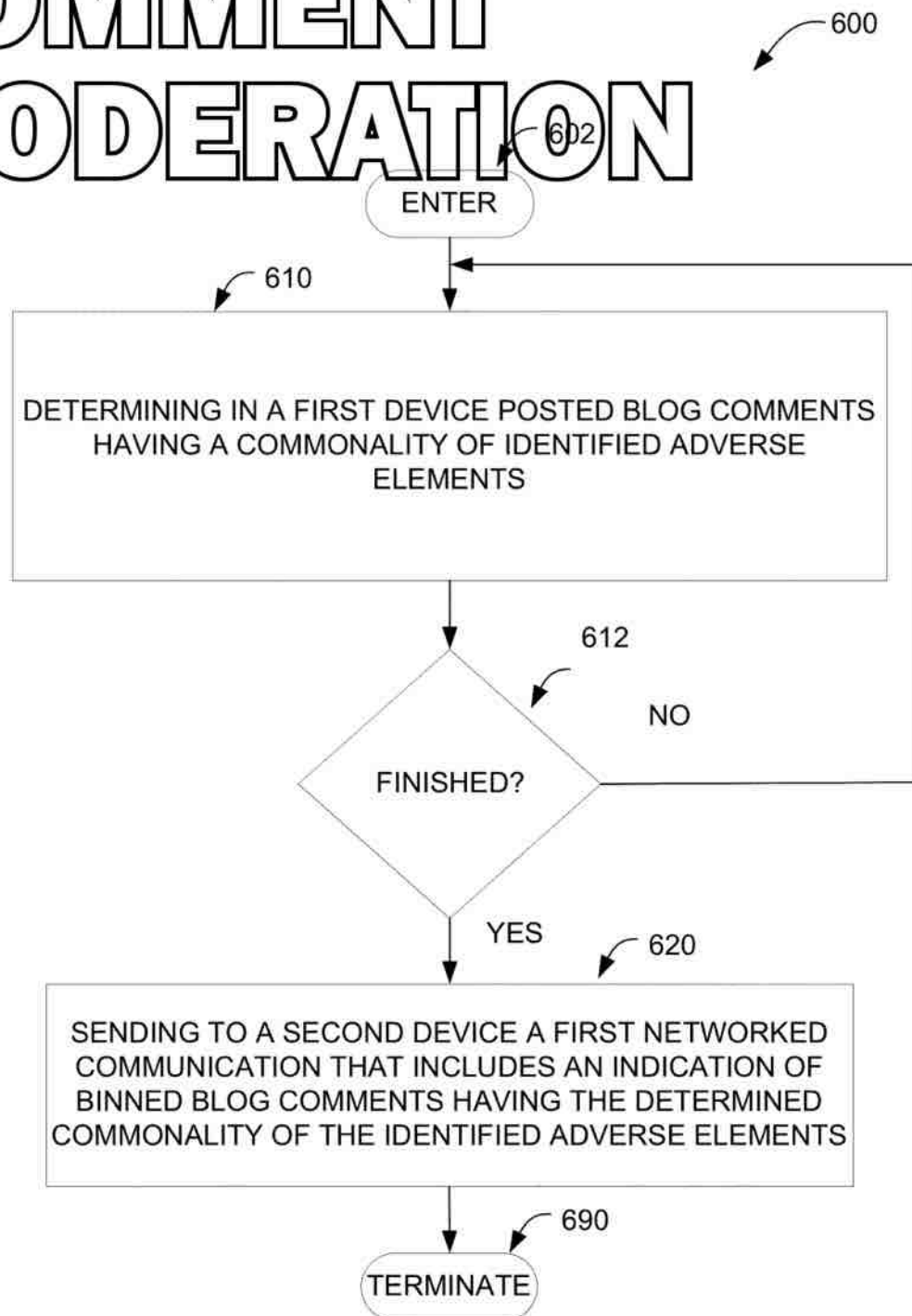
CENSORSHIP

METHOD, SYSTEM AND COMPUTER PROGRAM PRODUCT FOR INTERCEPTION, QUARANTINE AND MODERATION OF INTERNAL COMMUNICATIONS OF UNCONTROLLED SYSTEMS

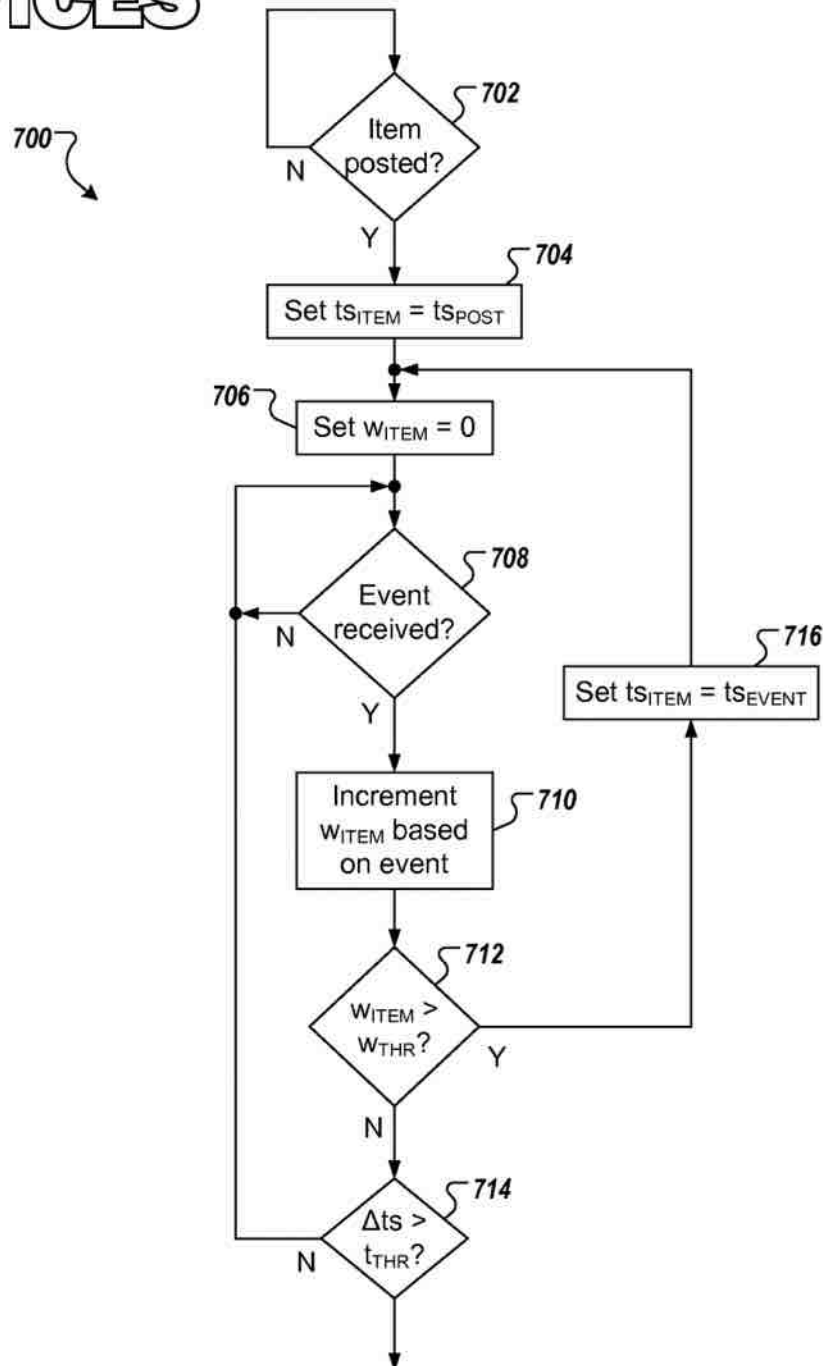


500

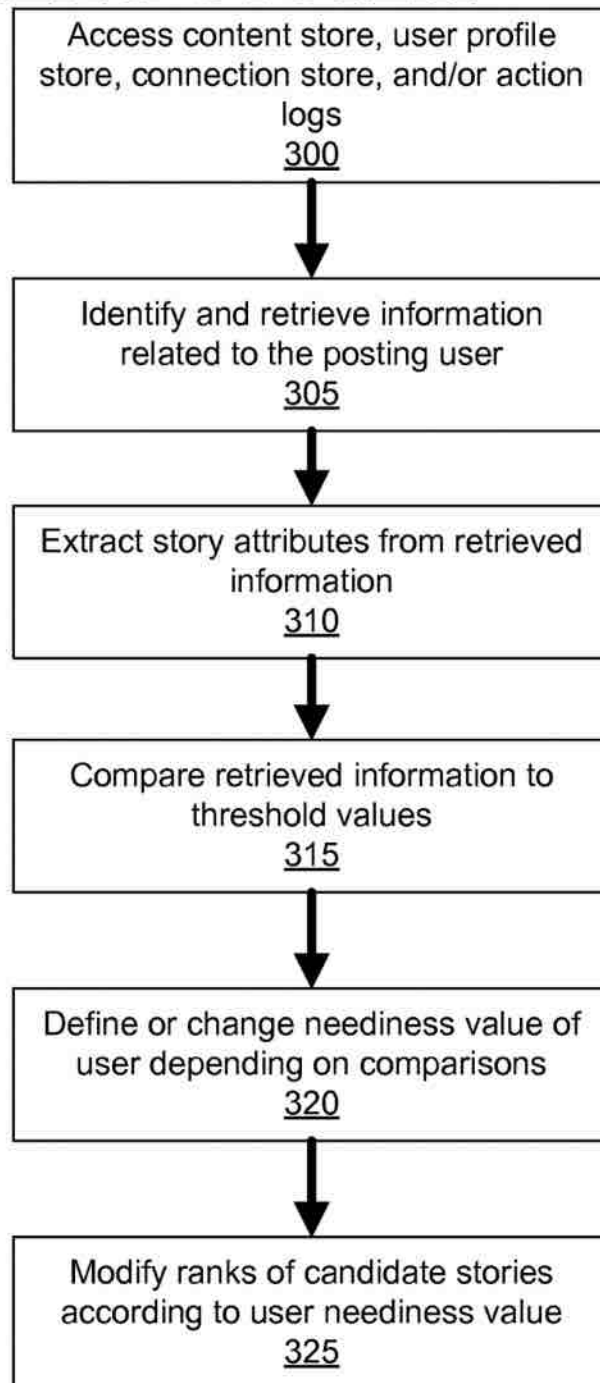
DISTRIBUTED COMMENT MODERATION



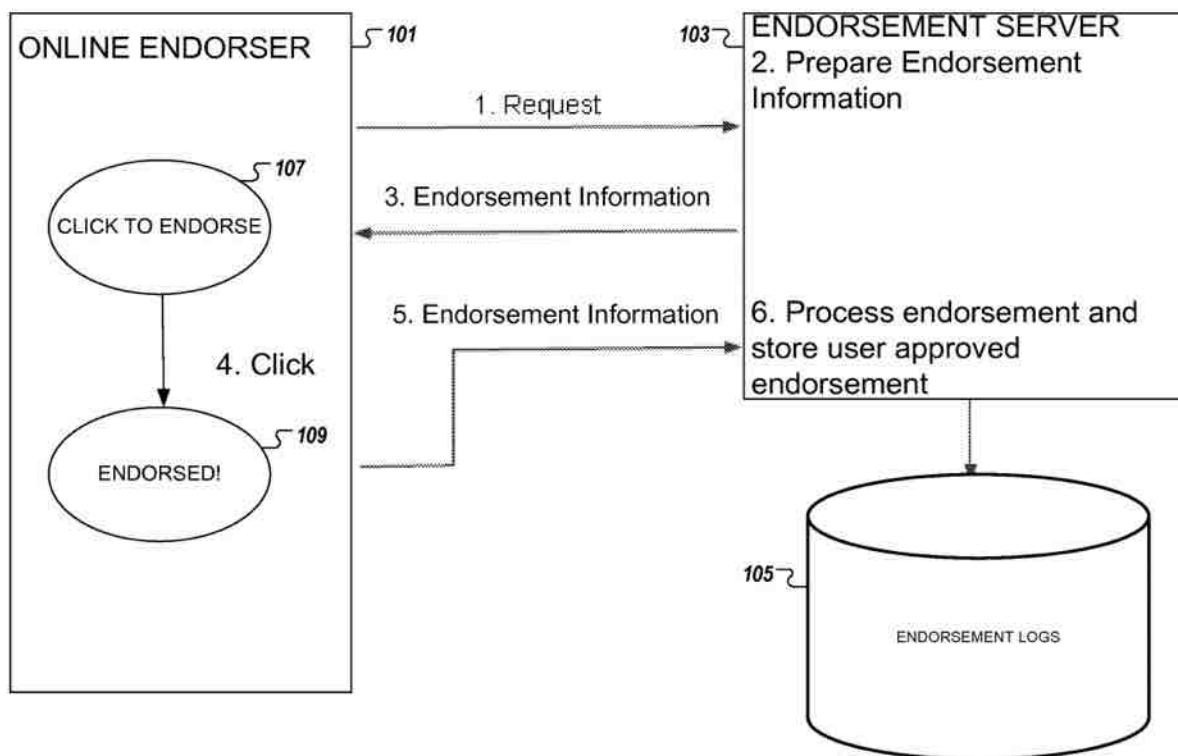
QUALITY SCORE FOR POSTS IN SOCIAL NETWORKING SERVICES



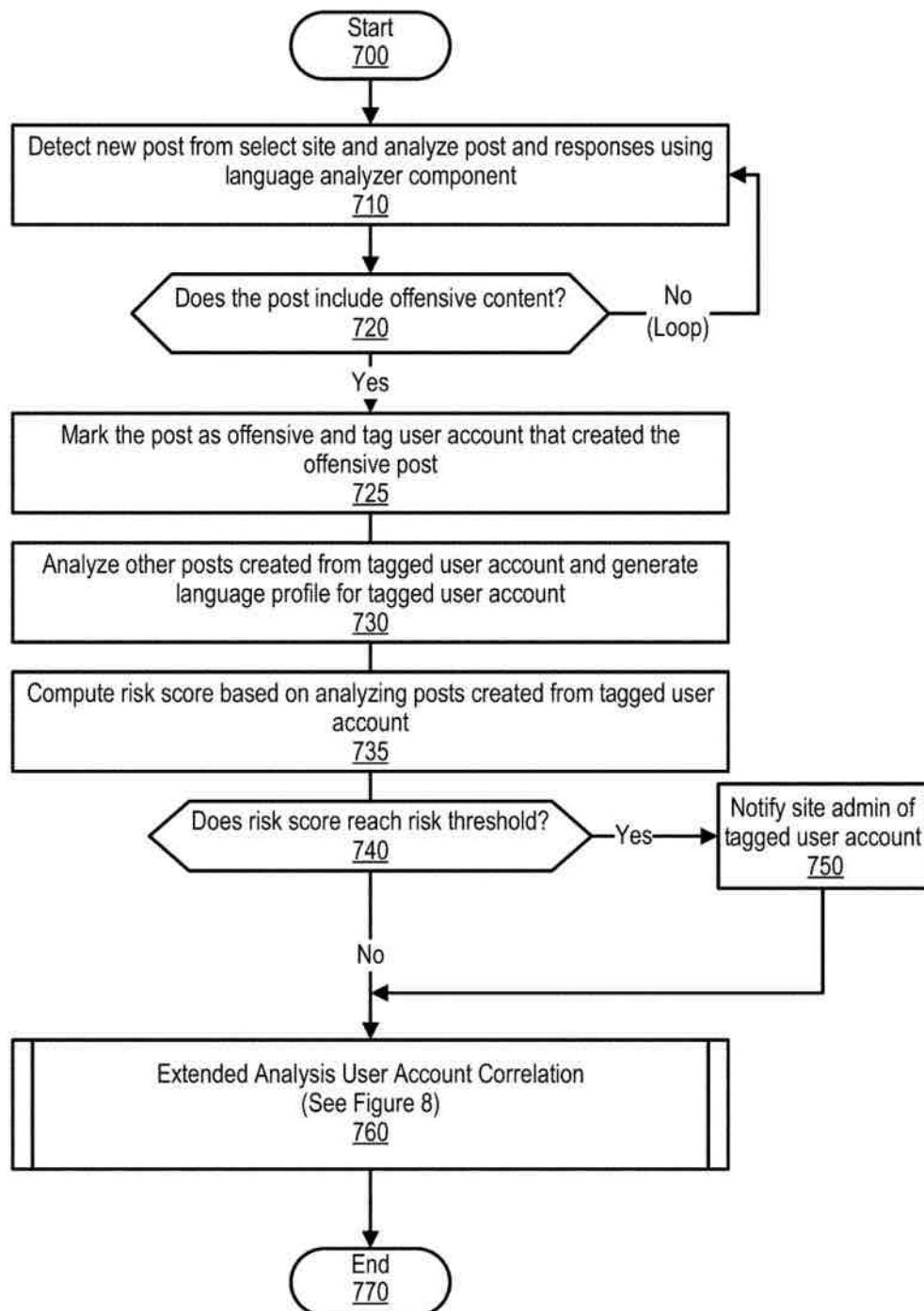
ARRANGING STORIES ON NEWSFEEDS BASED ON EXPECTED VALUE SCORING ON A SOCIAL NETWORKING SYSTEM



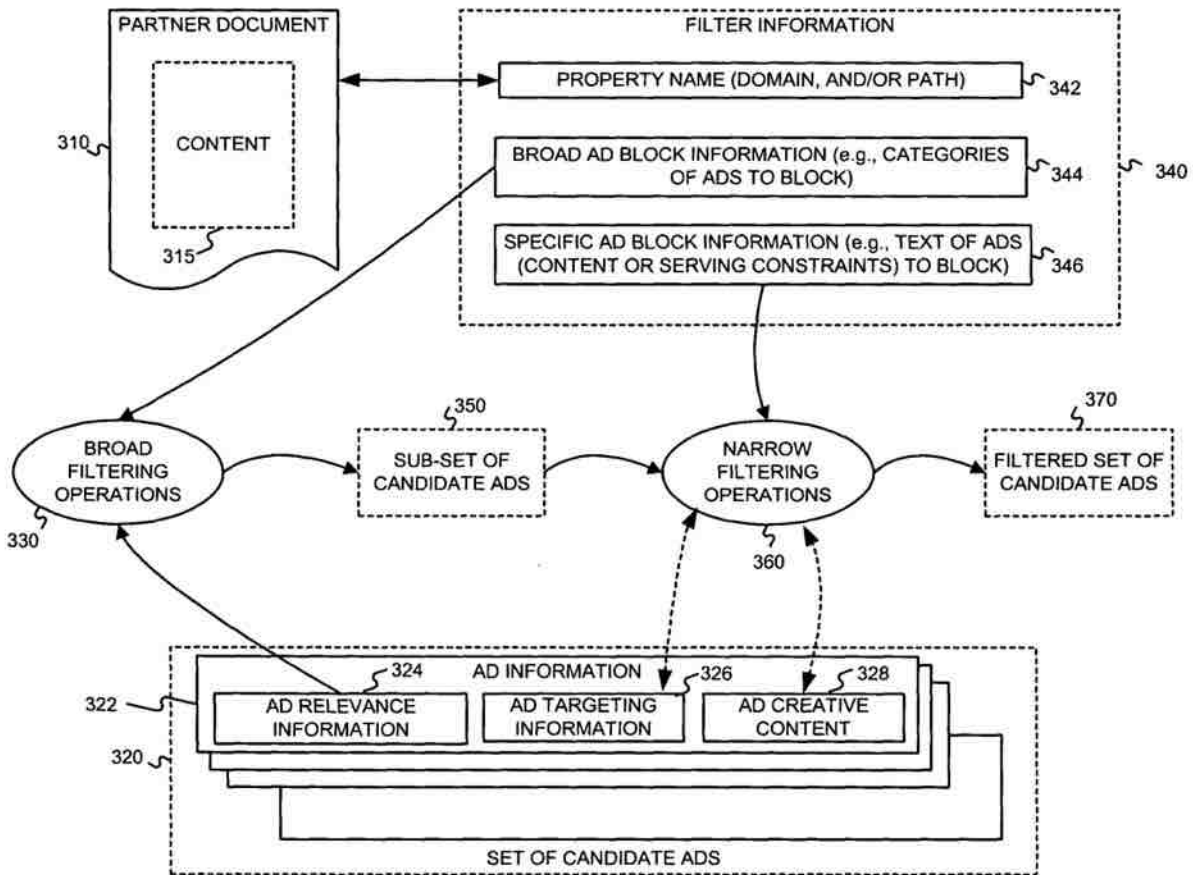
ENDORSEMENT ABUSE DETECTION VIA SOCIAL INTERACTIONS



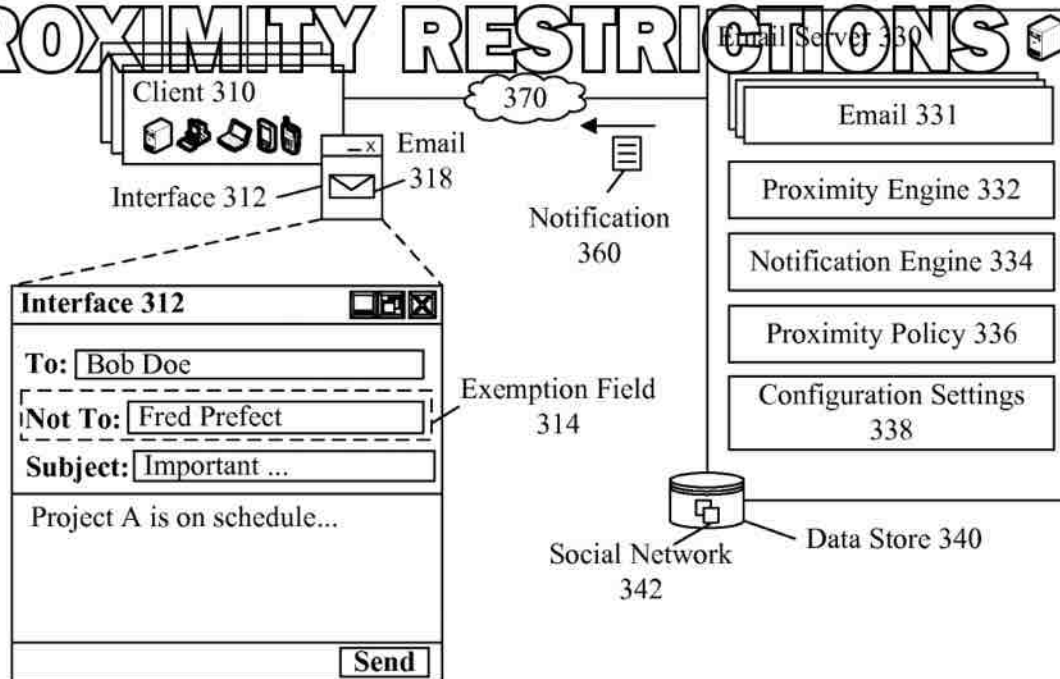
CLOUD BASED ANALYTICS TO MITIGATE ABUSE FROM INTERNET TROLLS



IDENTIFYING AND/OR BLOCKING ADS SUCH AS DOCUMENT SPECIFIC COMPETITIVE ADS



CONTROLLING EMAIL PROPAGATION WITHIN A SOCIAL NETWORK UTILIZING PROXIMITY RESTRICTIONS



Social Network 342

Node	Email Address	Ties	Relationship
Alice	alice@ibm.com	Joe, Fred	Marketing
Joe	joe@ibm.com	Ted, Sam	Co-workers
Fred	fred@ibm.com	Sue, Bob	Dev Team

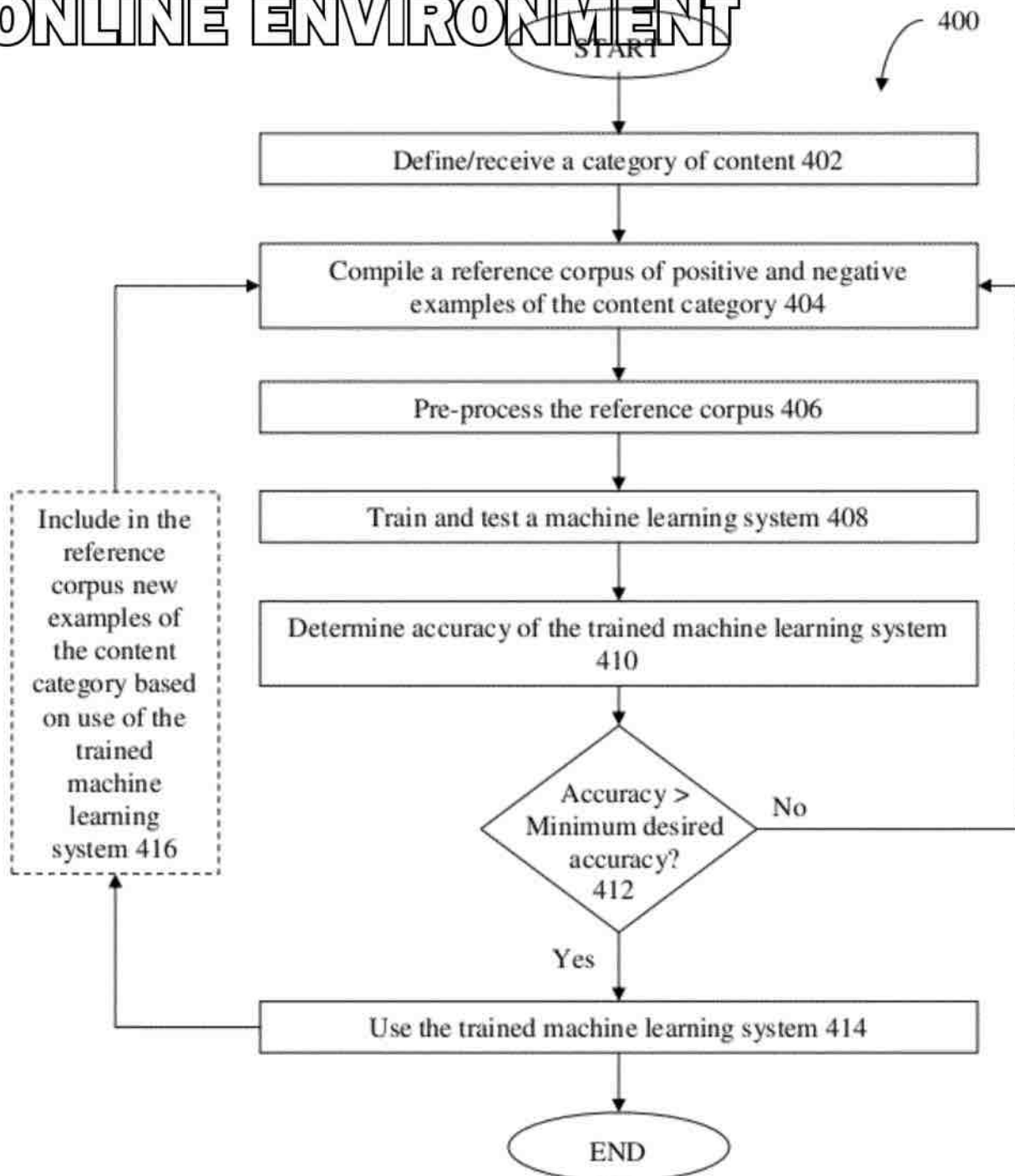
Email 331

Msg ID	Policy ID	Contents
Msg A	Policy_A	Project A...
Msg B	Policy_B	Project B...
Msg C	Policy_B	Project A...

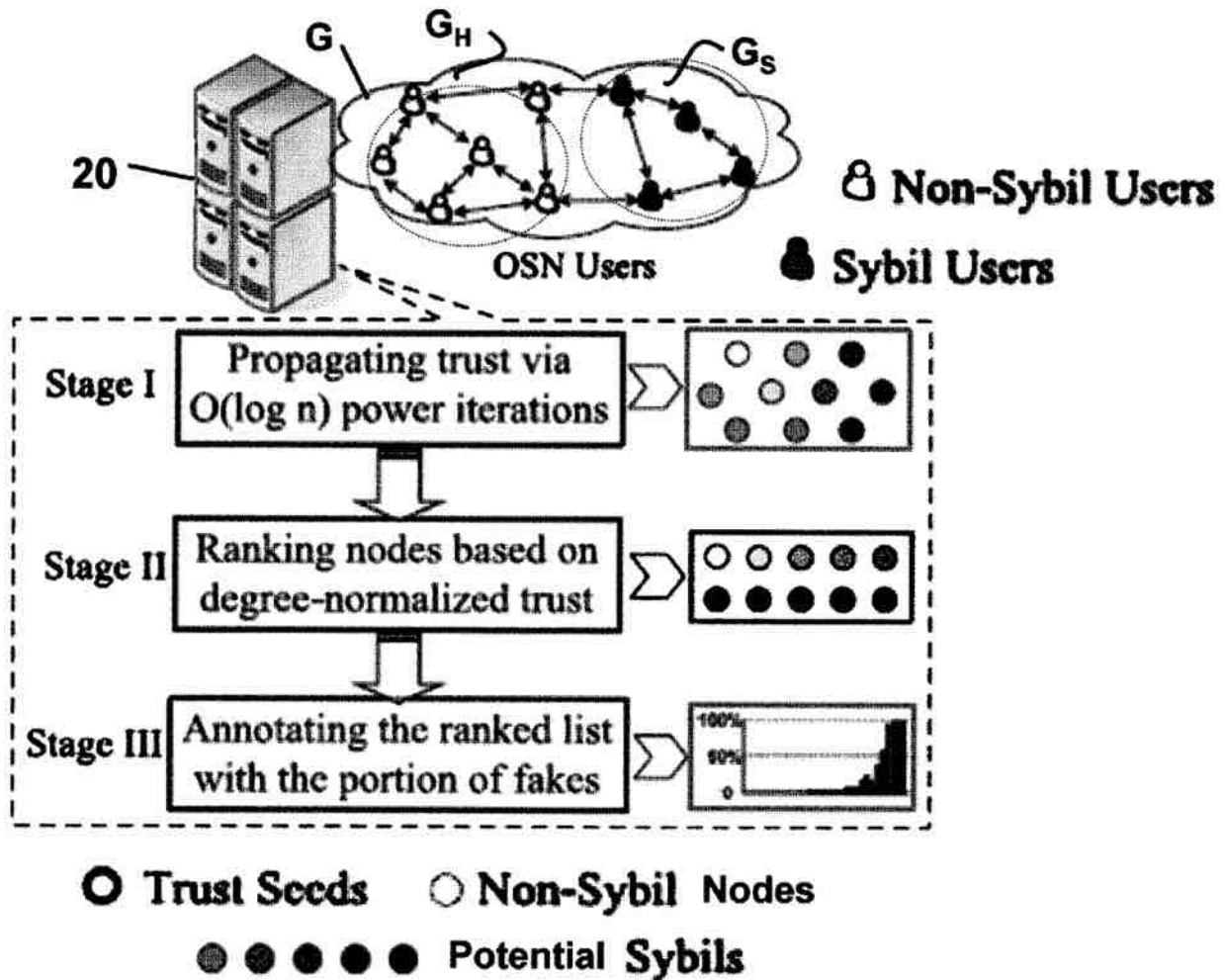
Policy 336

Policy ID	Policy
Policy_A	Fred's Network
Policy_B	Distance=2
Policy_C	Marketing

SYSTEMS AND METHODS FOR CATEGORIZING AND MODERATING USER GENERATED CONTENT IN AN ONLINE ENVIRONMENT

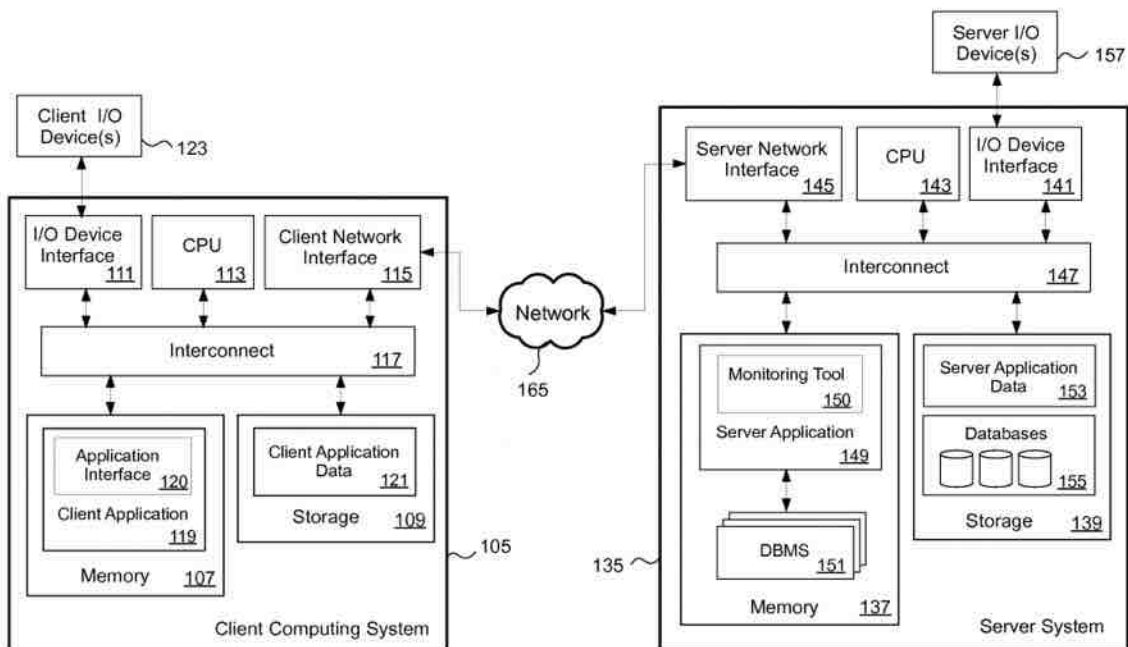


METHOD AND SYSTEM FOR DETECTING FAKE ACCOUNTS IN ONLINE SOCIAL NETWORKS

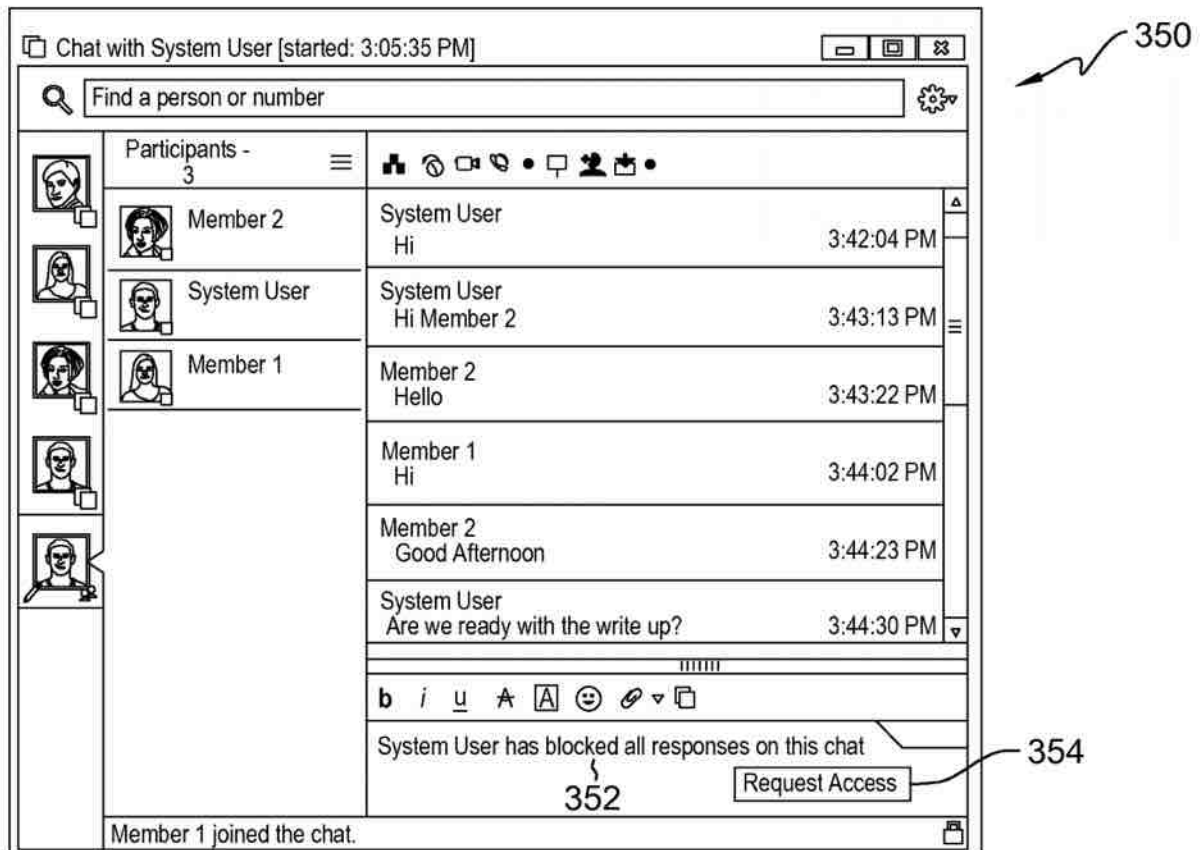


ADDRESSING PROPAGATION OF INACCURATE INFORMATION IN A SOCIAL NETWORKING ENVIRONMENT

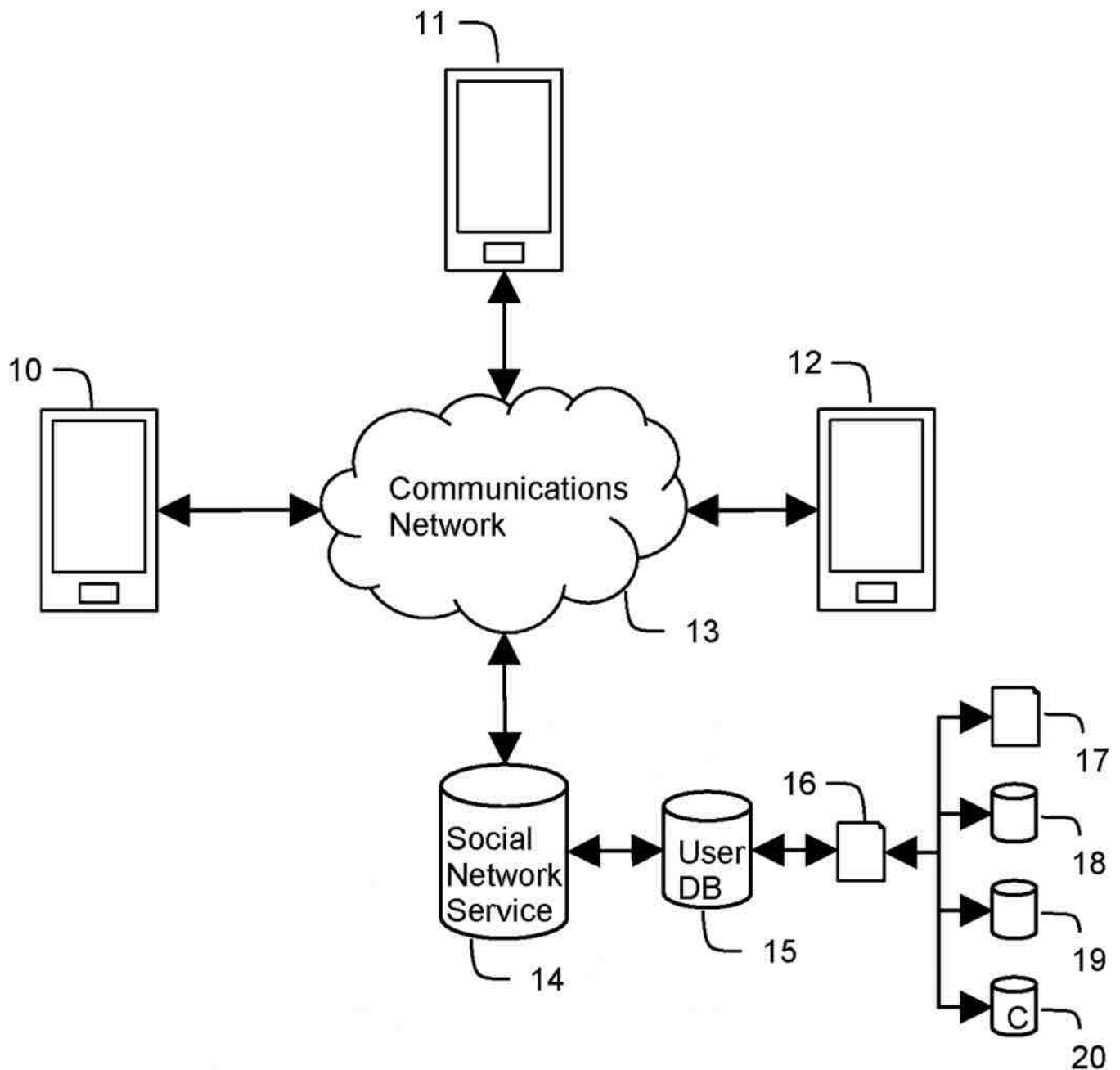
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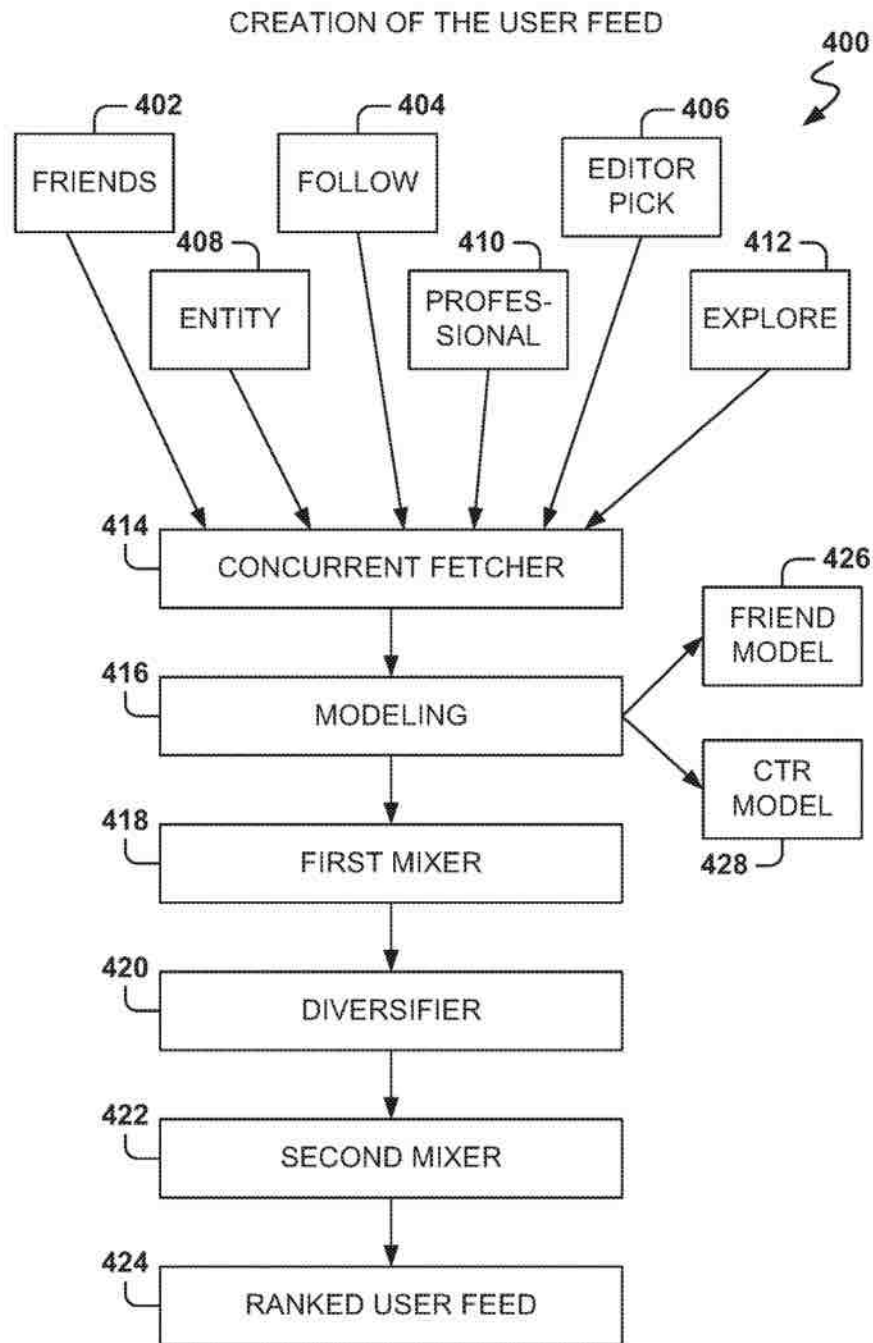
SELECTIVELY BLOCKING RESPONSES FROM MEMBERS IN A CONVERSATION THREAD



SYSTEM AND METHOD FOR CENSORING OF COMMENTS MADE ON SOCIAL MEDIA



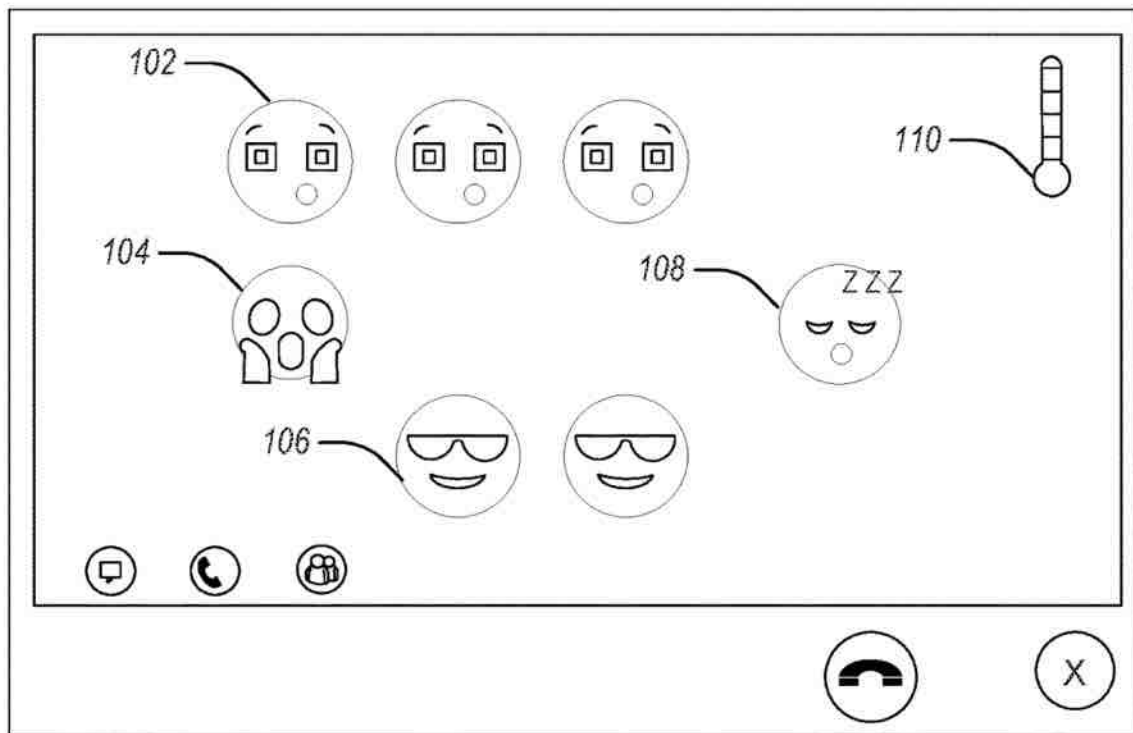
QUALITY INDUSTRY CONTENT MIXED WITH FRIENDS POSTS IN SOCIAL NETWORK



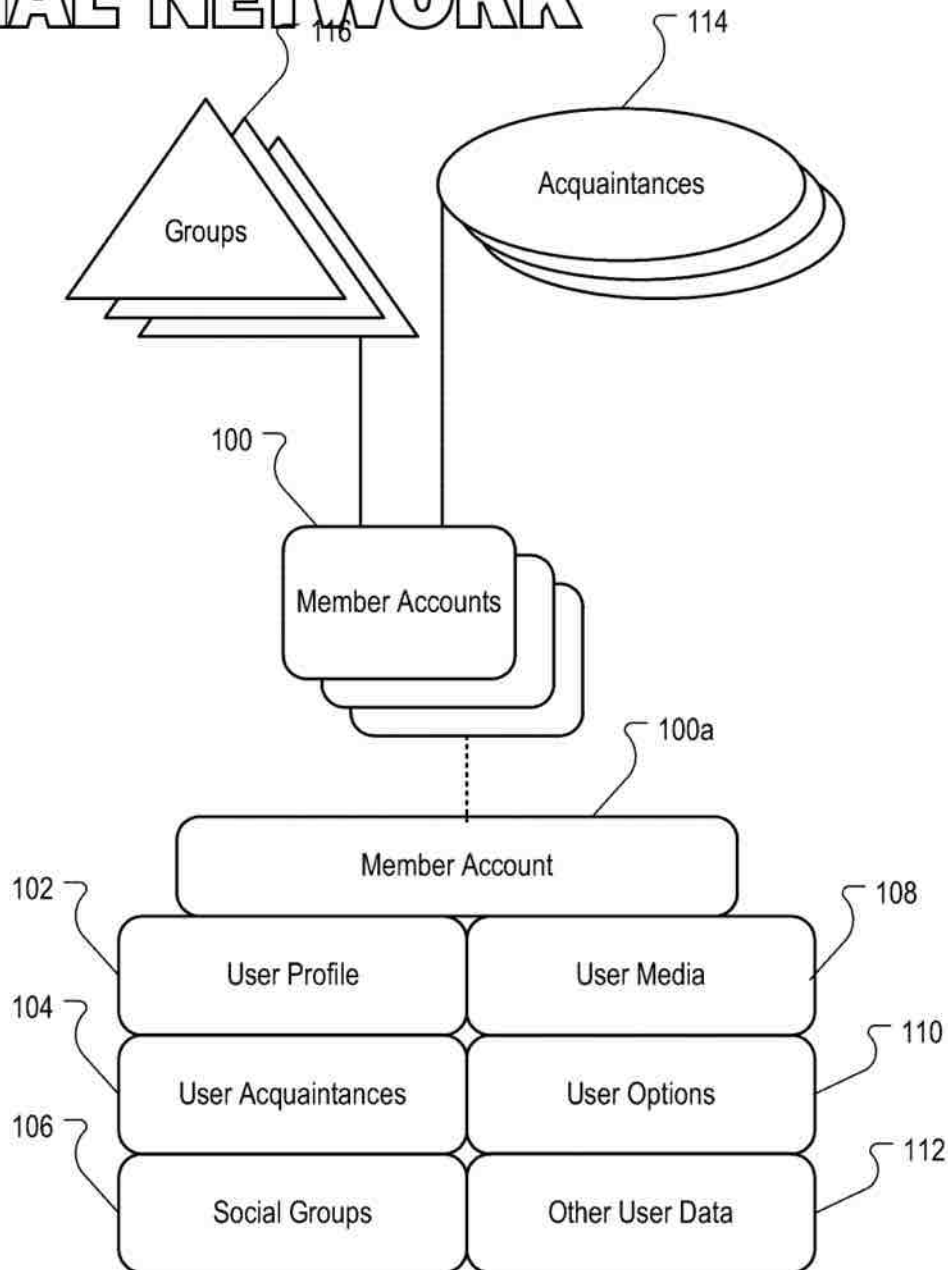
ADDICTION

AUDIENCE ENGAGEMENT FEEDBACK SYSTEMS AND TECHNIQUES

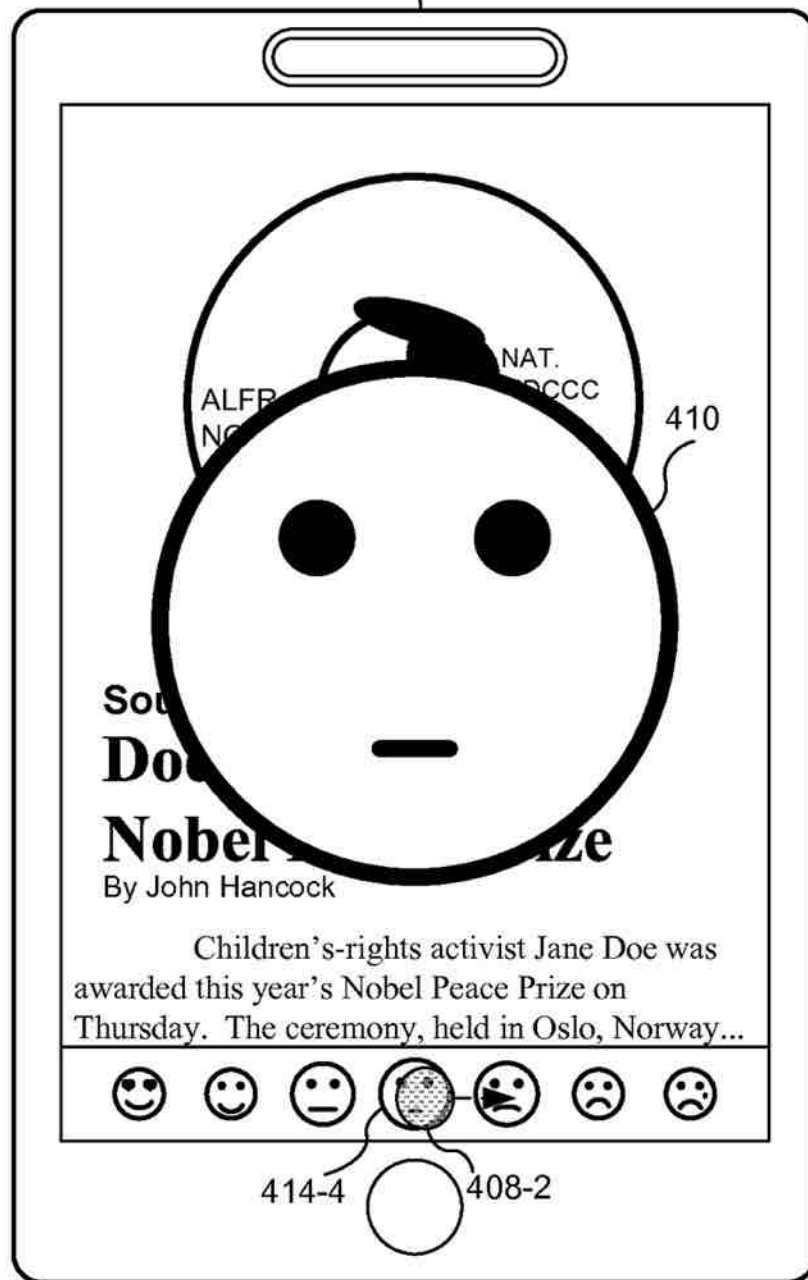
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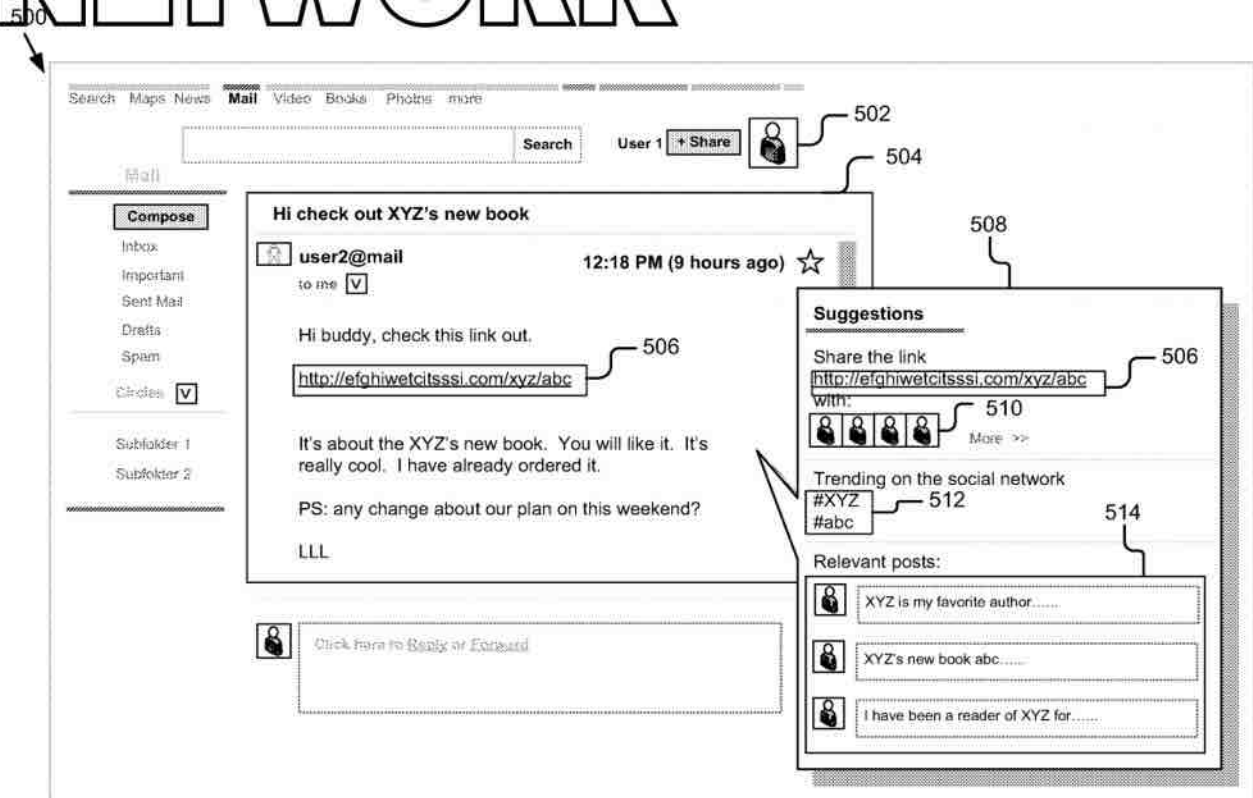
SUGGESTING INTERACTION AMONG MEMBERS OF A SOCIAL NETWORK



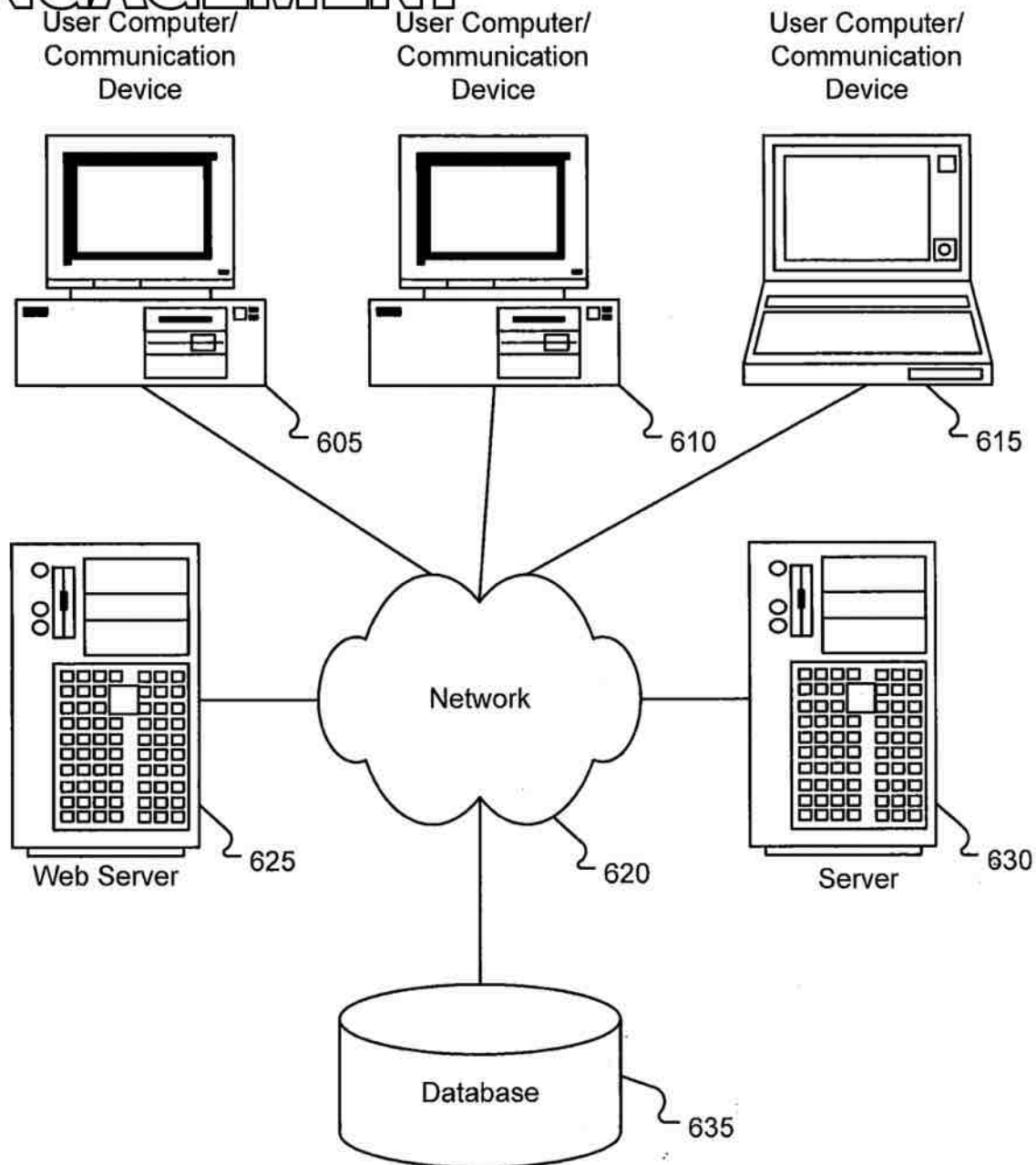
METHODS AND SYSTEMS FOR PROVIDING USER FEEDBACK USING AN EMOTION SCALE



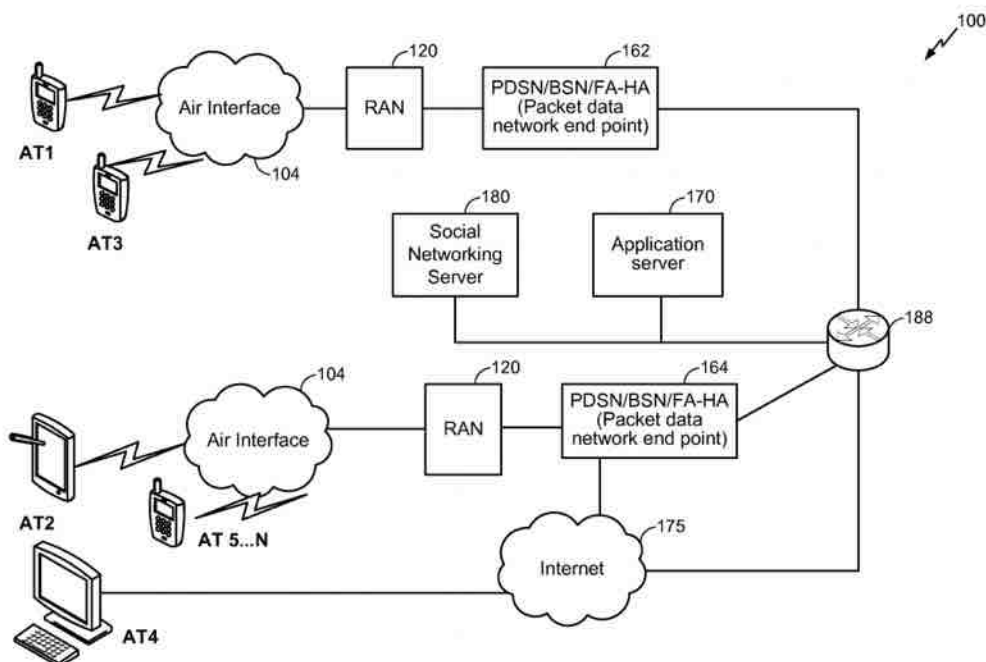
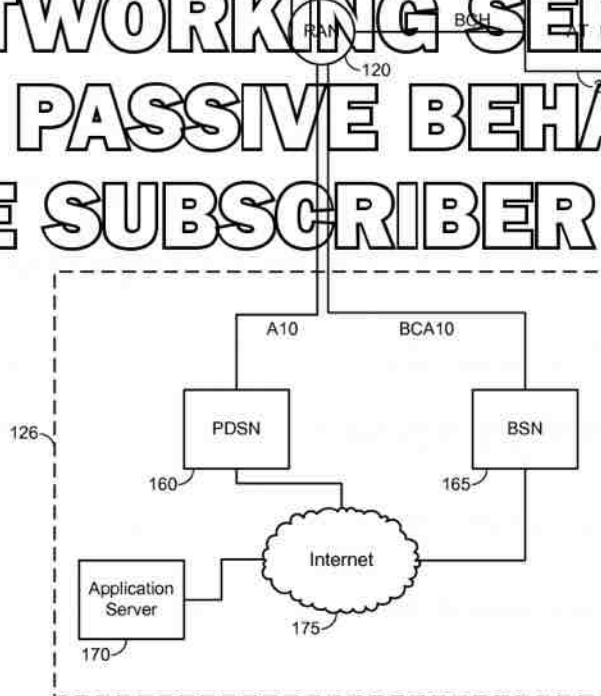
ENCOURAGING CONVERSATION IN A SOCIAL NETWORK



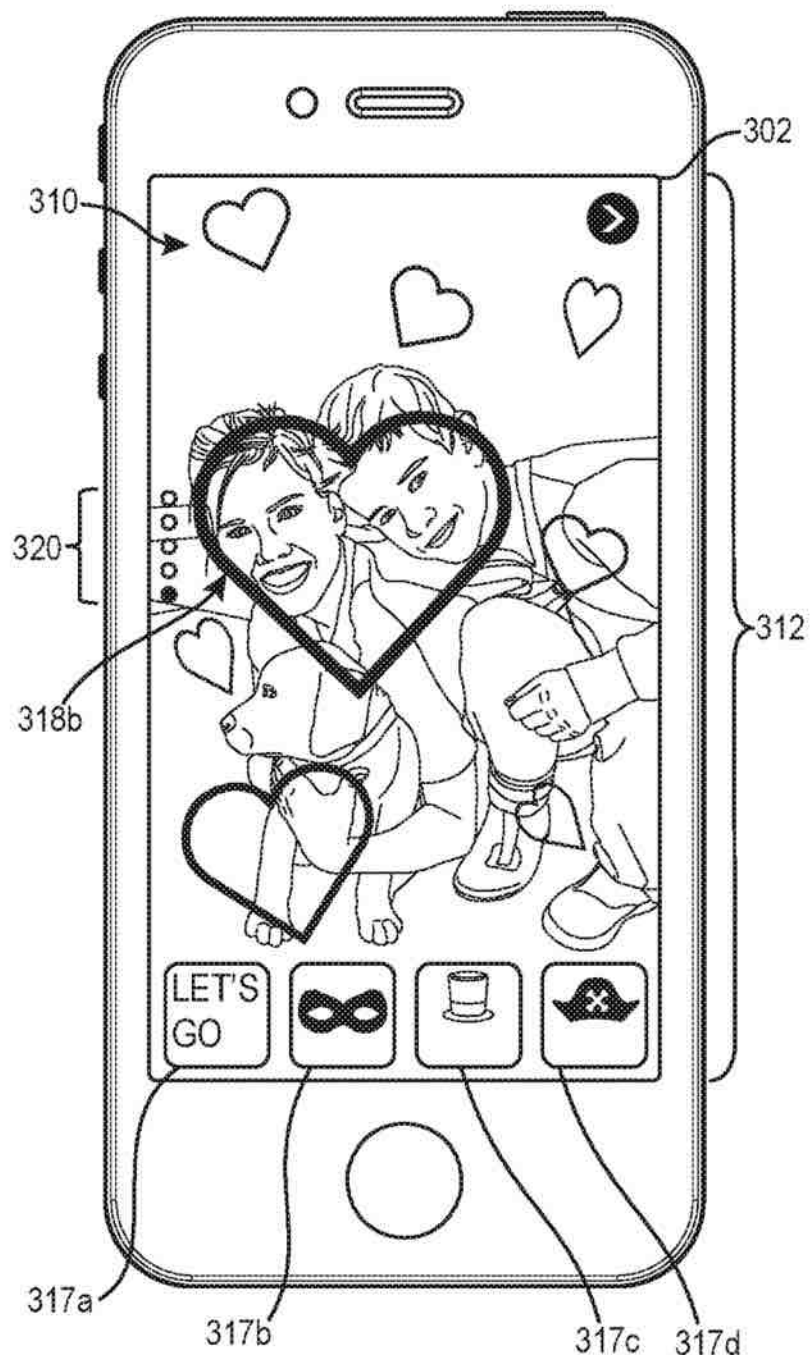
STALKING SOCIAL MEDIA USERS TO MAXIMIZE THE LIKELIHOOD OF IMMEDIATE ENGAGEMENT



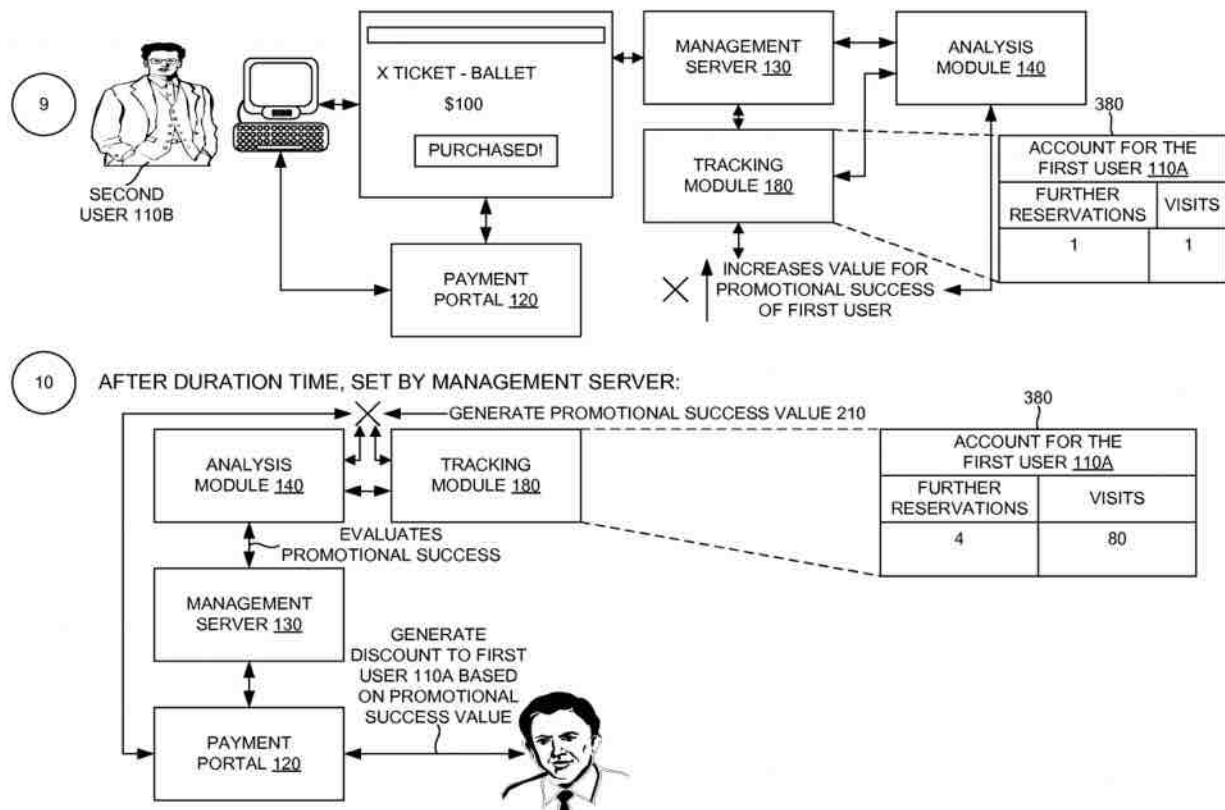
INTERACTING WITH A SUBSCRIBER TO A SOCIAL NETWORKING SERVICE BASED ON PASSIVE BEHAVIOR OF THE SUBSCRIBER



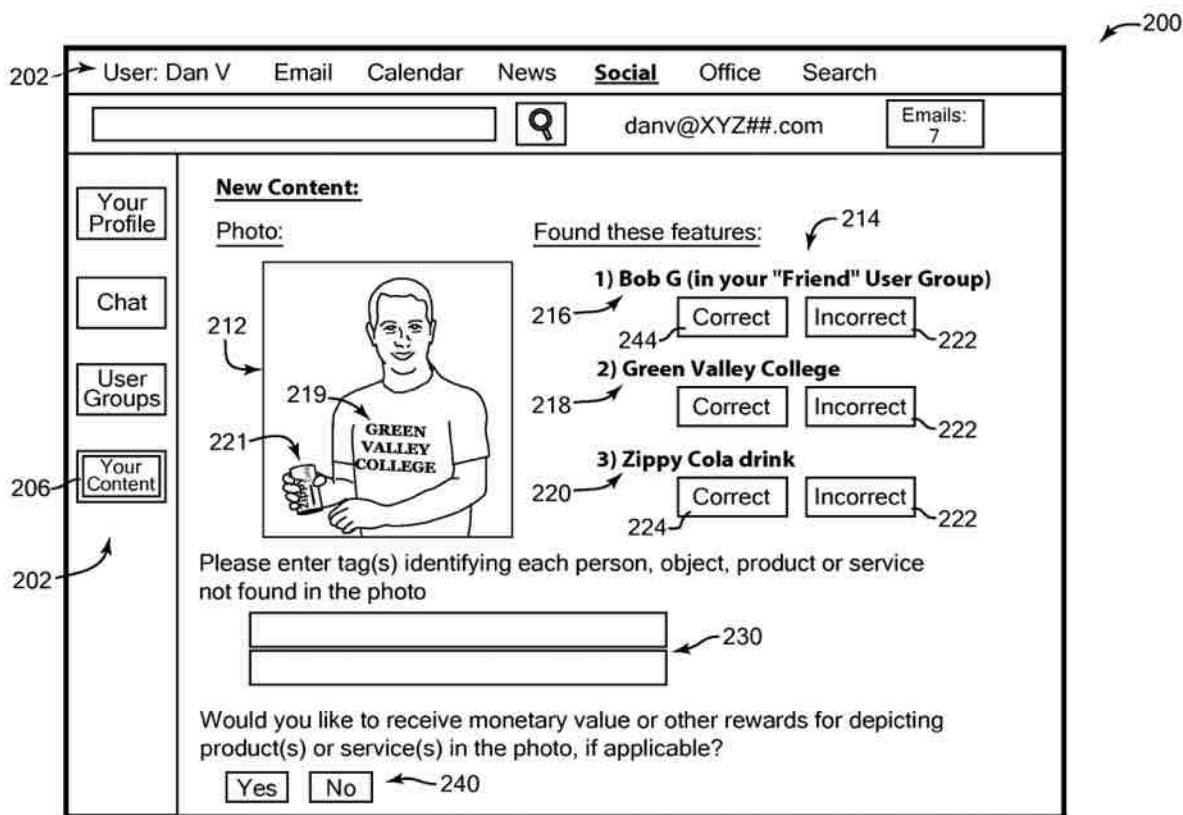
DYNAMICALLY RANKING MEDIA EFFECTS BASED ON USER AND DEVICE CHARACTERISTICS



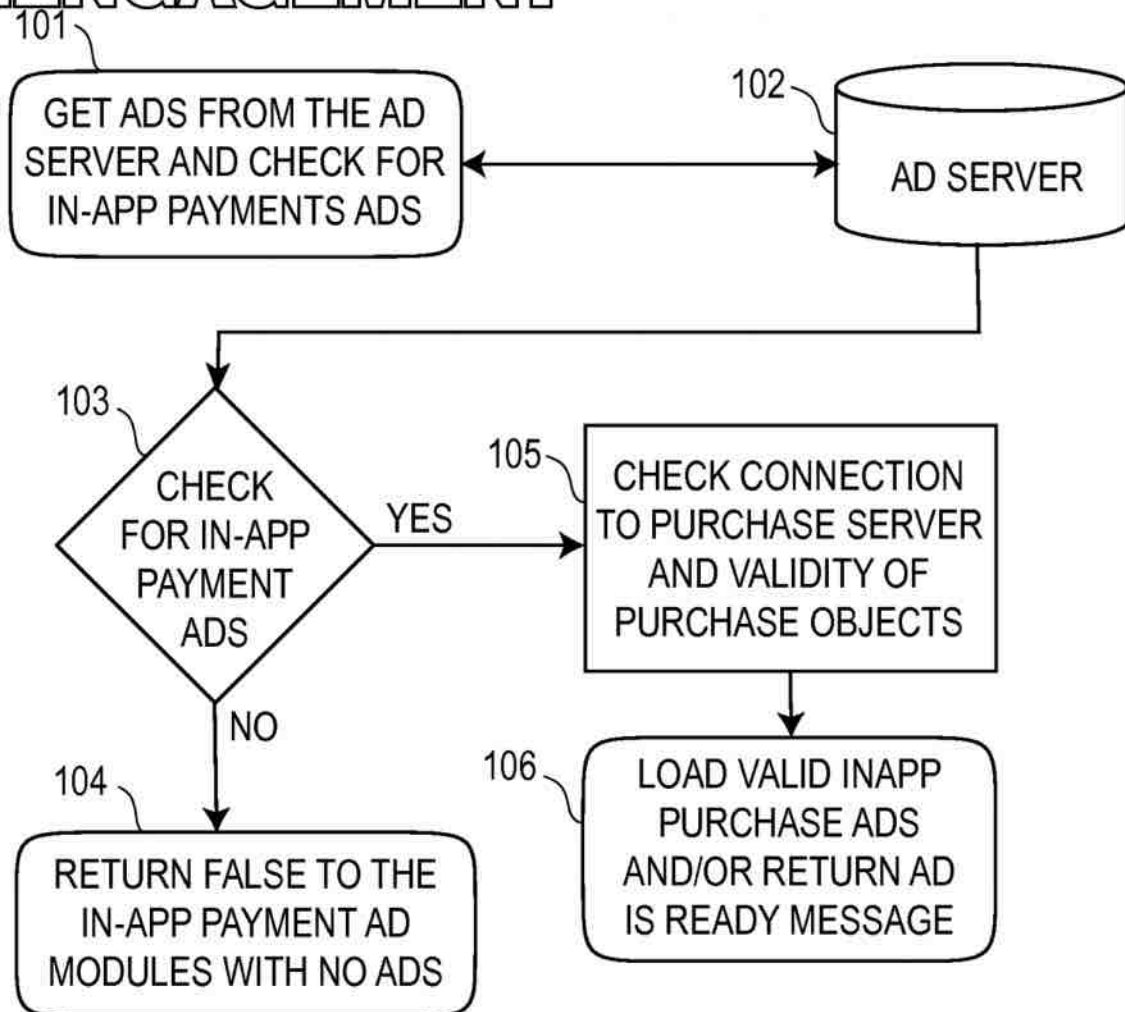
PROVIDING TARGETED CONSIDERATION AND INCENTIVE GENERATION OF A TICKETED ITEM IN A SOCIAL ENVIRONMENT



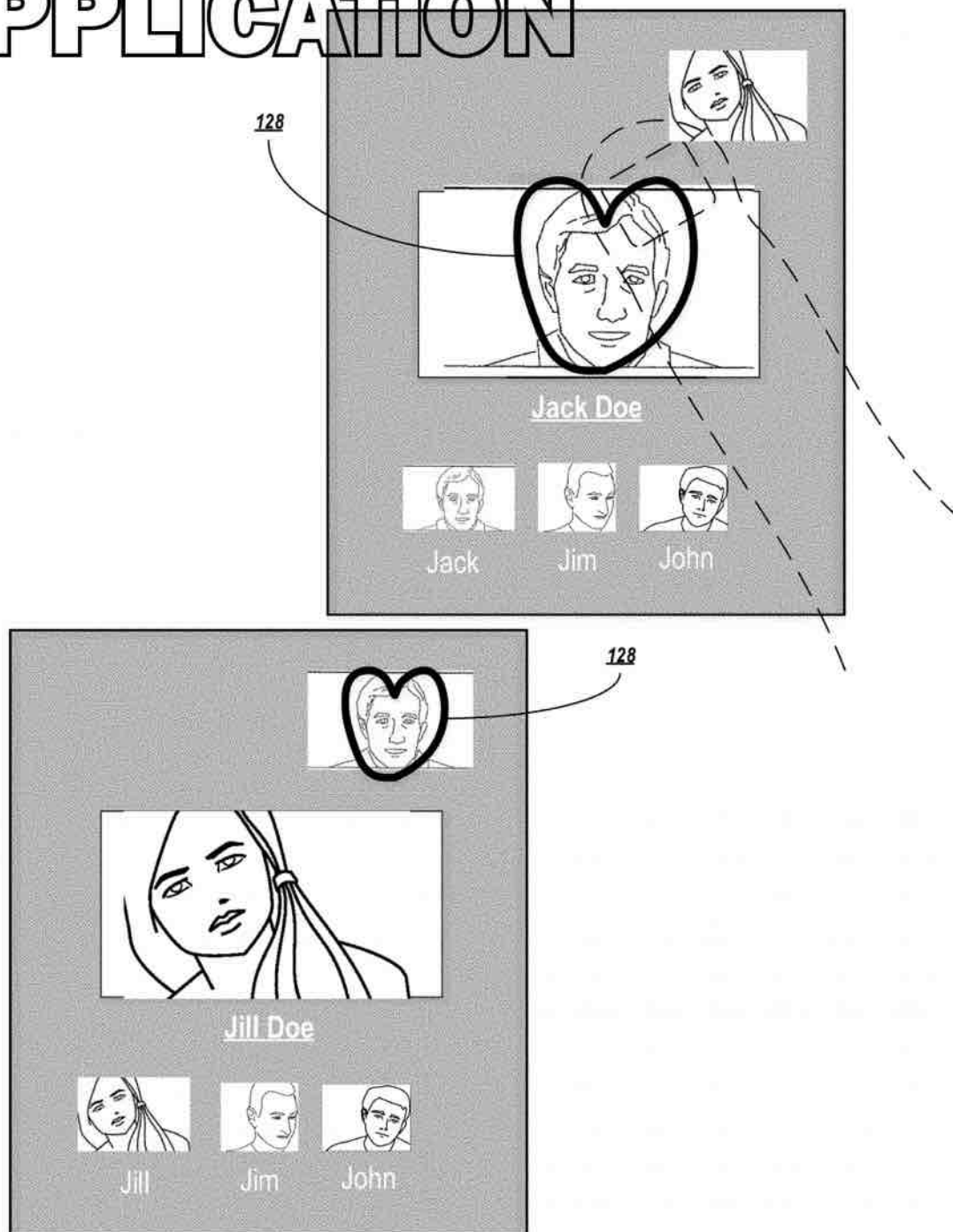
USER REWARDS FROM ADVERTISERS FOR CONTENT PROVIDED BY USERS OF A SOCIAL NETWORKING SERVICE



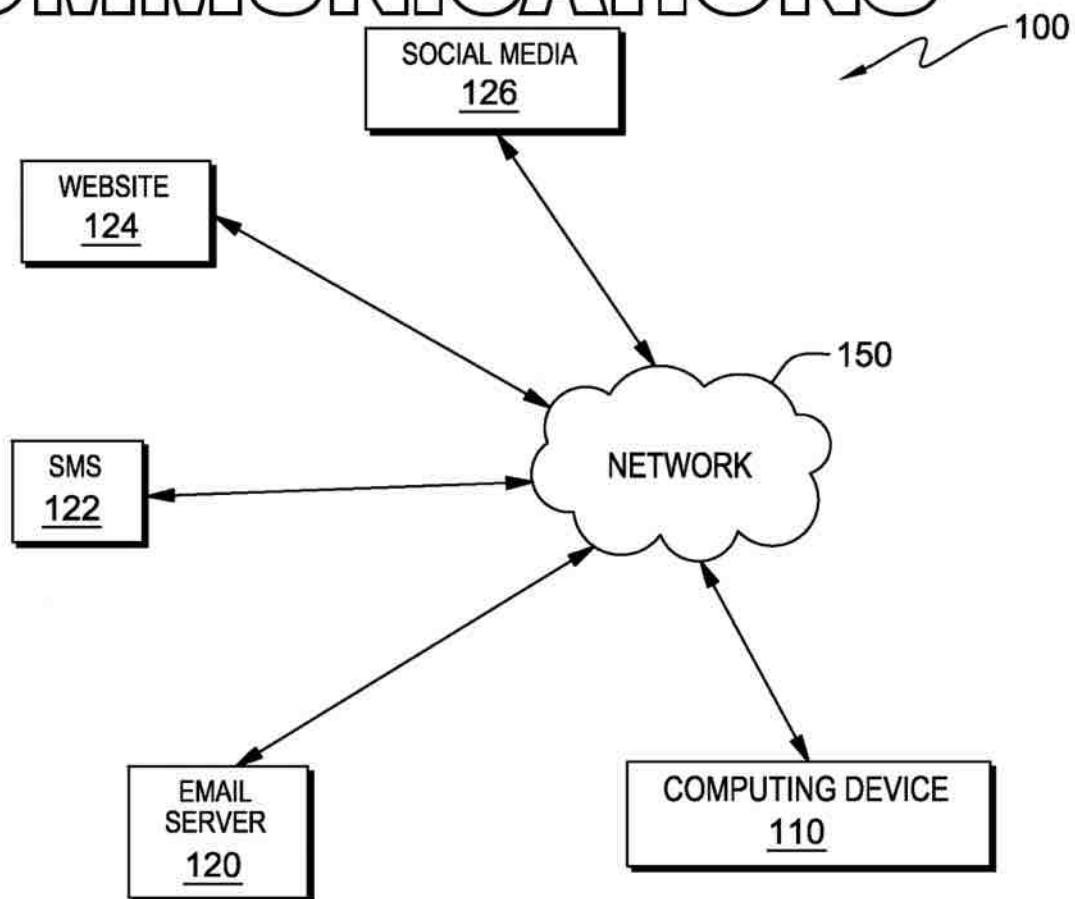
VIDEOS FOR IN APPLICATION PURCHASES AND REWARDS FOR SHARING SAME THROUGH SOCIAL MEDIA AND VIDEO ADVERTISING FOR REENGAGEMENT



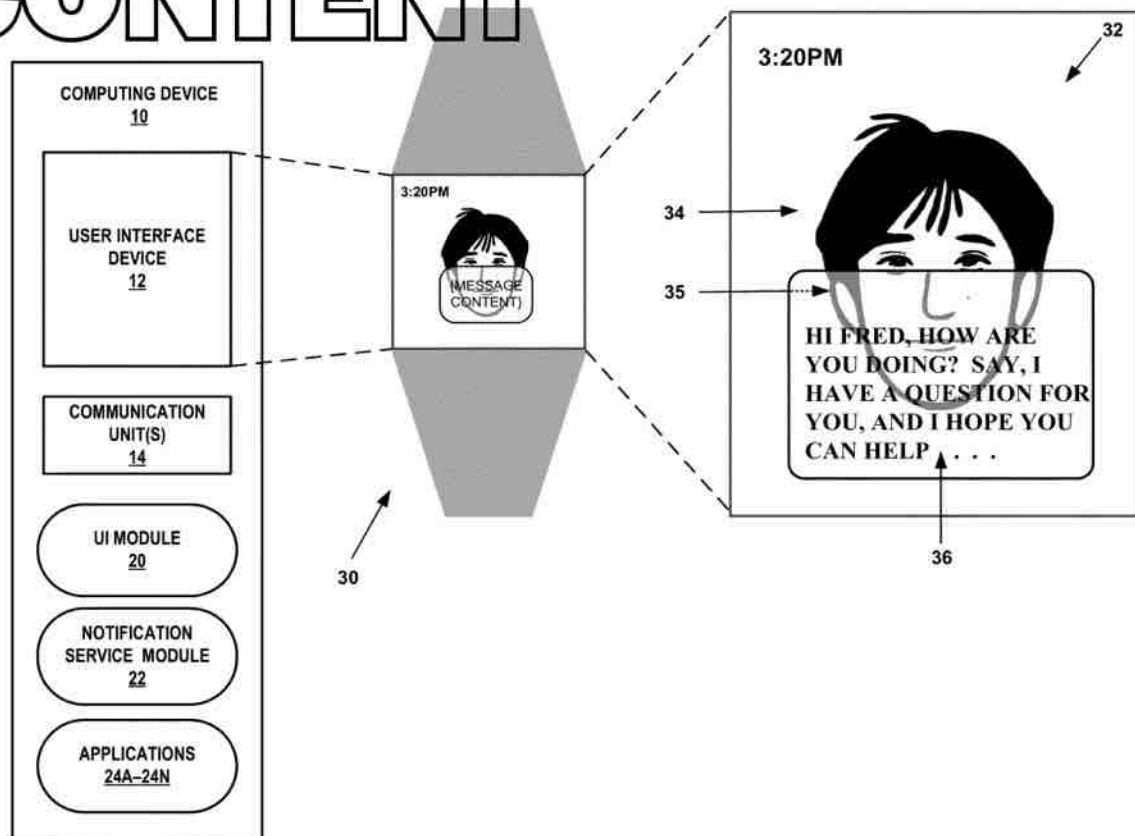
CONTEXT BASED MEDIA EFFECT APPLICATION



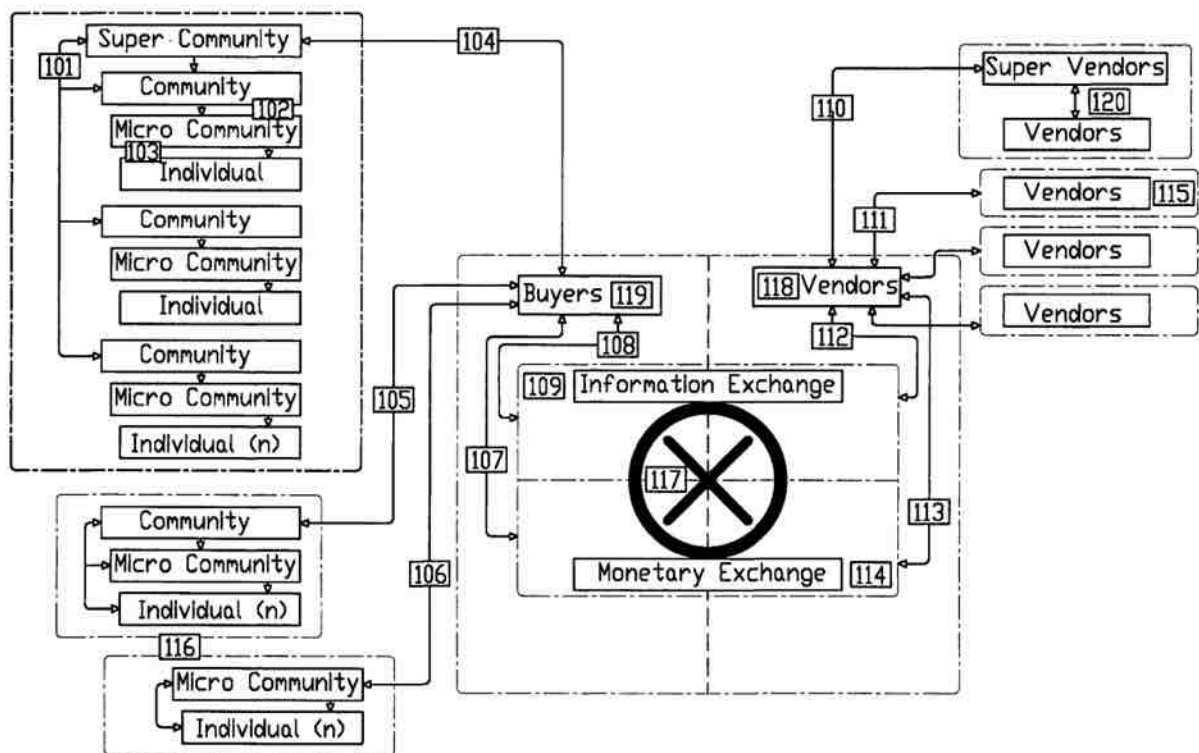
ENHANCED NOTIFICATION FOR RELEVANT COMMUNICATIONS



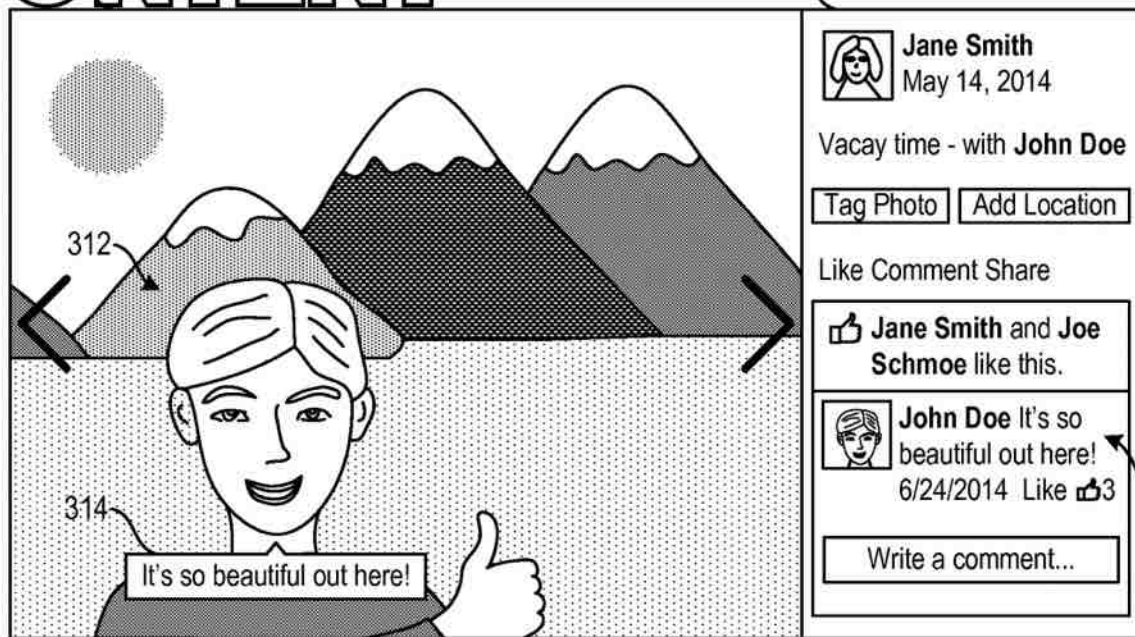
MANAGEMENT AND PRESENTATION OF NOTIFICATION CONTENT



COMMUNITY INCENTIVIZED EXCHANGE FOR MONETIZING SOCIAL MEDIA AND CONSUMER DRIVEN ADVERTISEMENT

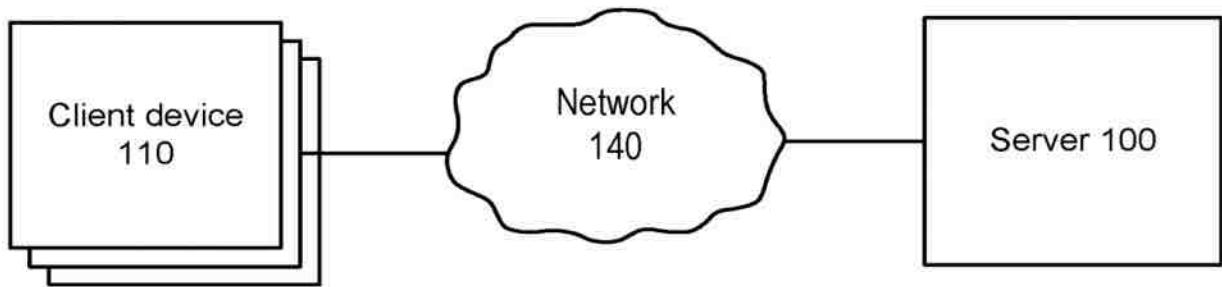


SYSTEMS AND METHODS FOR PROVIDING TEXTUAL SOCIAL REMARKS OVERLAID ON MEDIA CONTENT



322

ANTICIPATING USER DISSATISFACTION VIA MACHINE LEARNING



SYSTEM AND METHOD FOR INCREASING CLARITY AND EXPRESSIVENESS IN NETWORK COMMUNICATIONS

10 minutes ago you said:

you guys suck !!!!!
where were you yesterday? :(

8 minutes ago UserNAME1232 said:

What are you talking about??

UserNAME1232 just said:

I'm bummed
what's up??



Post

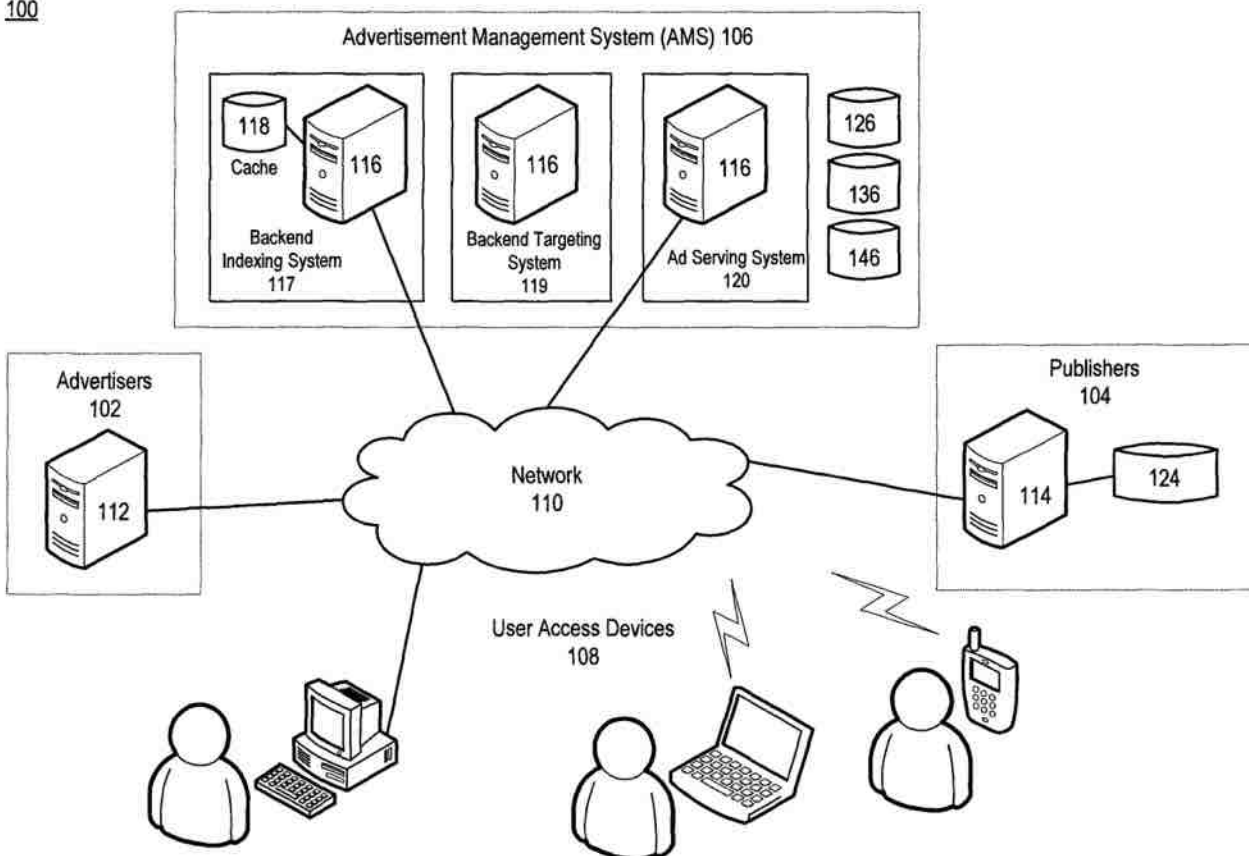
INFORMATION PUSHING METHOD, APPARATUS, AND SYSTEM



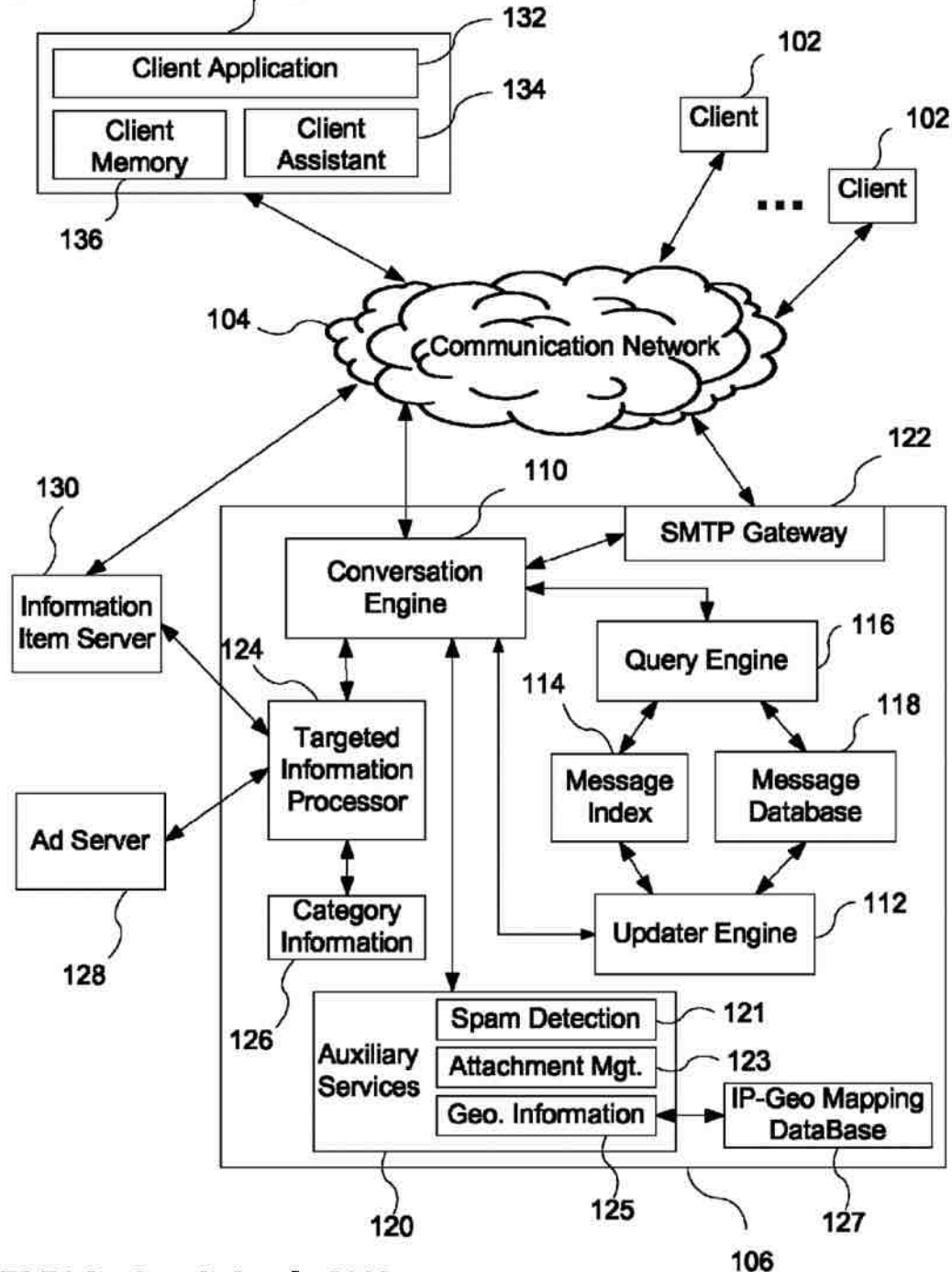
TARGETING AND PROFILING

TARGETING ADVERTISEMENTS BASED ON CACHED CONTENTS

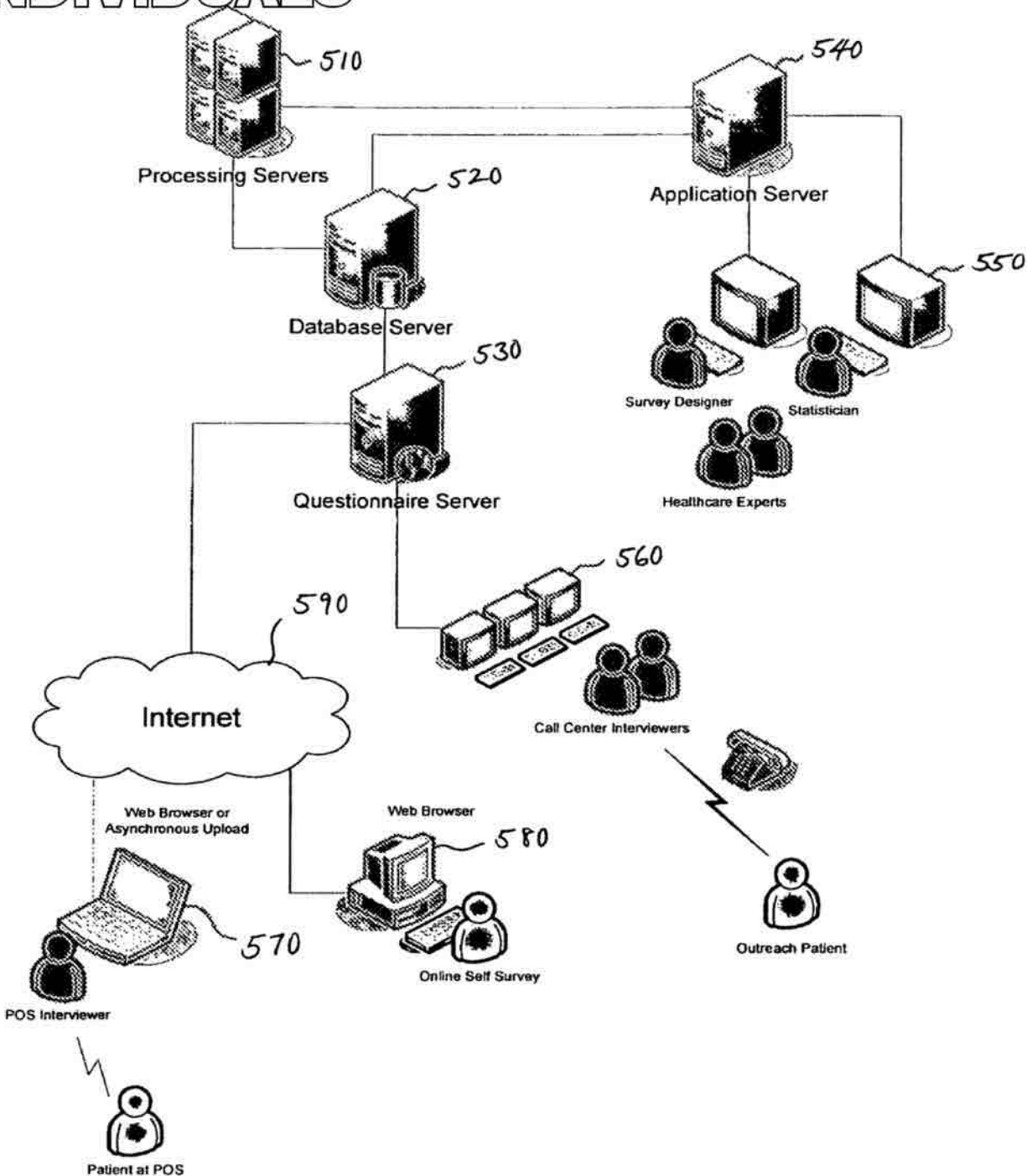
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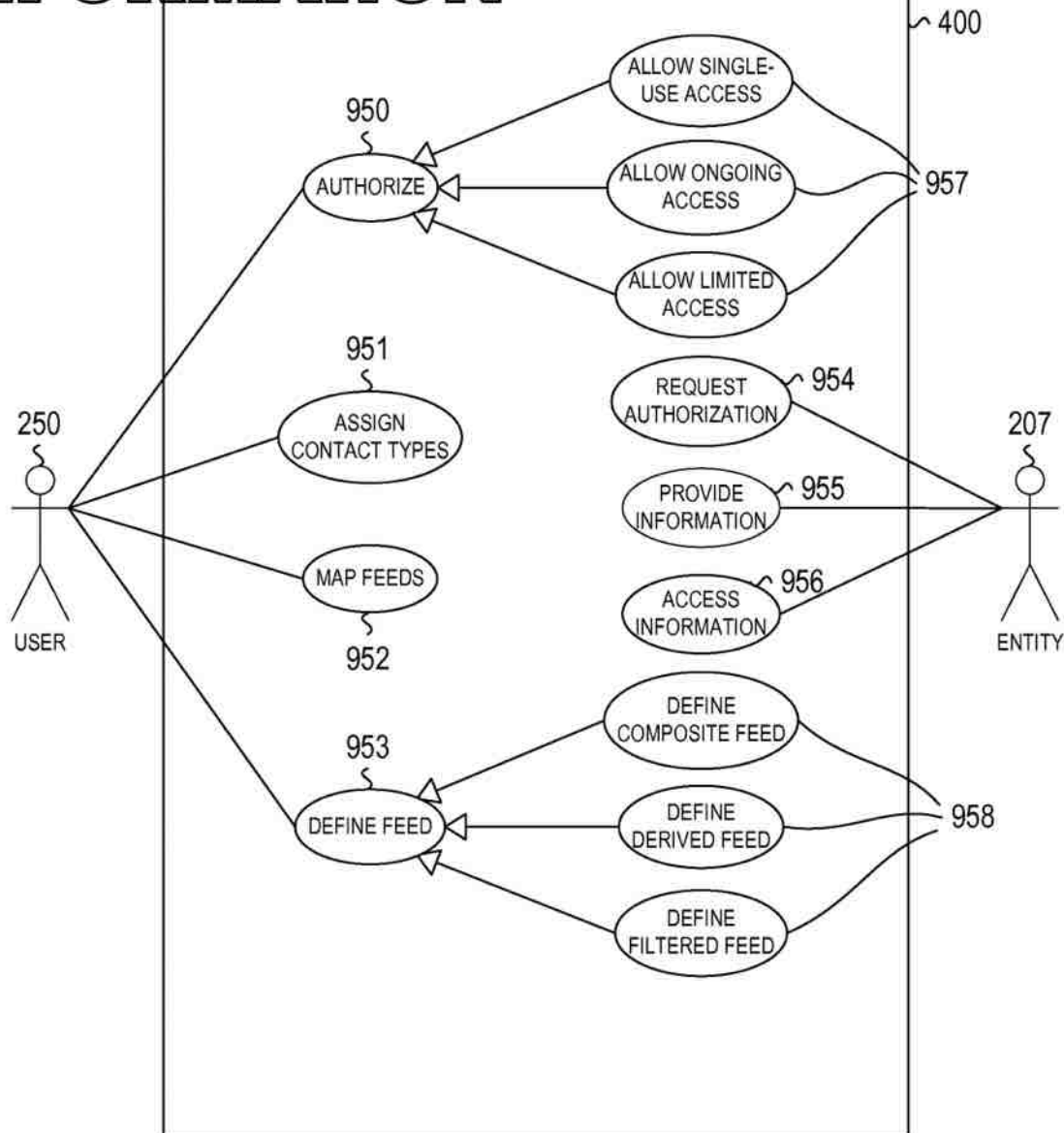
SYSTEM AND METHOD FOR TARGETING ADVERTISEMENTS OR OTHER INFORMATION USING USER GEOGRAPHICAL INFORMATION



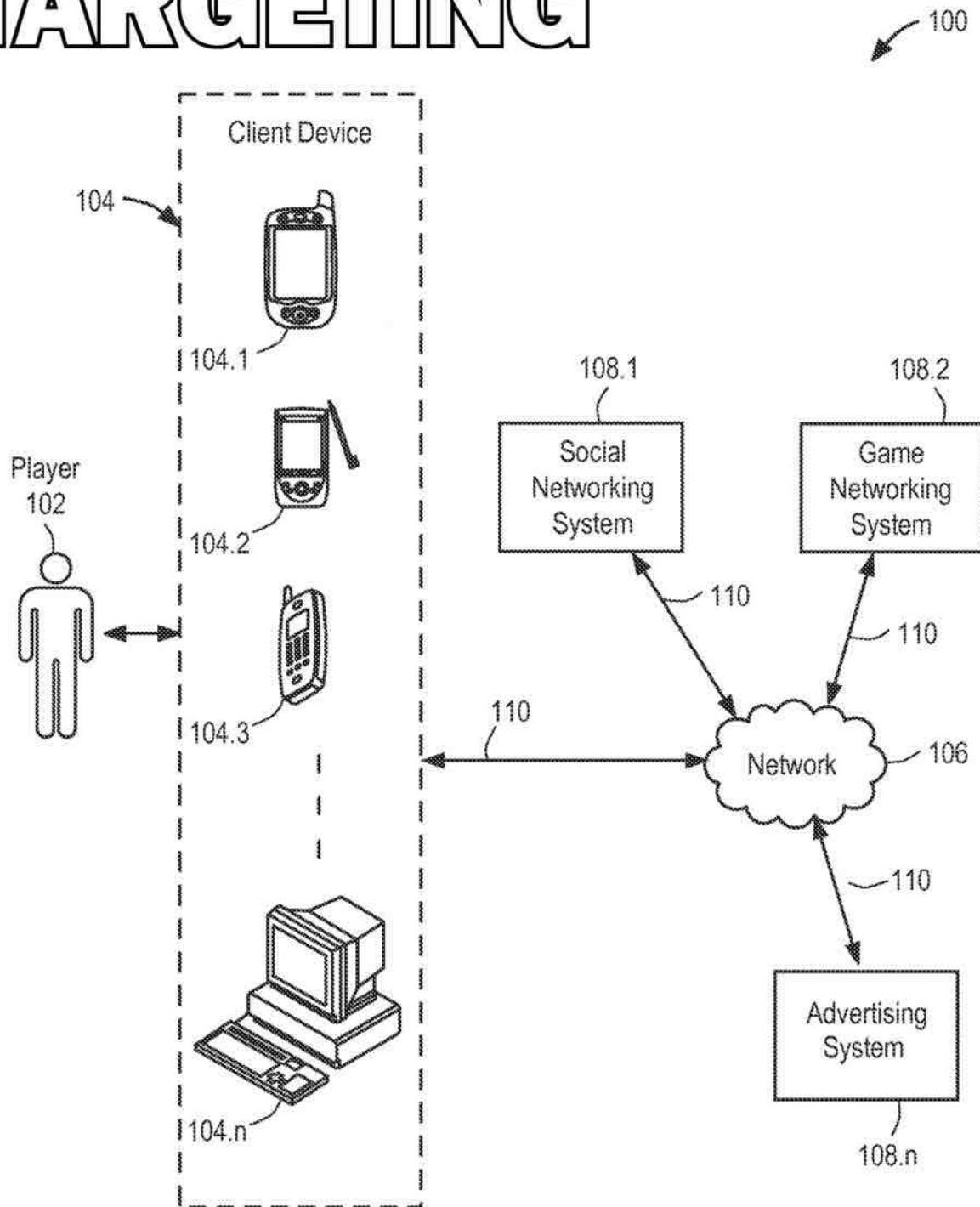
SYSTEM AND METHOD FOR PSYCHOGRAPHIC PROFILING OF TARGETED POPULATIONS OF INDIVIDUALS



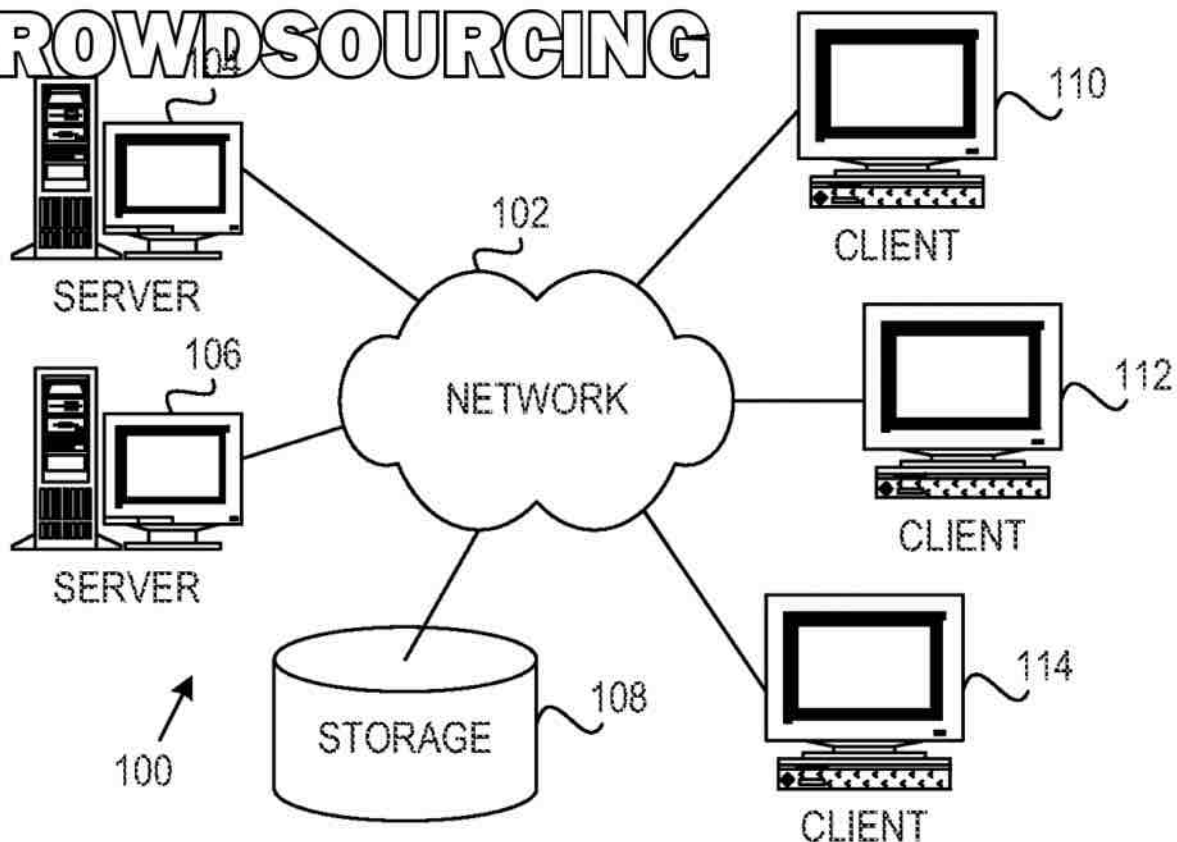
DETERMINING LIFESTYLE RECOMMENDATIONS USING AGGREGATED PERSONAL INFORMATION



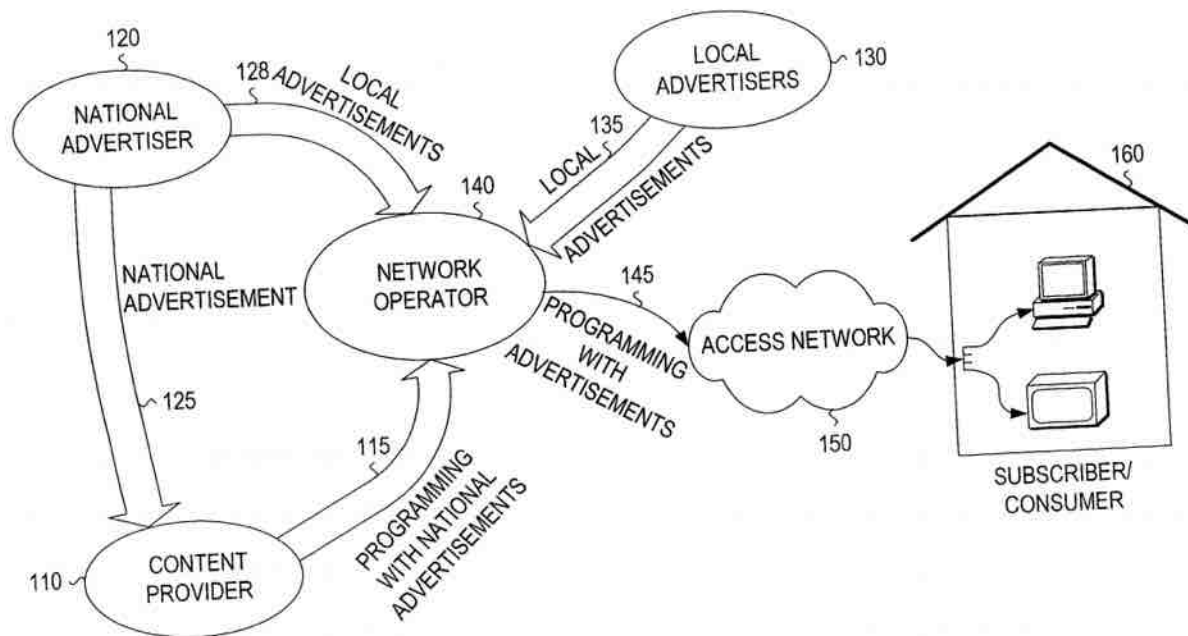
PERSONAL AD TARGETING



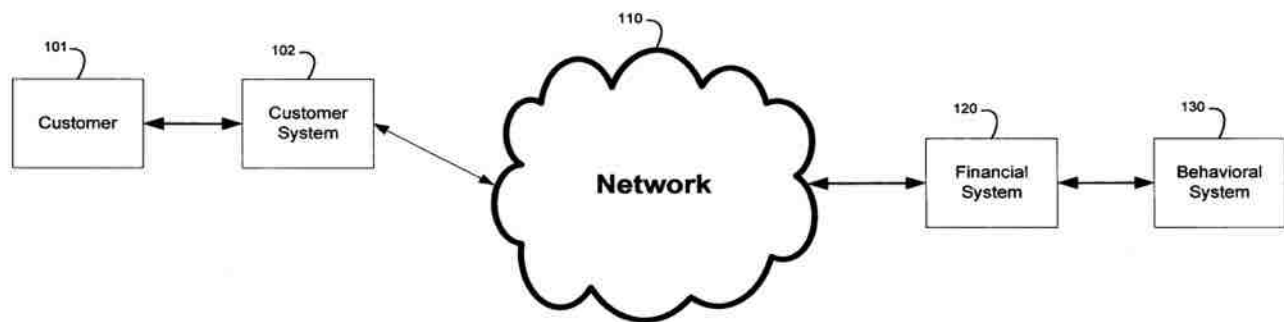
IDENTIFICATION OF TARGET AUDIENCE FOR CONTENT DELIVERY IN SOCIAL NETWORKS BY QUANTIFYING SEMANTIC RELATIONS AND CROWDSOURCING



TARGETING ADS TO SUBSCRIBERS BASED ON PRIVACY PROTECTED SUBSCRIBER PROFILES

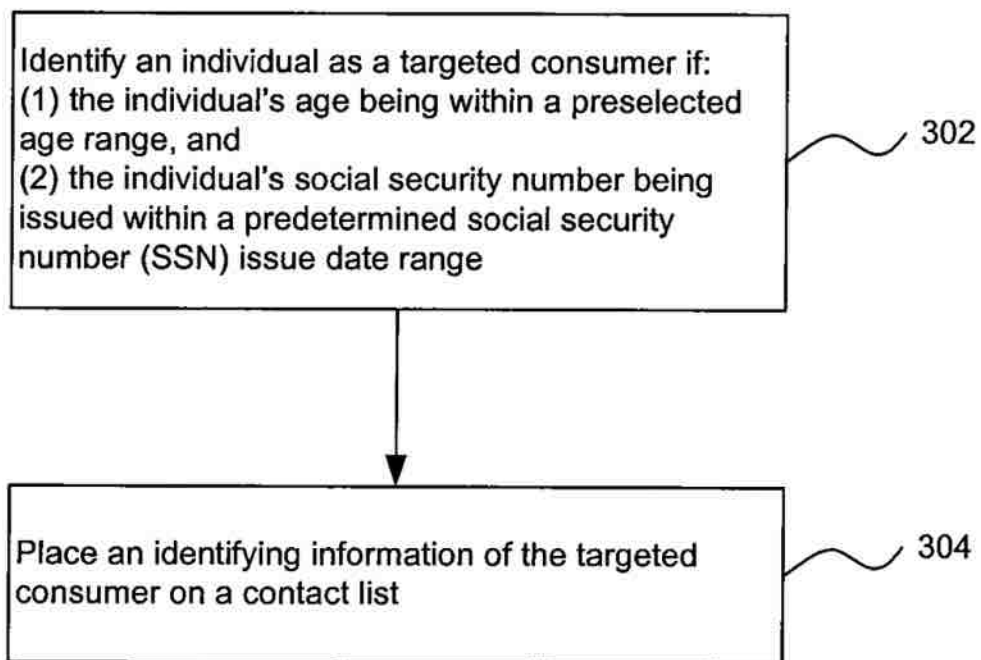


SYSTEM AND METHOD FOR BEHAVIORIAL PSYCHOLOGY AND PERSONALITY PROFILING TO ADAPT CUSTOMER SERVICE COMMUNICATIONS

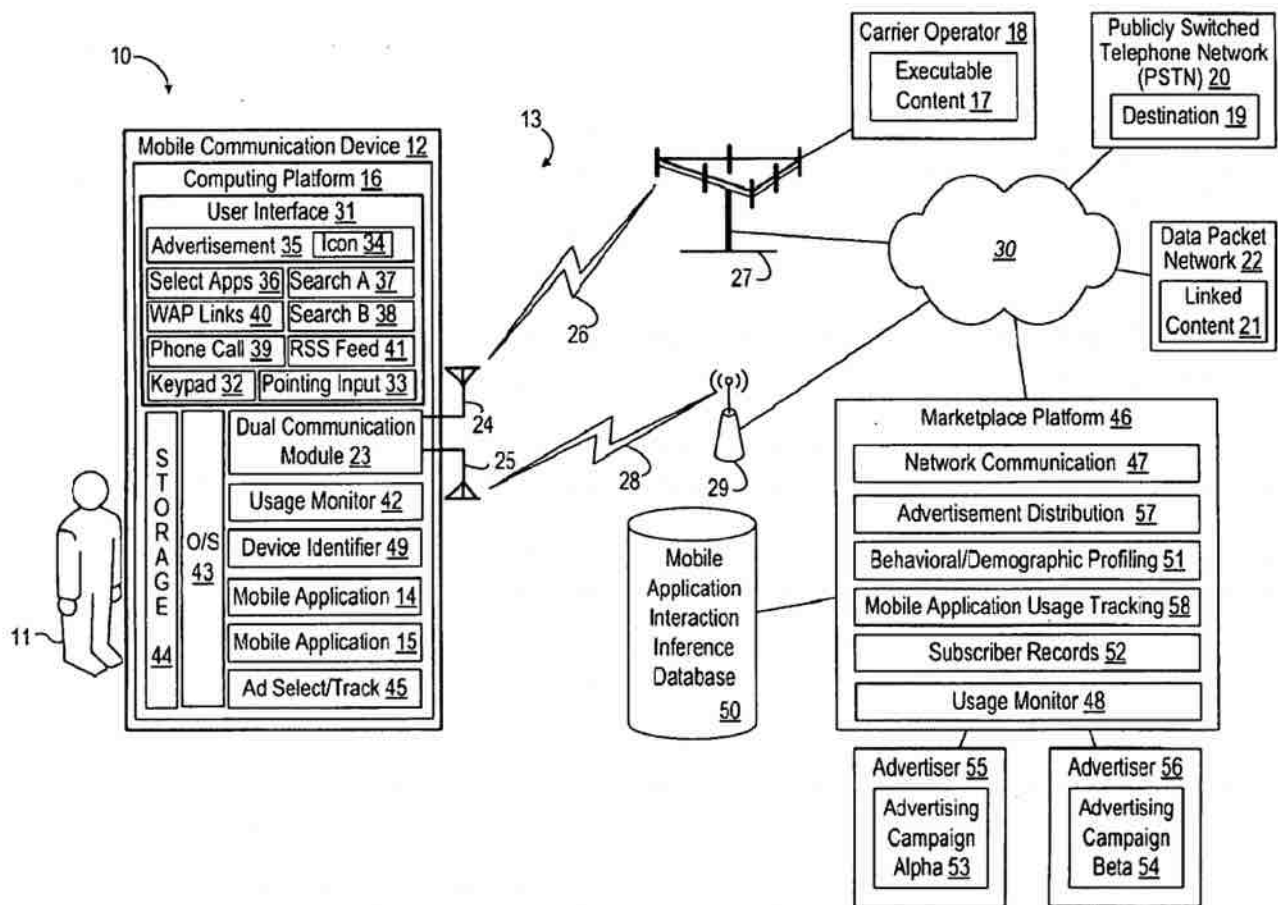


SYSTEM AND METHOD FOR IDENTIFYING TARGETED CONSUMERS USING PARTIAL SOCIAL SECURITY NUMBERS

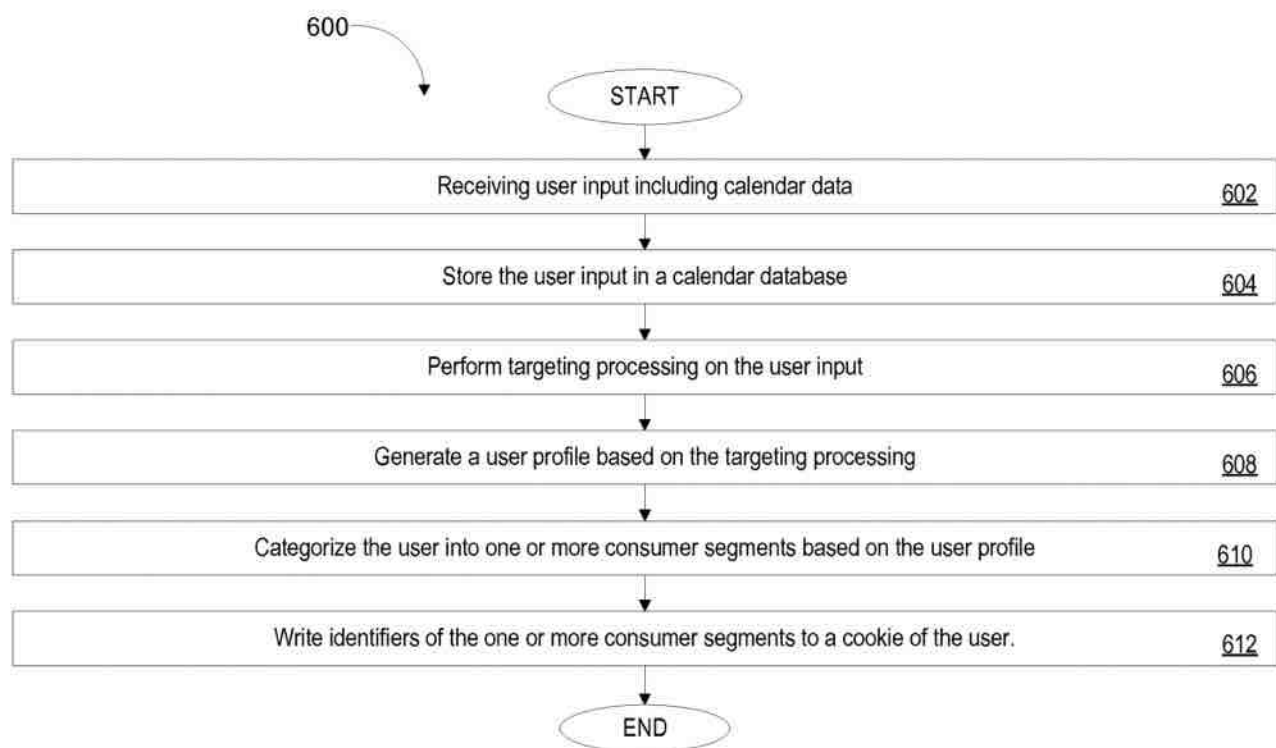
300



KEYWORD TRACKING FOR MICROTARGETING OF MOBILE ADVERTISING



METHOD AND APPARATUS FOR BEHAVIORAL AND CONTEXTUAL AD TARGETING BASED ON USER CALENDAR DATA



ADVERTISEMENTS TARGETED TO SOCIAL GROUPS THAT ESTABLISH PROGRAM POPULARITY

400

Provide a list of popular programs to media
content providers as feedback for marketing
analysis
402

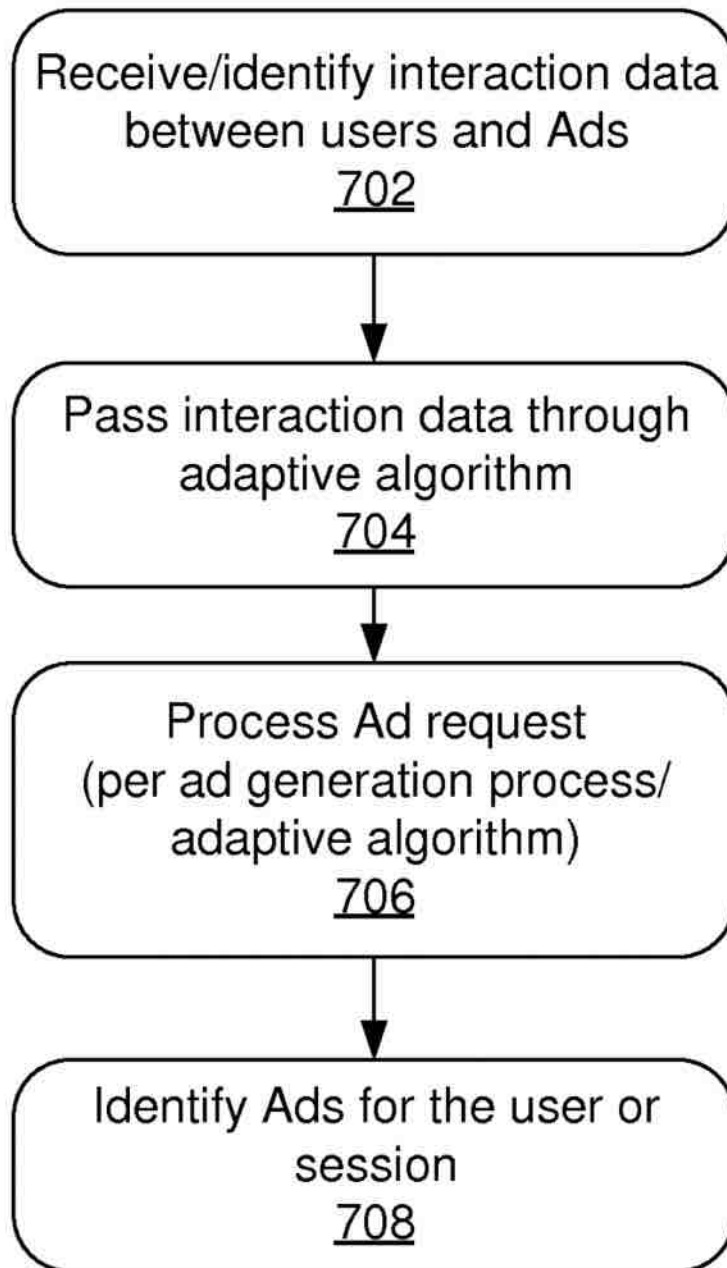
Provide the list of the popular programs to
advertisers as feedback for marketing analysis
404

Receive advertisements that are determined for
distribution to the members of the social group
based on the popular programs
406

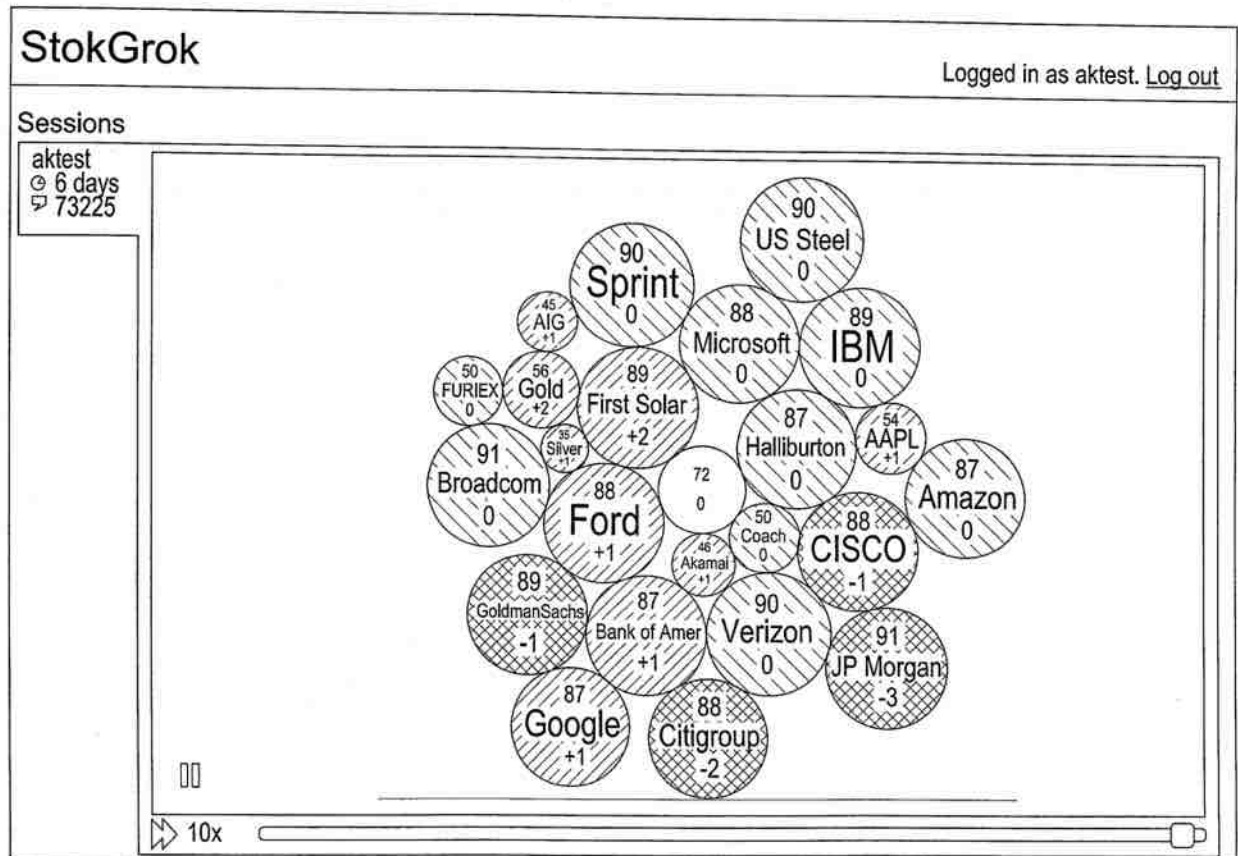
Target the advertisements to the
members of the social group
408

PROFILING & TARGETING

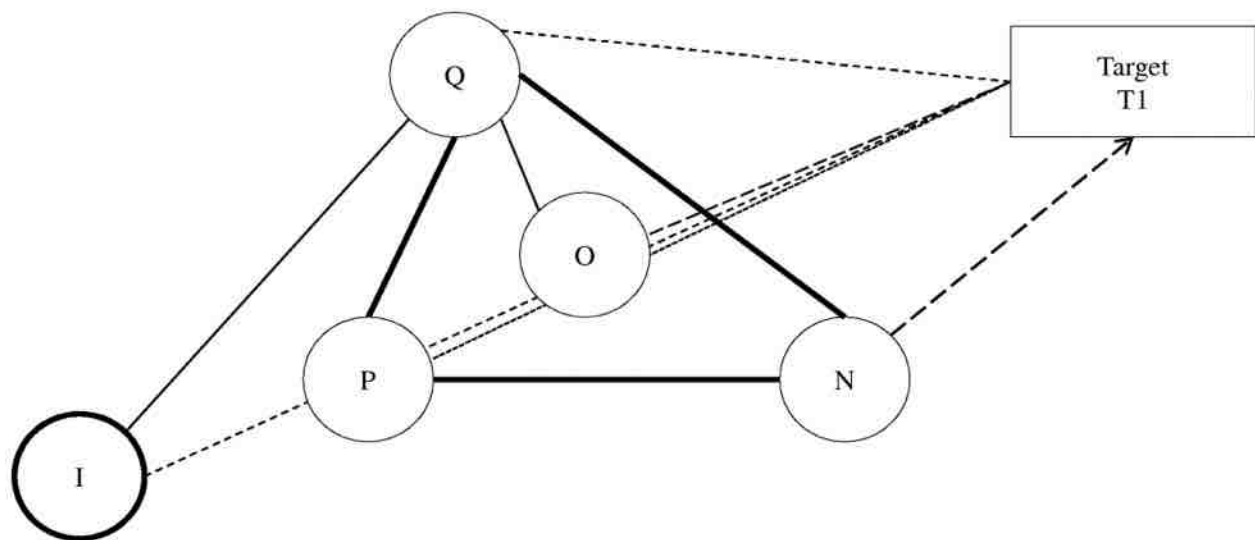
SOCIAL BEHAVIORAL TARGETING OF ADVERTISEMENTS IN A SOCIAL NETWORKING ENVIRONMENT



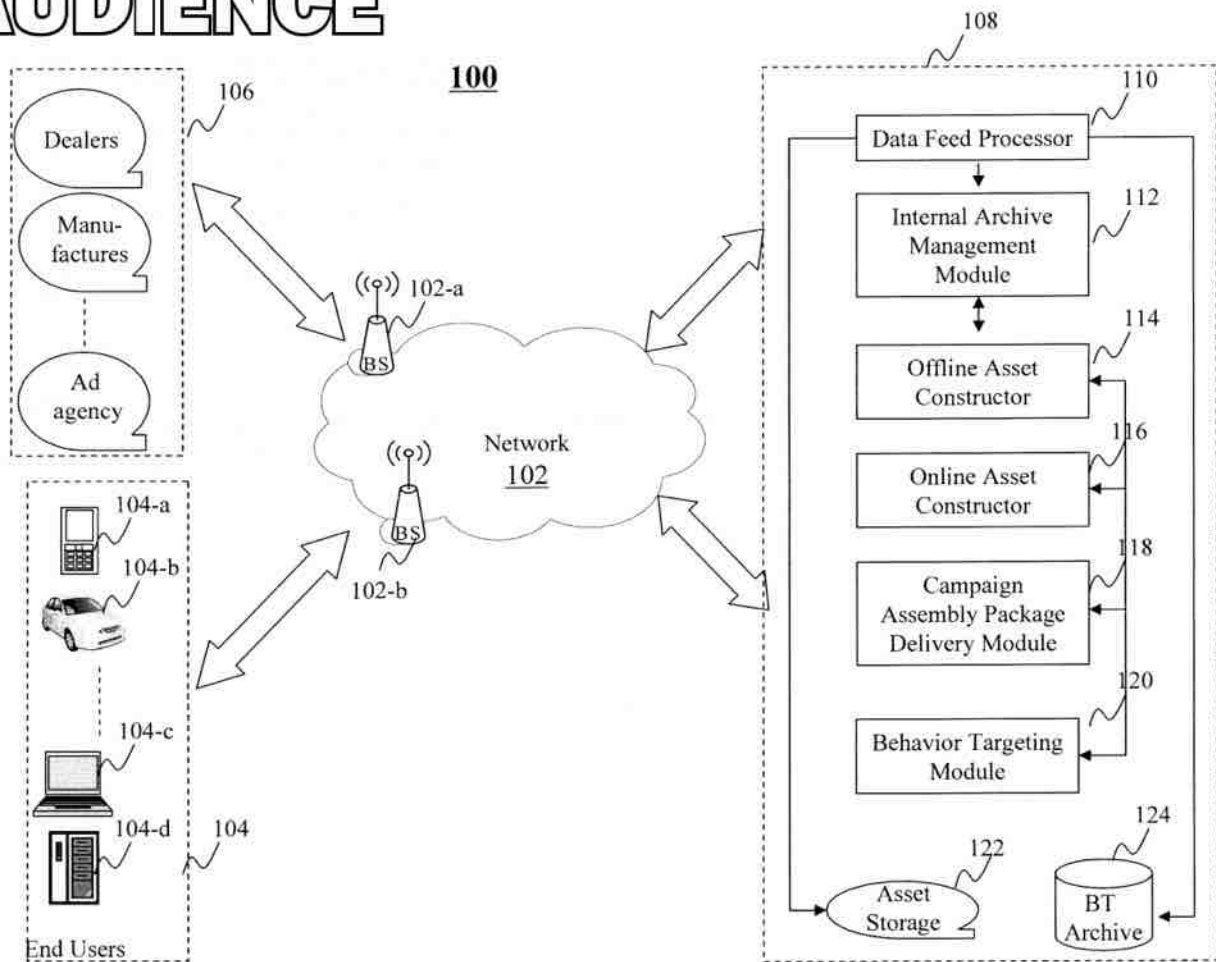
REACTION INDICATOR FOR SENTIMENT OF SOCIAL MEDIA MESSAGES



METHOD AND SYSTEM FOR IDENTIFYING A PRINCIPAL INFLUENCER IN A SOCIAL NETWORK BY IMPROVING RANKING OF TARGETS

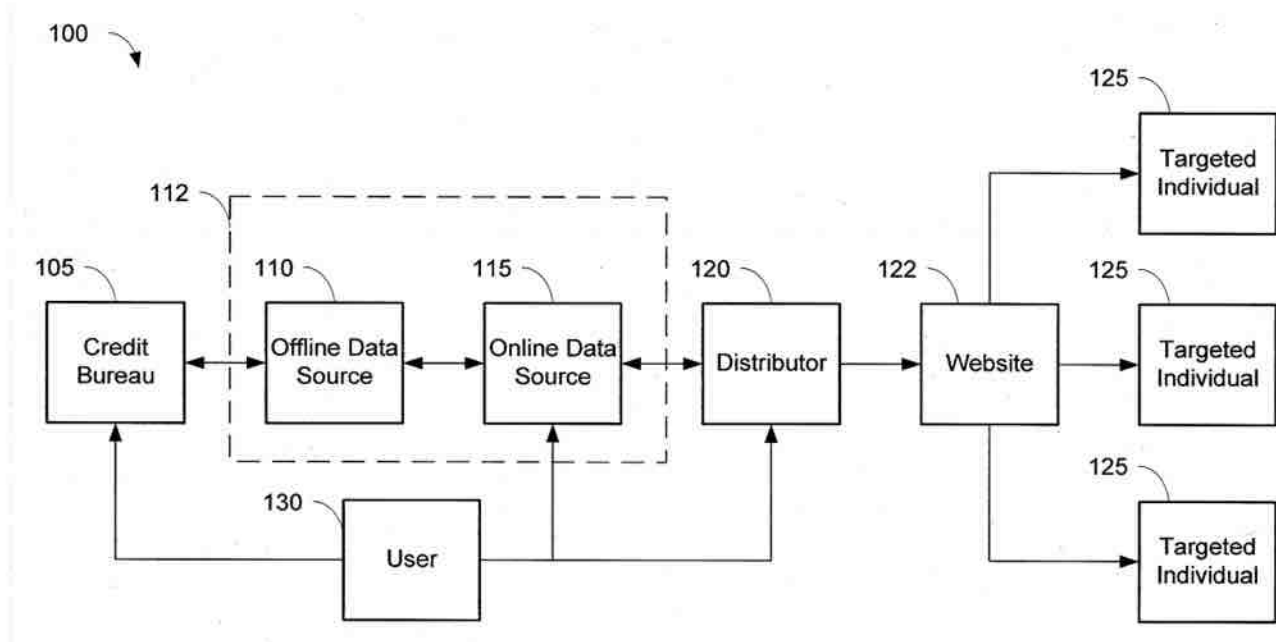


METHOD AND SYSTEM FOR CREATING DATA DRIVEN MULTIMEDIA ADVERTISEMENTS FOR DYNAMICALLY TARGETED AUDIENCE

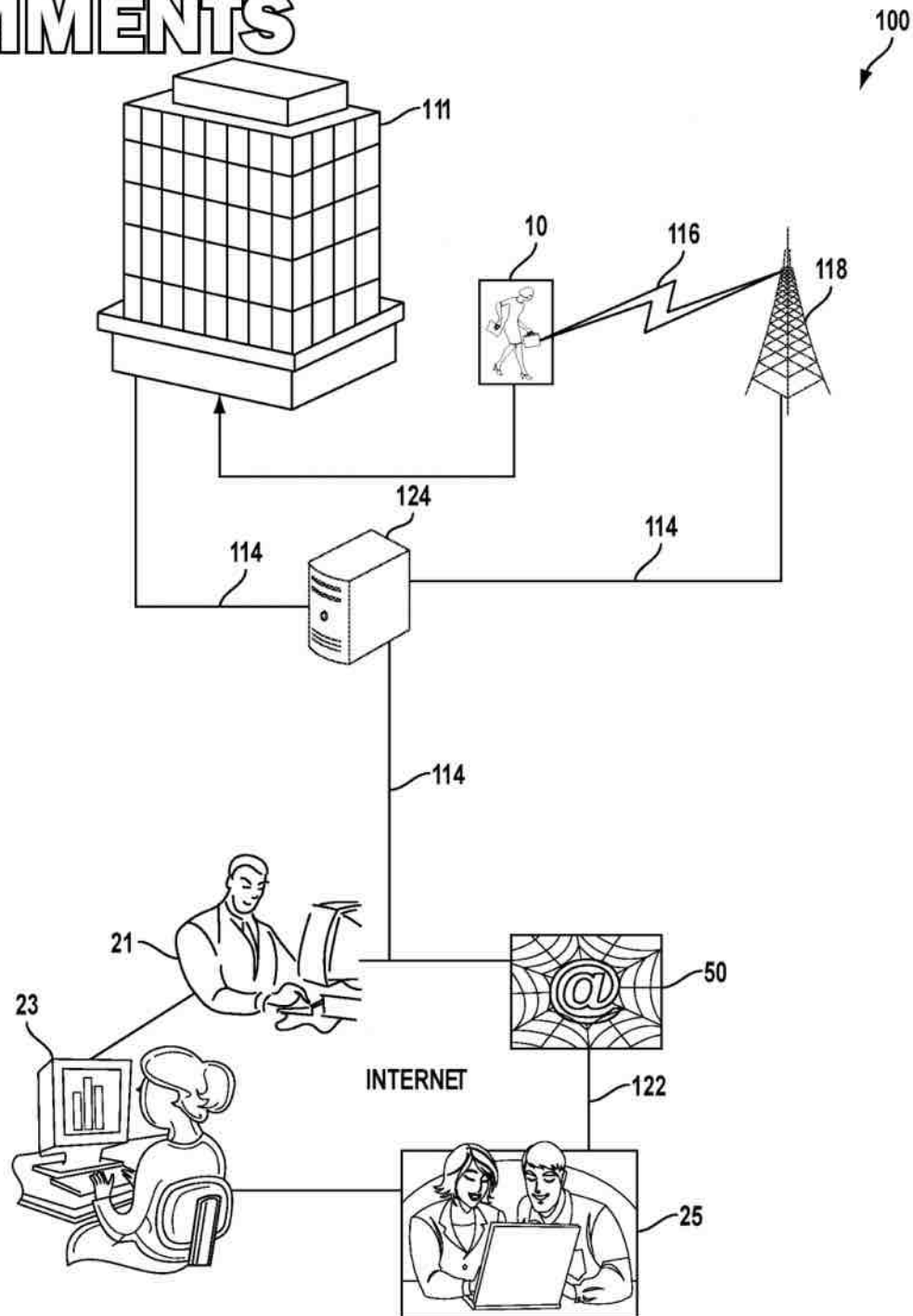


PROFILING & TARGETING

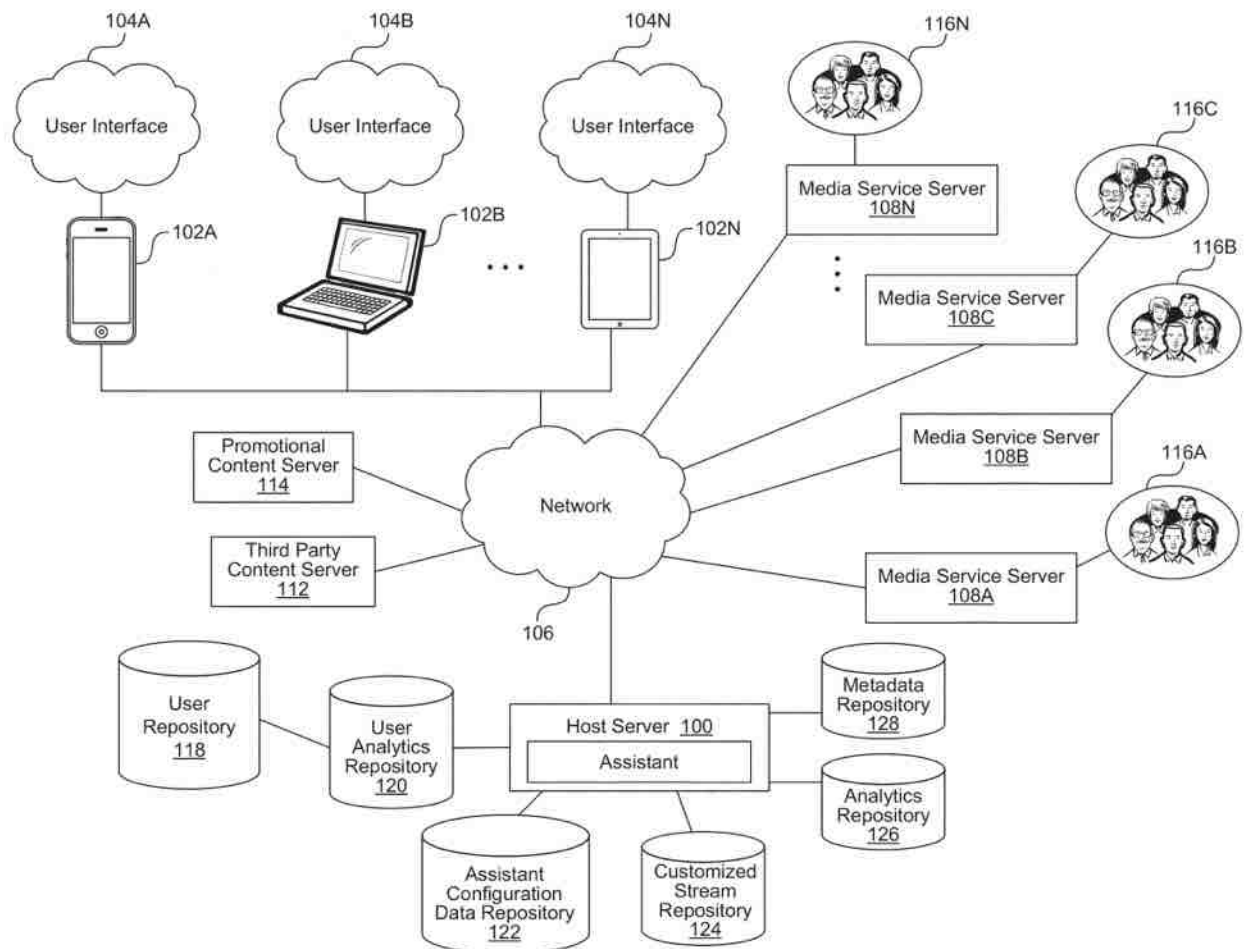
SYSTEMS AND METHODS FOR TARGETED INTERNET MARKETING BASED ON OFFLINE, ONLINE, AND CREDIT RELATED DATA



GENERATING A POINT OF INTEREST PROFILE BASED ON THIRD PARTY SOCIAL COMMENTS

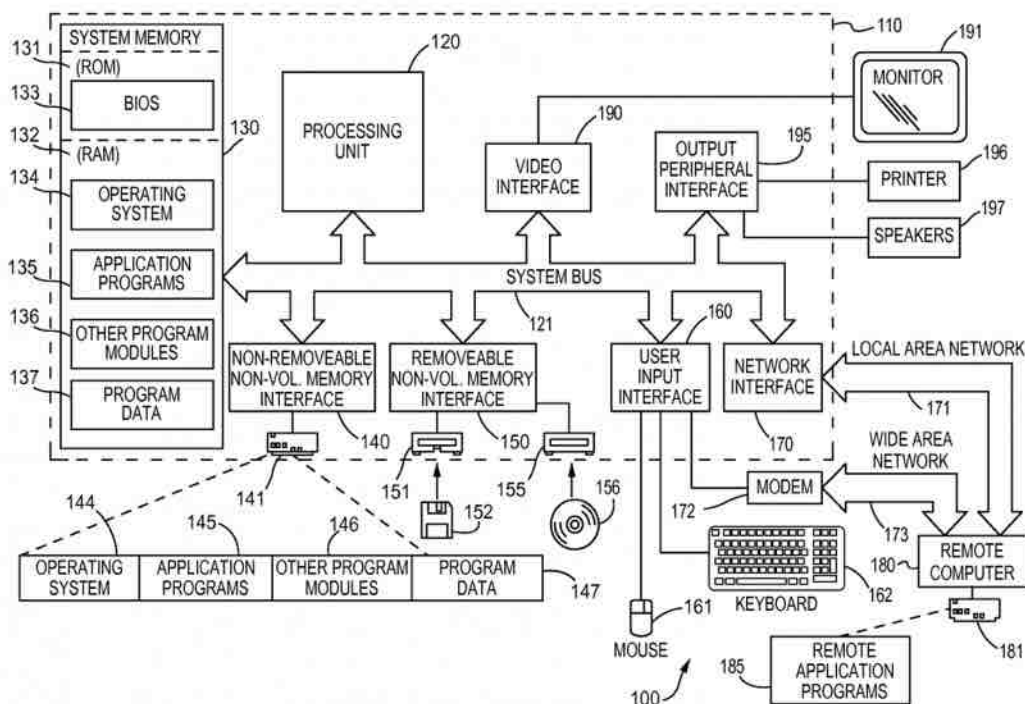
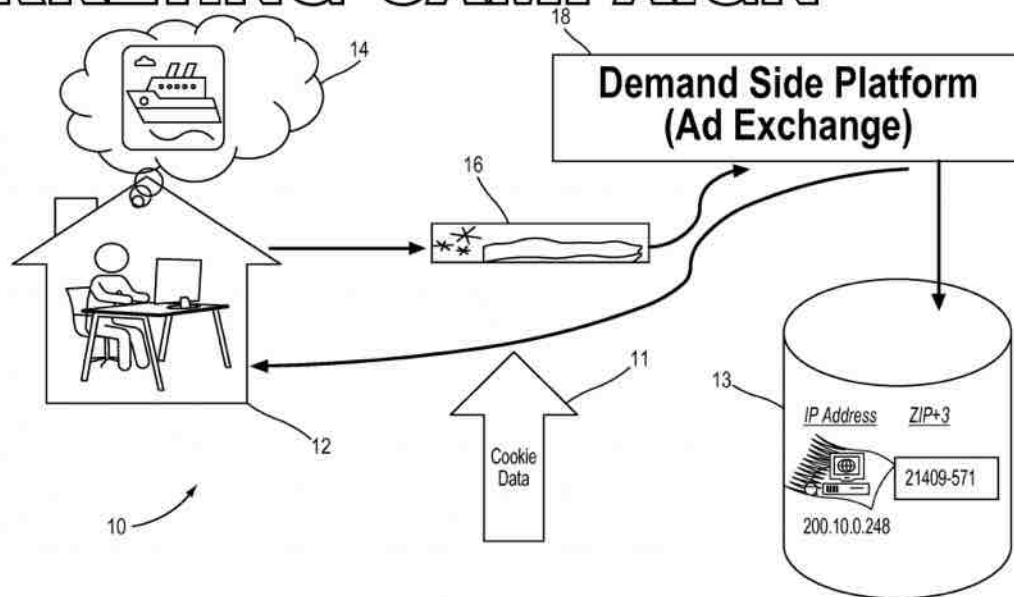


SYSTEM AND METHOD FOR PREDICTING MOMENTUM OF ACTIVITIES OF A TARGETED AUDIENCE FOR AUTOMATICALLY OPTIMIZING PLACEMENT OF PROMOTIONAL ITEMS OR CONTENT IN A NETWORK ENVIRONMENT

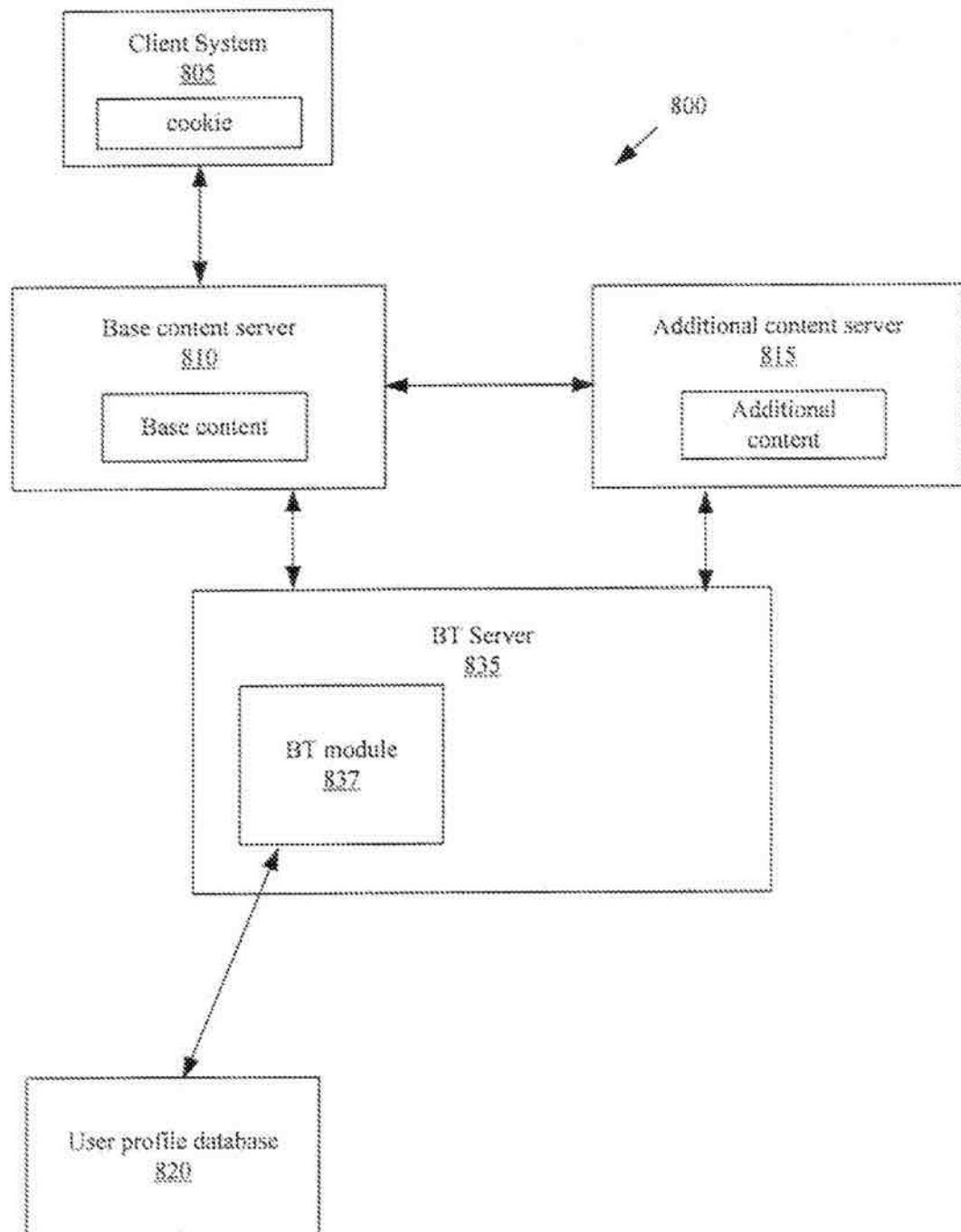


PROFILING & TARGETING

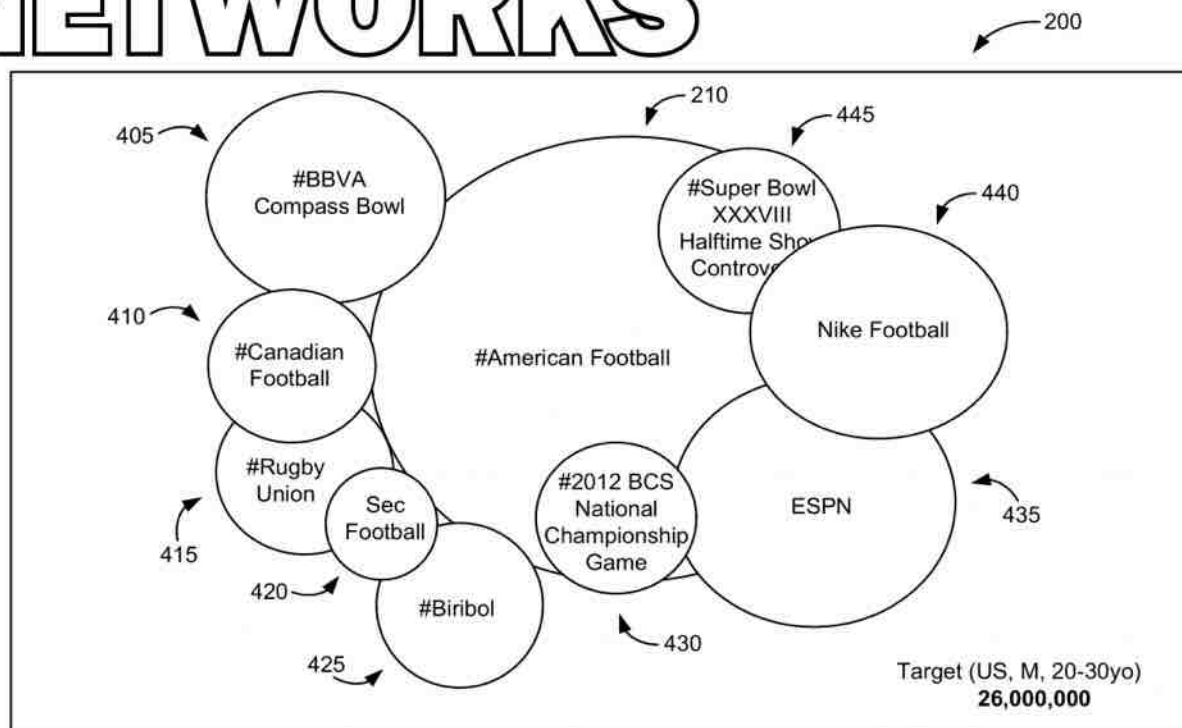
SYSTEM AND METHOD FOR APPLYING ON LINE BEHAVIOR TO AN OFF LINE MARKETING CAMPAIGN



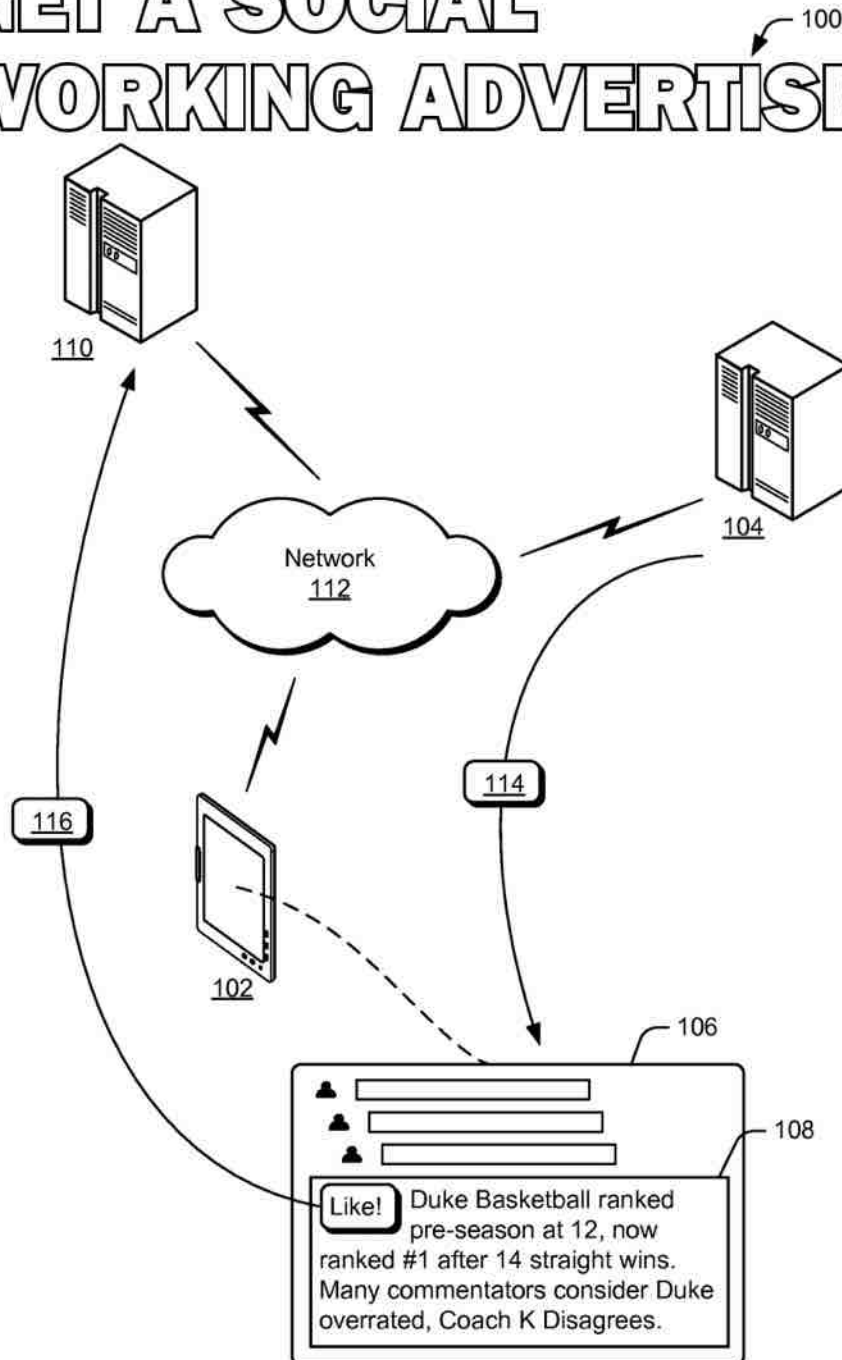
GRANULAR DATA FOR BEHAVIORAL TARGETING



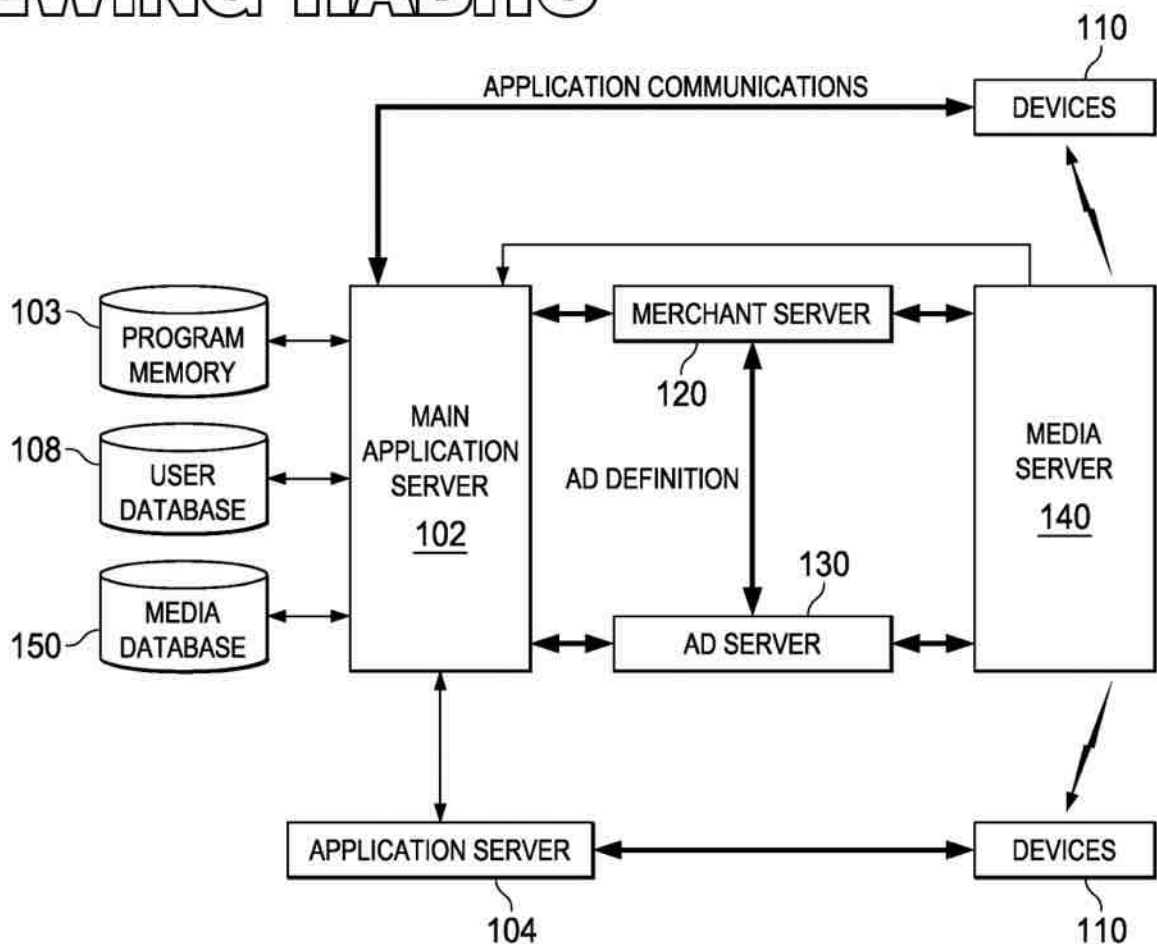
TARGETED ADVERTISING IN SOCIAL MEDIA NETWORKS



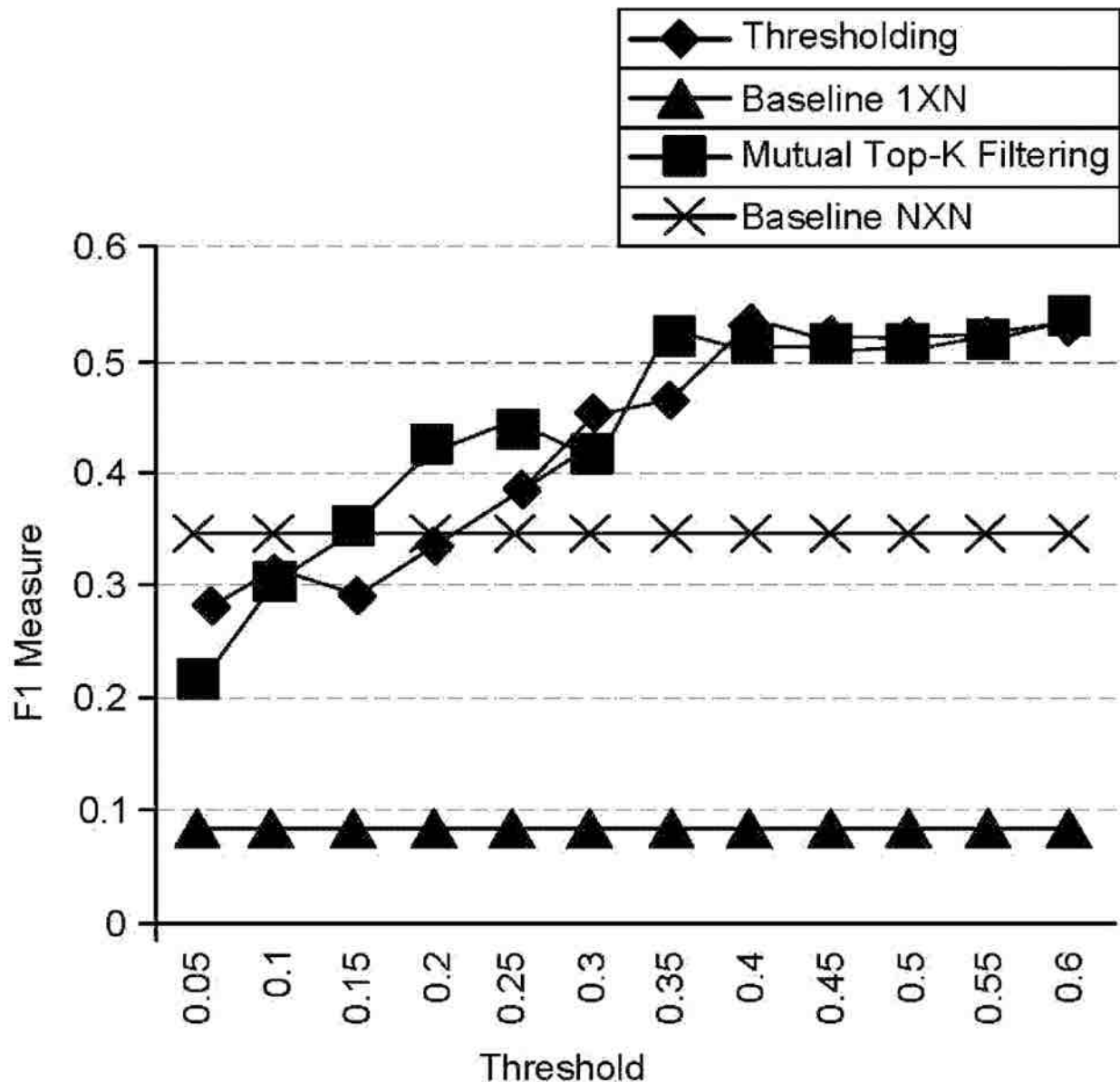
USING INTERACTION DATA OF APPLICATION USERS TO TARGET A SOCIAL NETWORKING ADVERTISEMENT



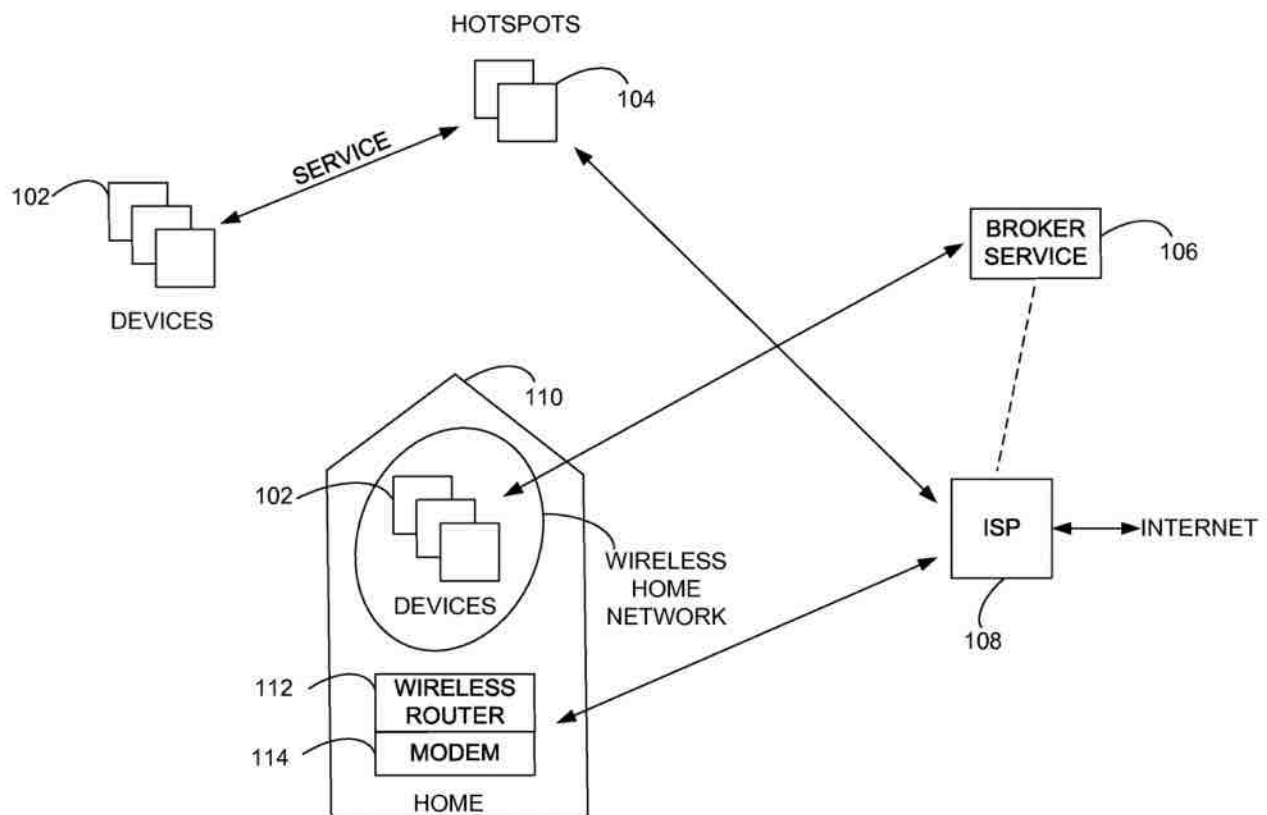
SYSTEM AND METHOD FOR TARGETED MOBILE AD DELIVERY BASED ON CONSUMER TV PROGRAMMING VIEWING HABITS



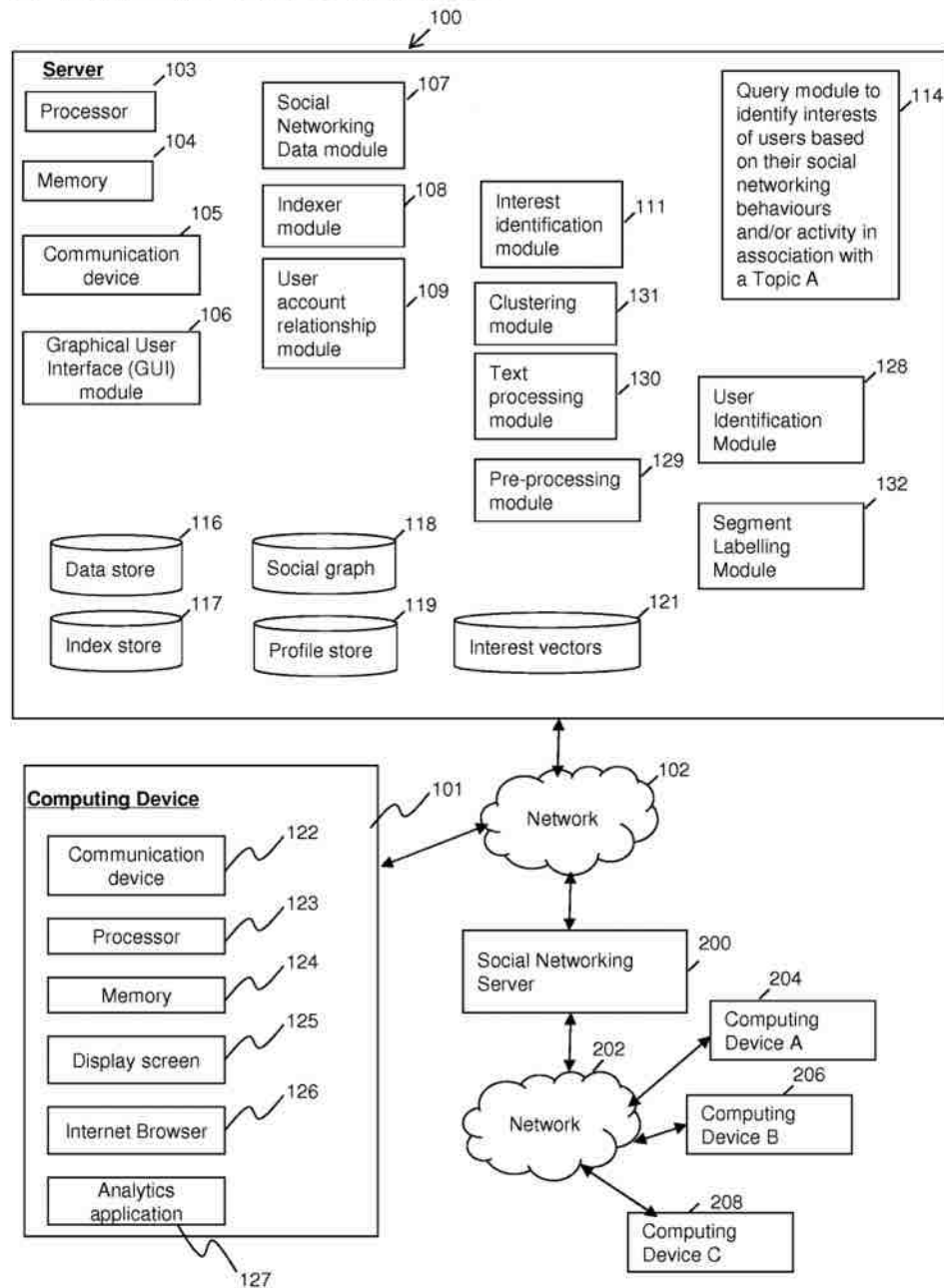
IDENTIFYING IMPLICIT RELATIONSHIPS BETWEEN SOCIAL MEDIA USERS TO SUPPORT SOCIAL COMMERCE



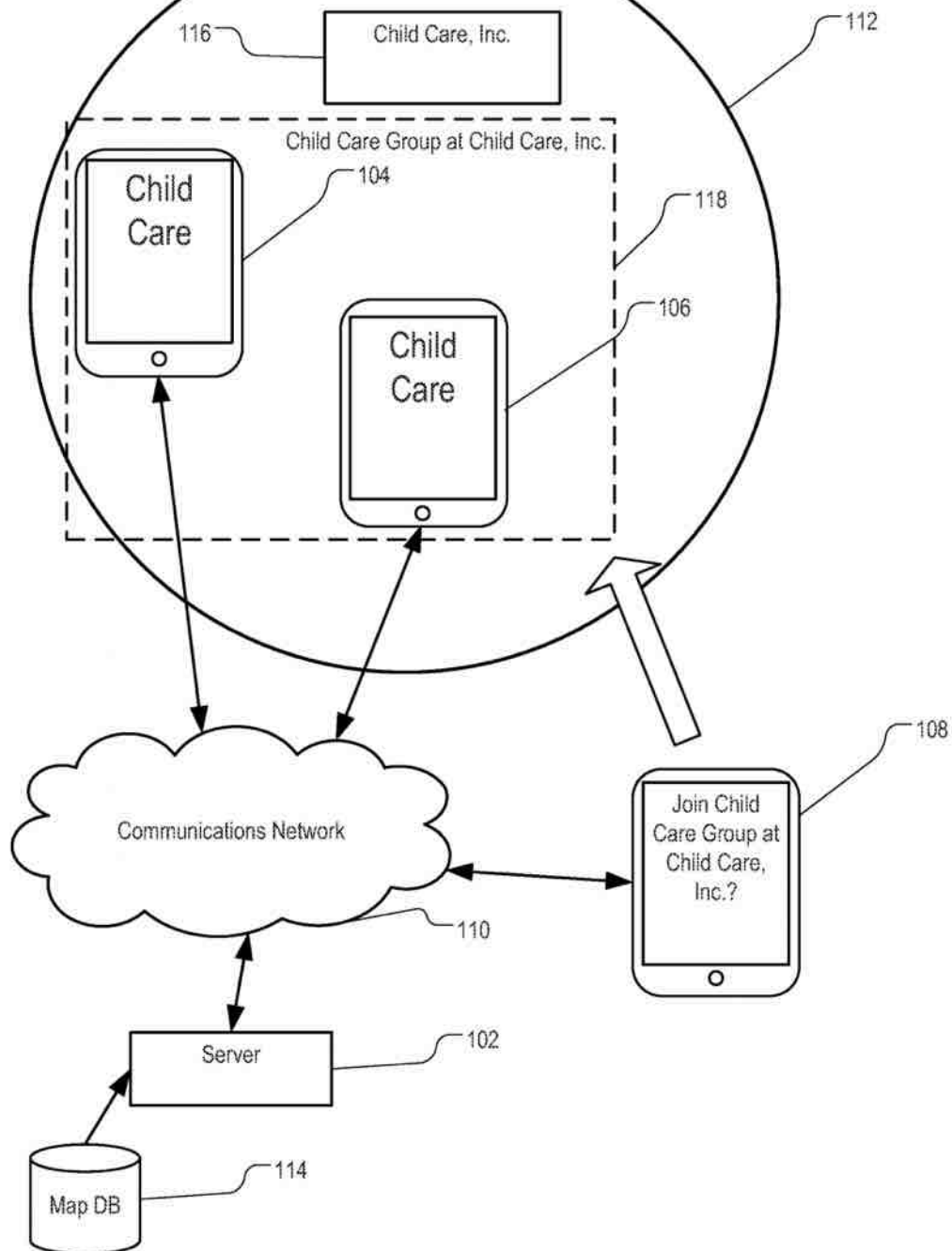
IDENTIFYING AND TARGETING DEVICES BASED ON NETWORK SERVICE SUBSCRIPTIONS



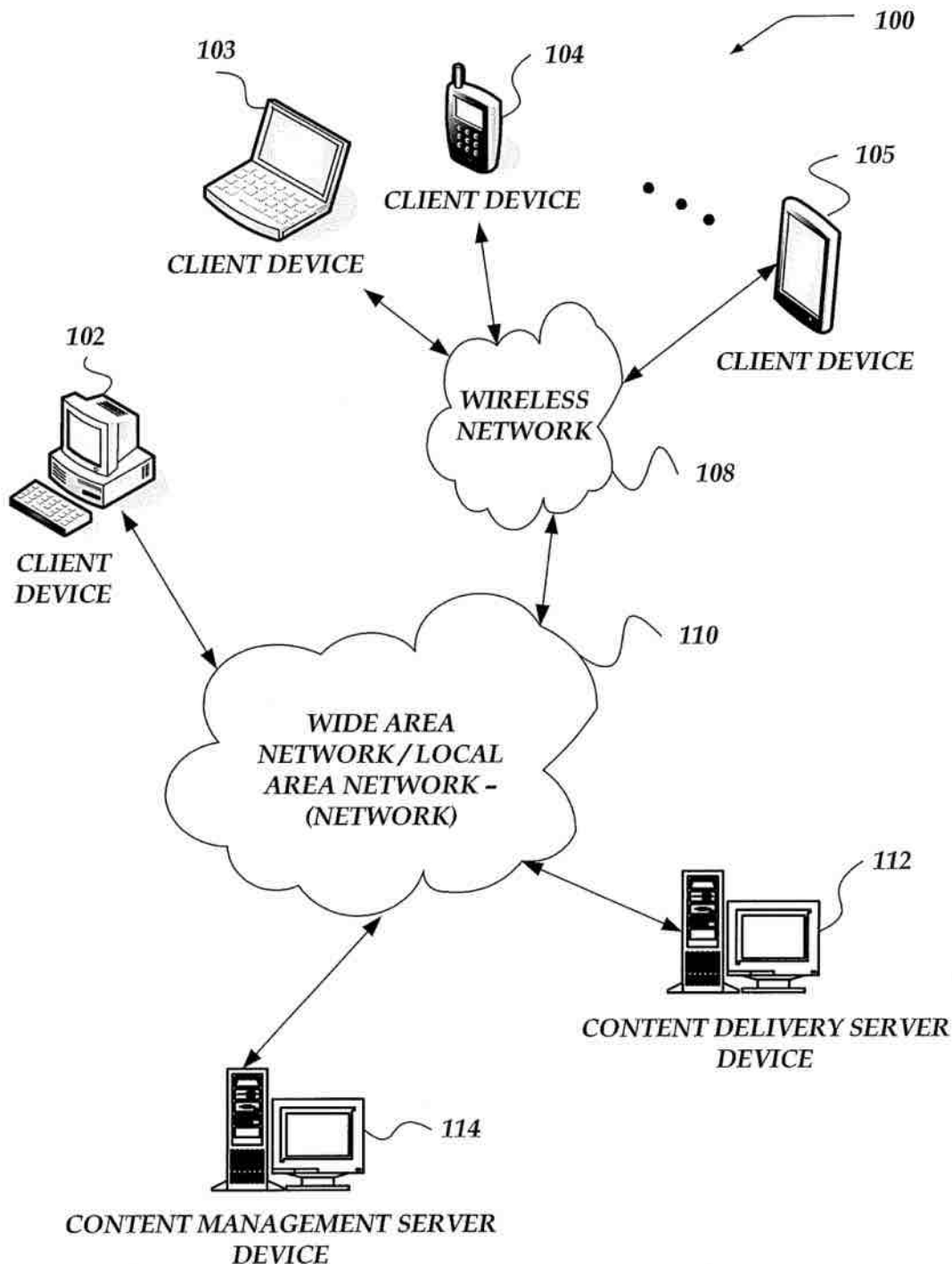
SYSTEMS AND METHODS FOR BEHAVIORAL SEGMENTATION OF USERS IN A SOCIAL DATA NETWORK



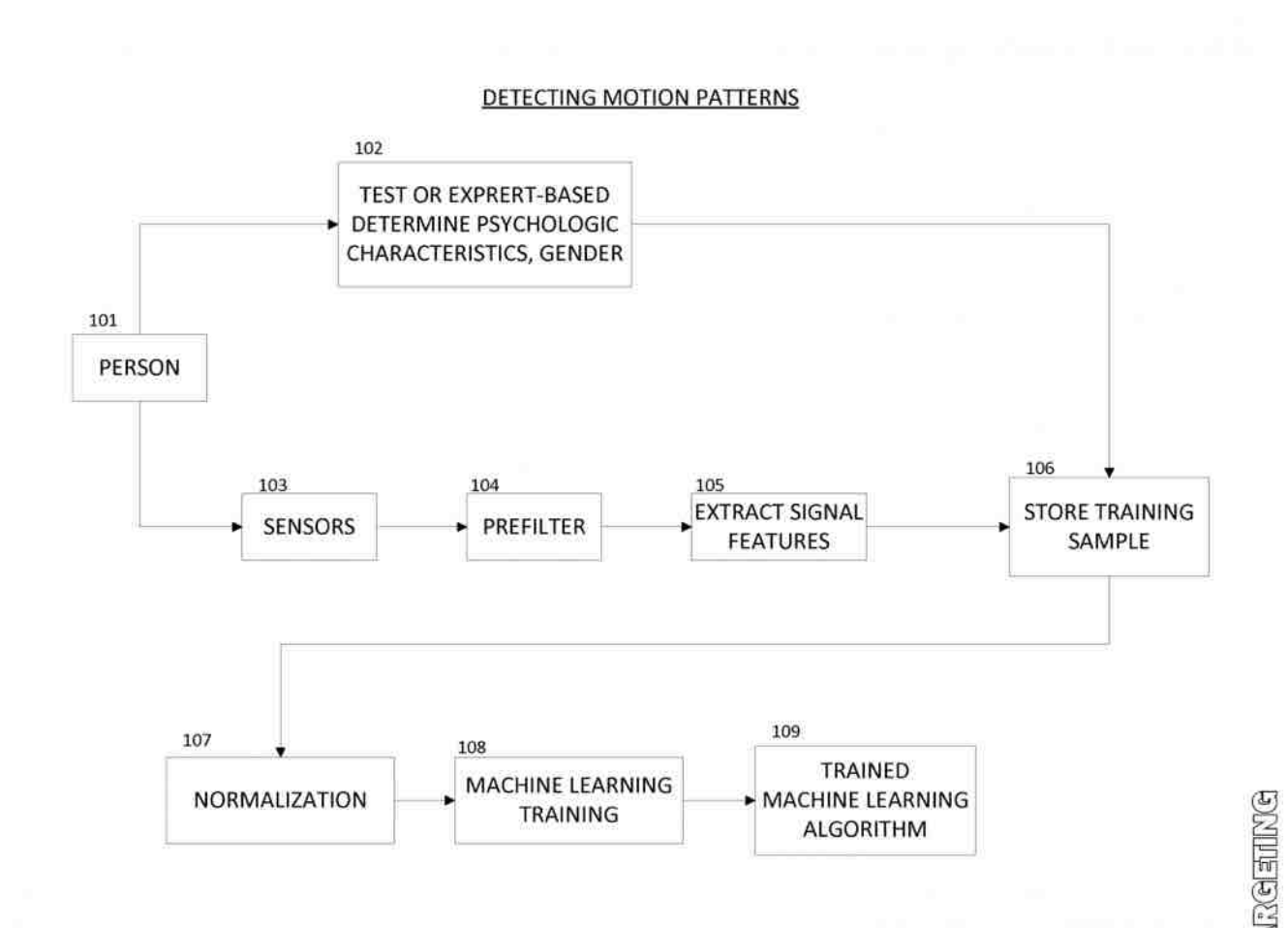
LIFESTYLE BASED SOCIAL GROUPS



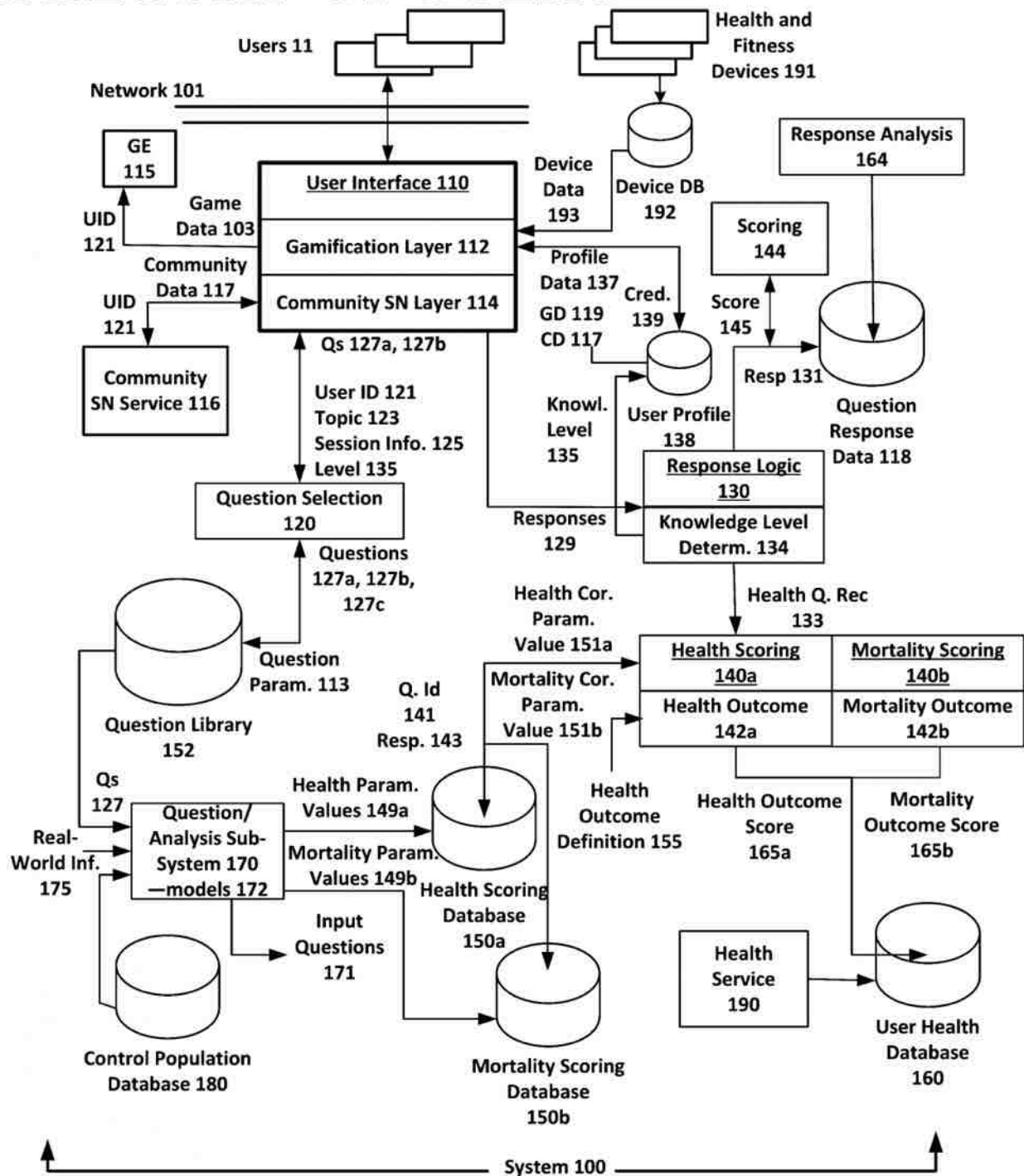
HYPER LOCAL TARGETING BASED ON USER LOCATION



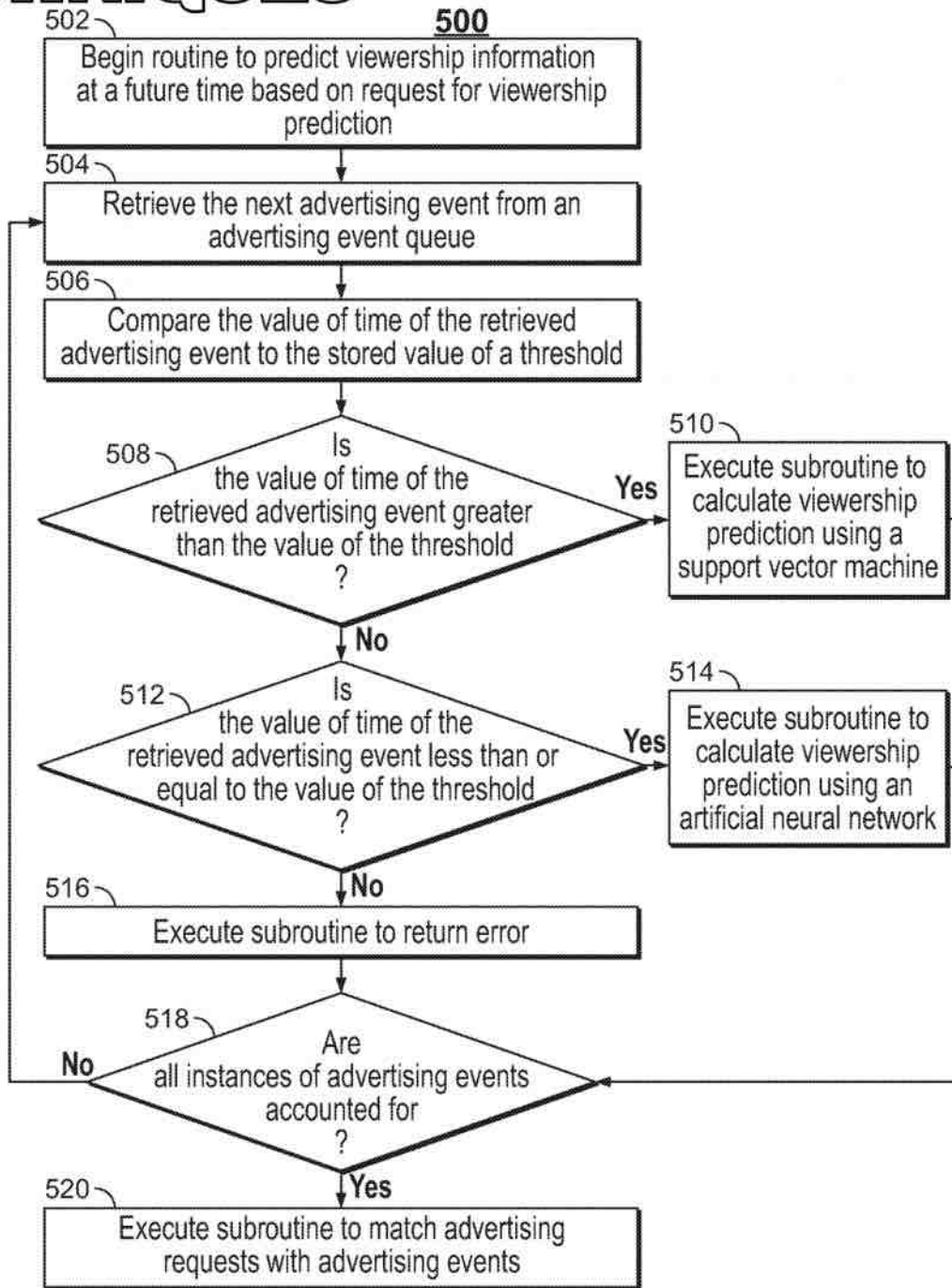
METHODS FOR DETERMINING PSYCHOLOGICAL CHARACTERISTICS AND GENDER USING MOTION BASED ANALYSIS, AND RELATED METHODS FOR TARGETING ADVERTISING AND IMPROVING RELEVANCE OF USER REVIEWS



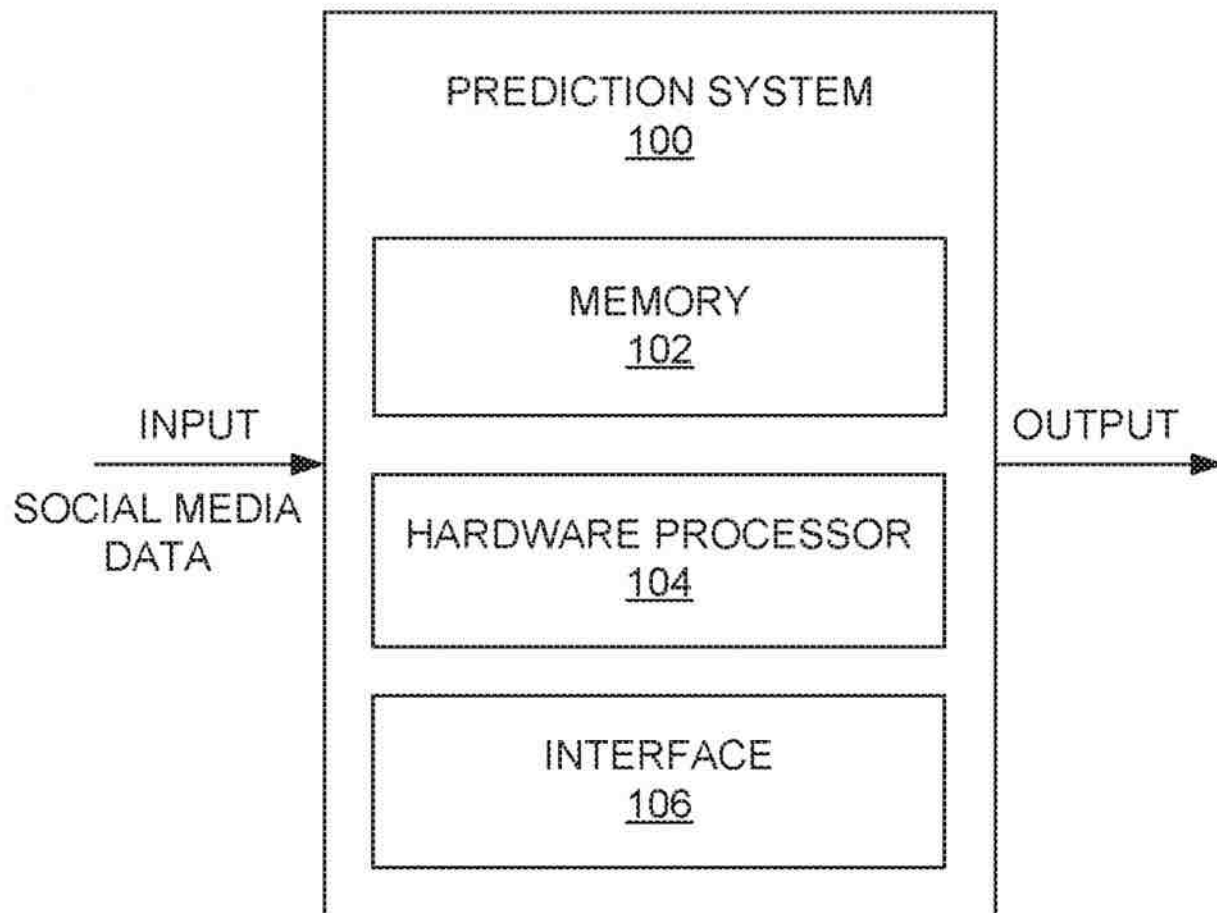
SYSTEM AND METHOD FOR USING SOCIAL NETWORK CONTENT TO DETERMINE A LIFESTYLE CATEGORY OF USERS



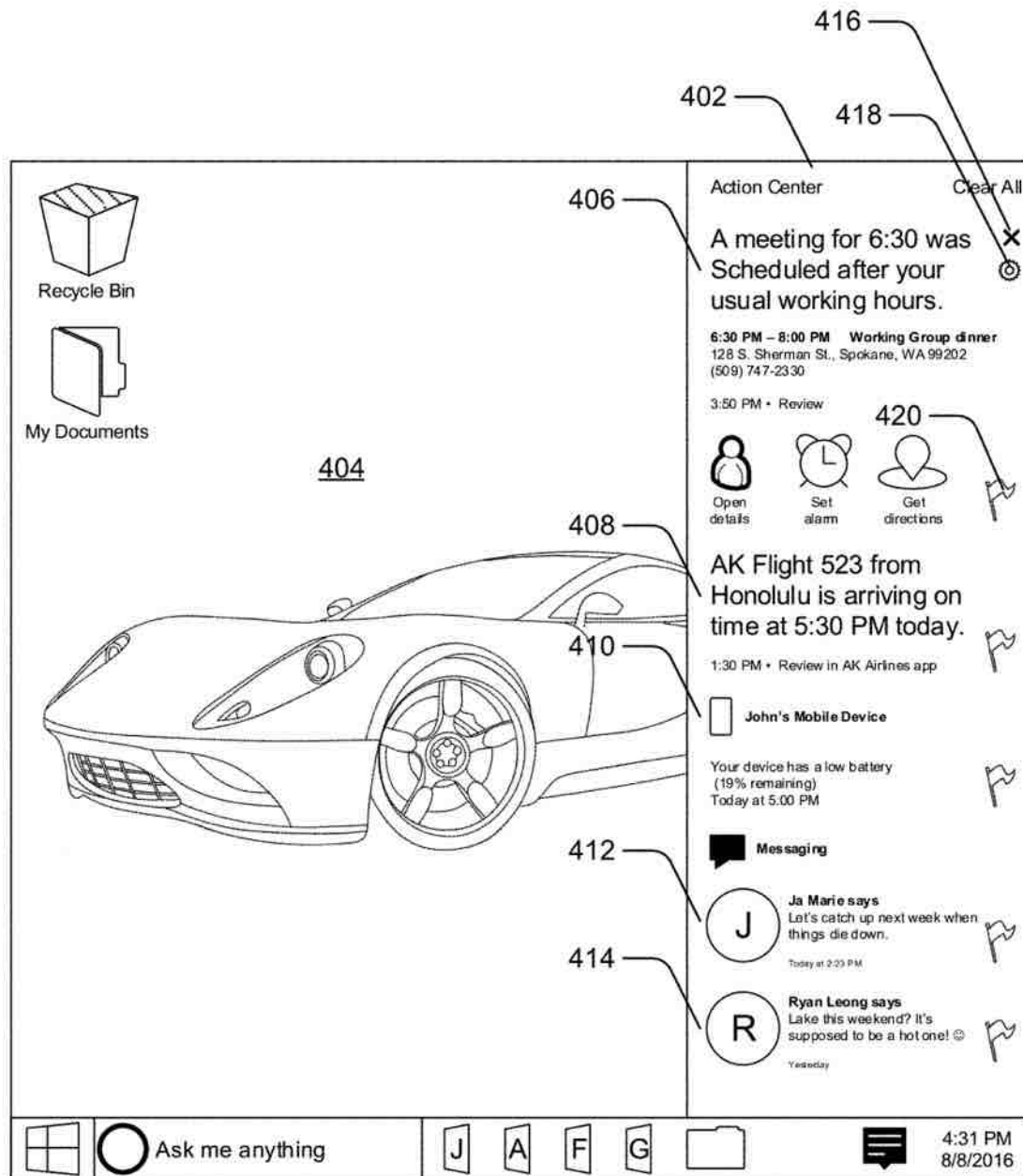
METHODS AND SYSTEMS FOR TARGETED ADVERTISING USING MACHINE LEARNING TECHNIQUES



SYSTEMS AND METHODS FOR PREDICTING GENDER AND AGE OF USERS BASED ON SOCIAL MEDIA DATA



LEARNED USER PREFERENCE AND BEHAVIOR BASED NOTIFICATION FILTERING



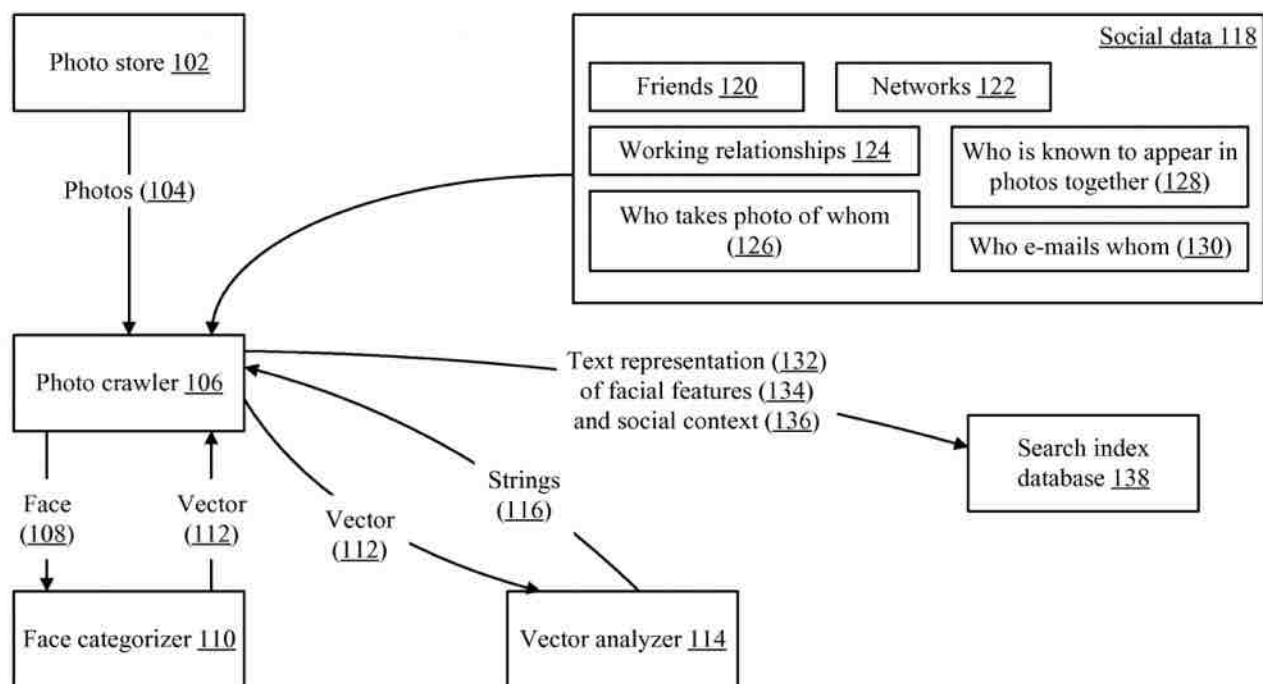
PROFILING & TARGETING

BIOMETRICS

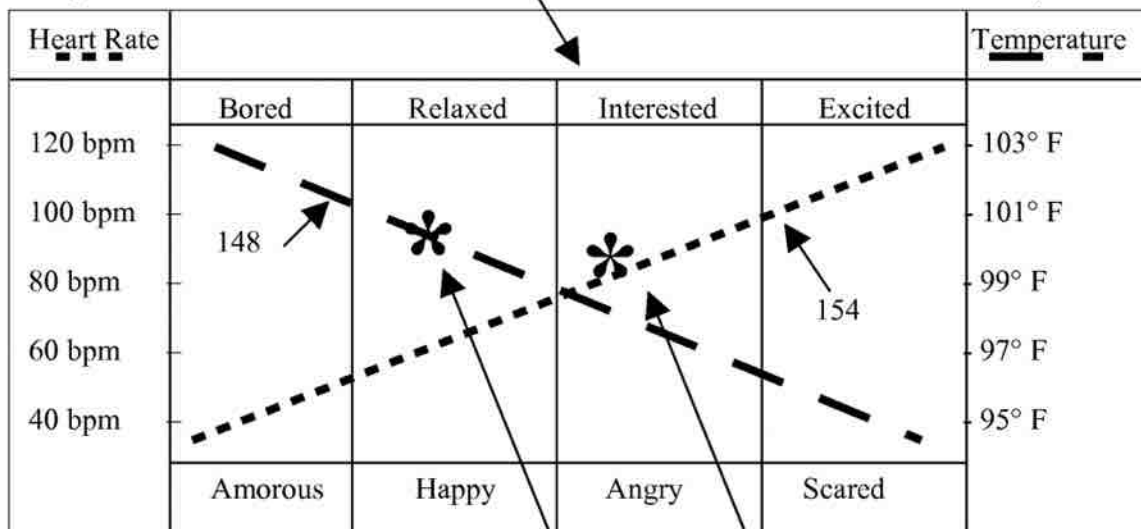
EVALUATION METHOD OF SOCIAL INTELLIGENCE BASED ON RECOGNITION AND EXPRESSION OF EMOTION BY FACIAL ACTION



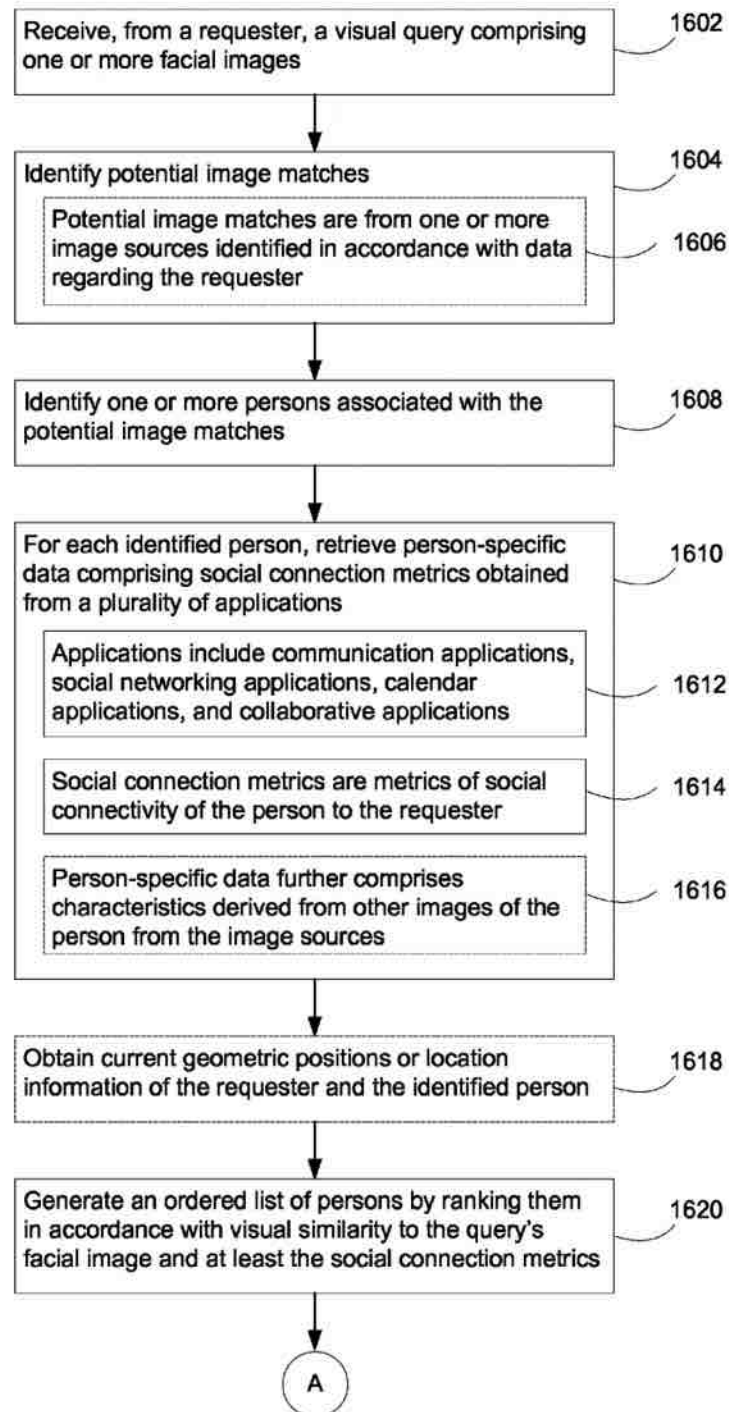
FACE RECOGNITION USING SOCIAL DATA



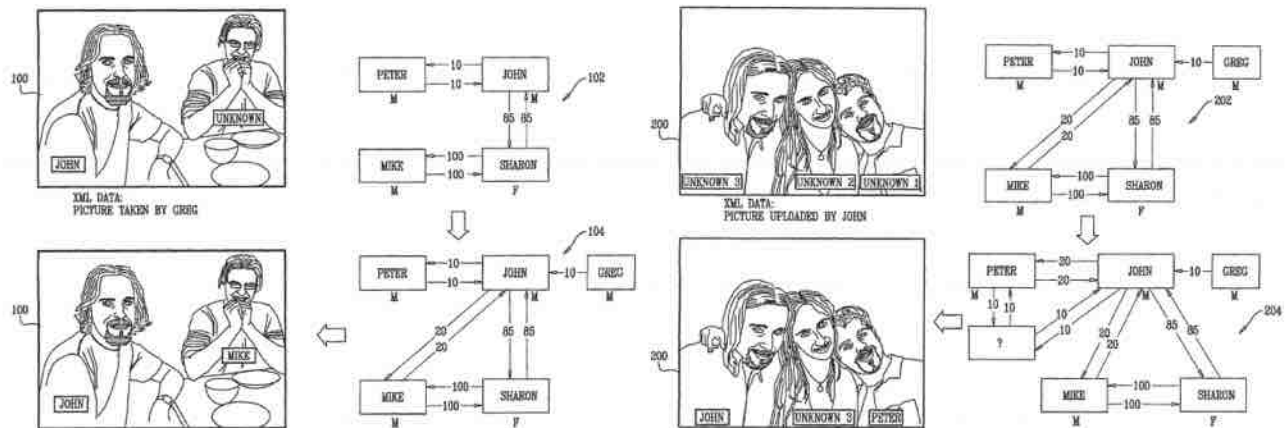
SYSTEM AND METHOD FOR INTERPRETING A USERS PSYCHOLOGICAL STATE FROM SENSED BIOMETRIC INFORMATION AND COMMUNICATING THAT STATE TO A SOCIAL NETWORKING SITE



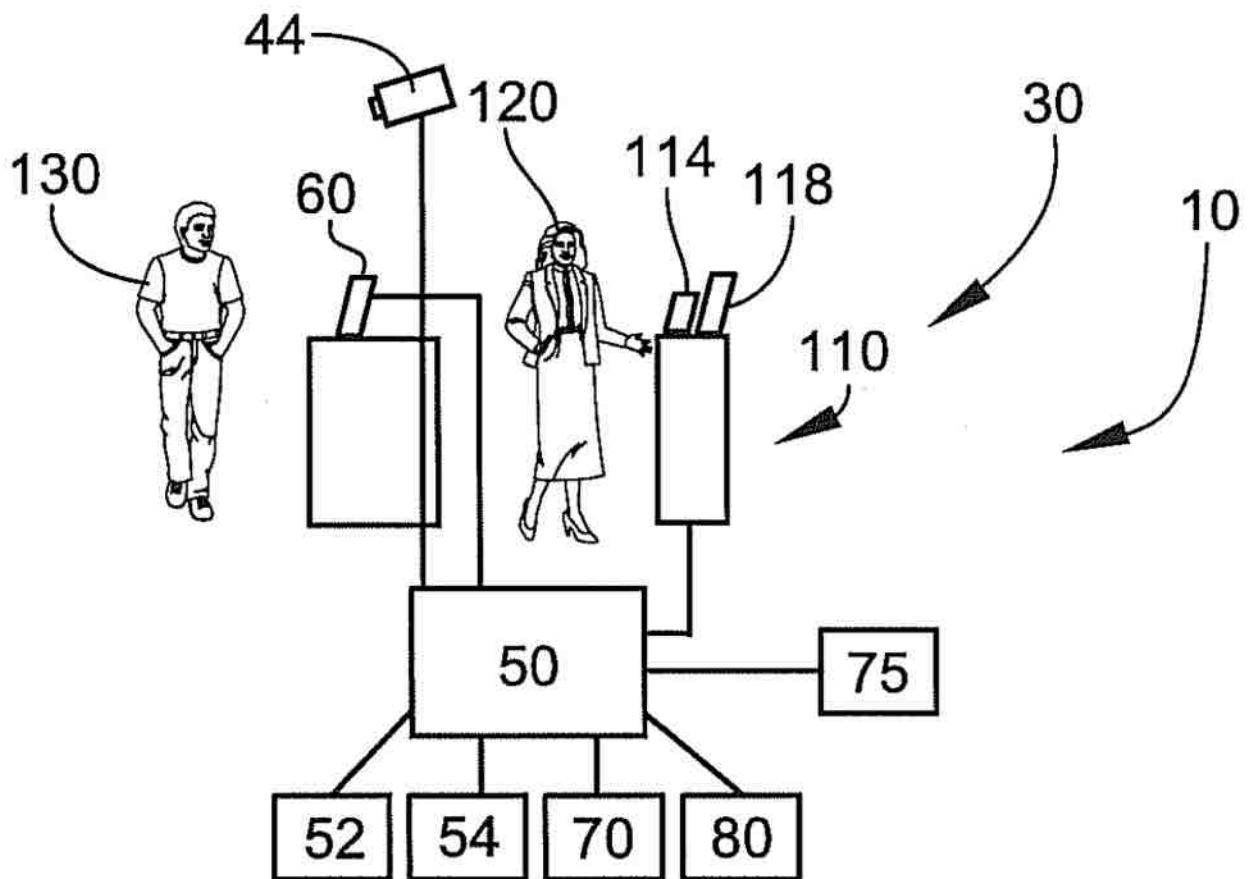
FACIAL RECOGNITION WITH SOCIAL NETWORK AIDING



RELATIONSHIP MAPPING EMPLOYING MULTI DIMENSIONAL CONTEXT INCLUDING FACIAL RECOGNITION



BIOMETRIC AID FOR CUSTOMER RELATIONS



SYSTEM AND METHOD FOR CONNECTING INDIVIDUALS IN A SOCIAL NETWORKING ENVIRONMENT BASED ON FACIAL RECOGNITION SOFTWARE

90 →

Member Profile

94

William

96 { Male
Queens, NEW YORK
United States

Last Login 12/01/2006 98

92

Details:

Hair Color: Brown
Eye Color: Blue
Status: Married
Birthday: February 8th
Hometown: New York } 100

Contact William

• Send a Message
• Send an Email
• Send an Instant Message } 102

Fig. 5

Number of Matches 10 110

Profile Keywords separate w/commas 112

☐ Male ☒ Female 114

City Queens 116

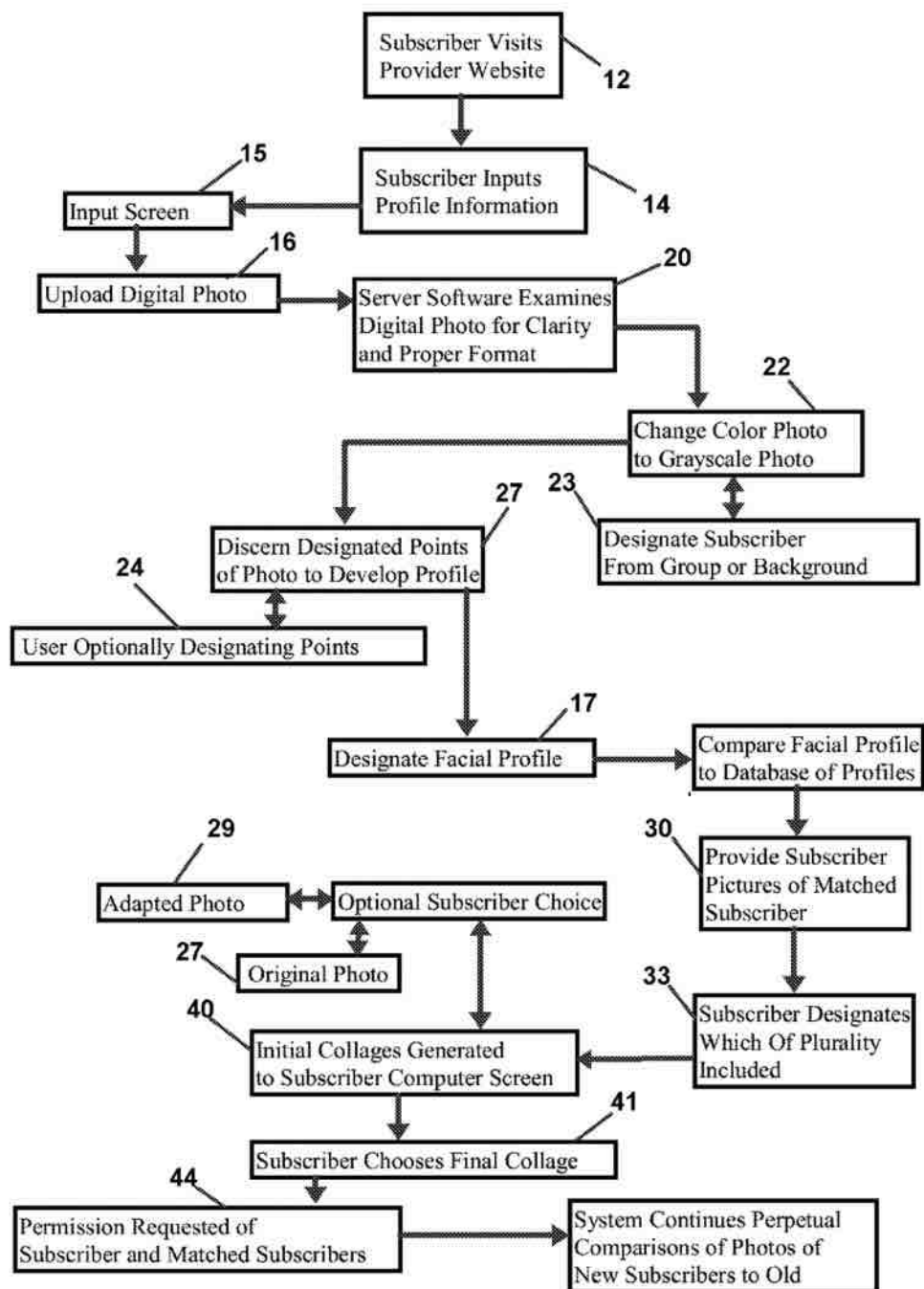
State NY 118

☐ Married ☒ Single ☐ Relationship 120

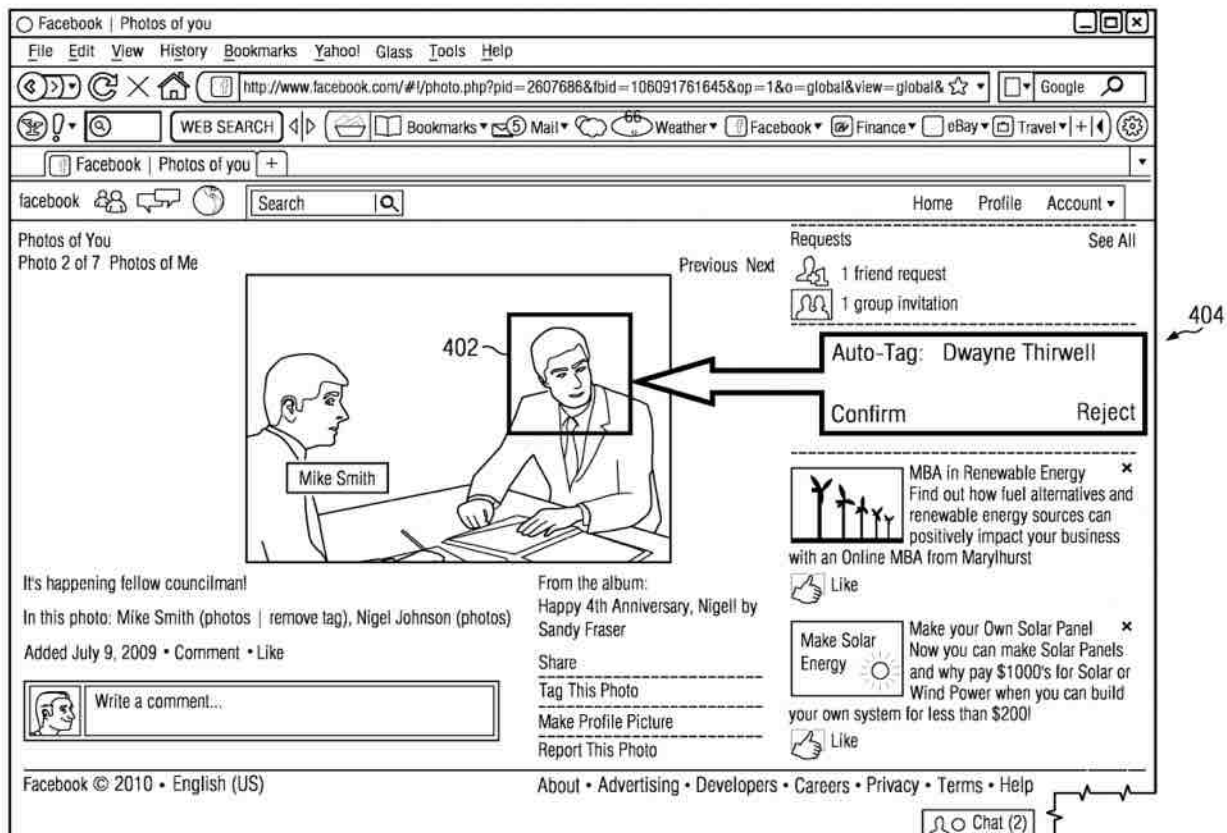
Photo to Match ME 122

Fig. 6

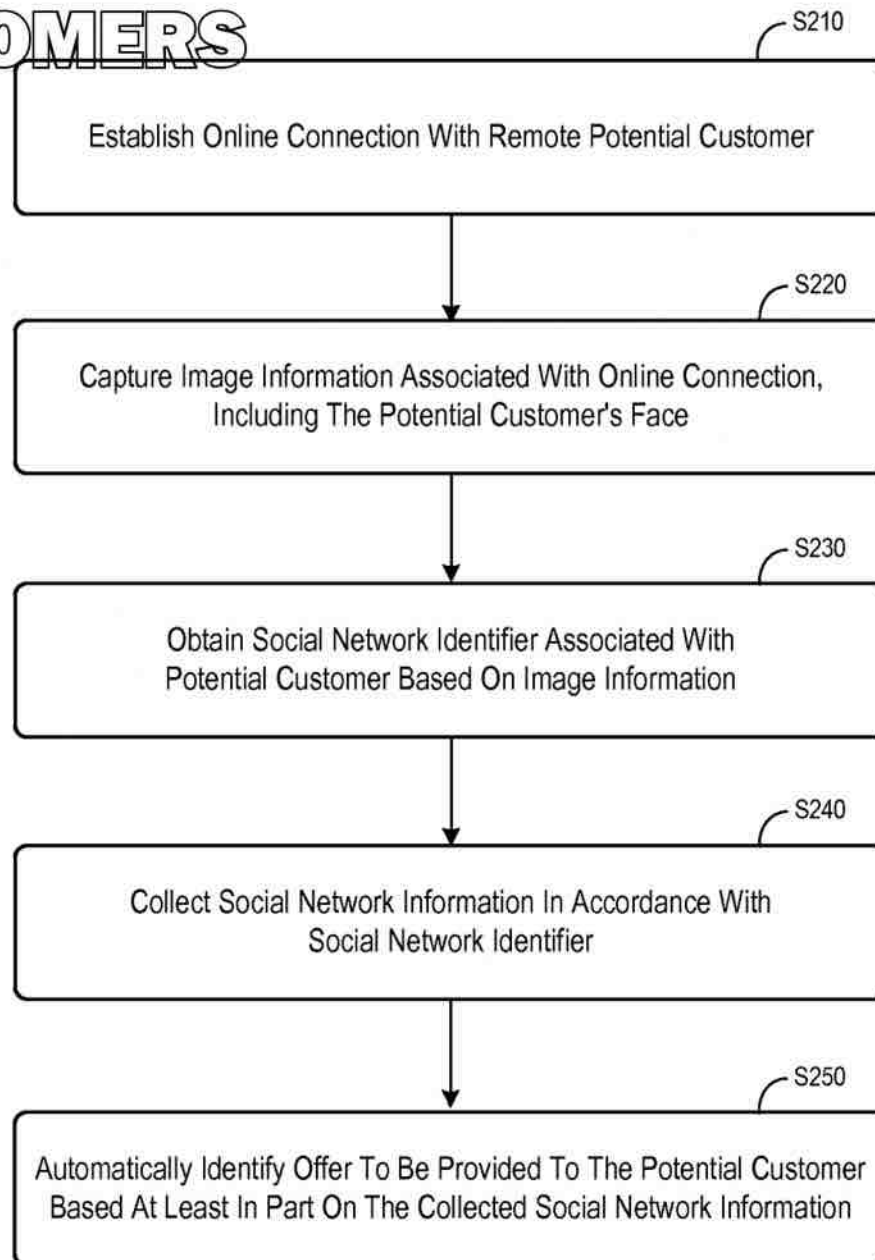
METHOD AND APPARATUS FOR ENCOURAGING SOCIAL NETWORKING THROUGH EMPLOYMENT OF FACIAL FEATURE COMPARISON AND MATCHING



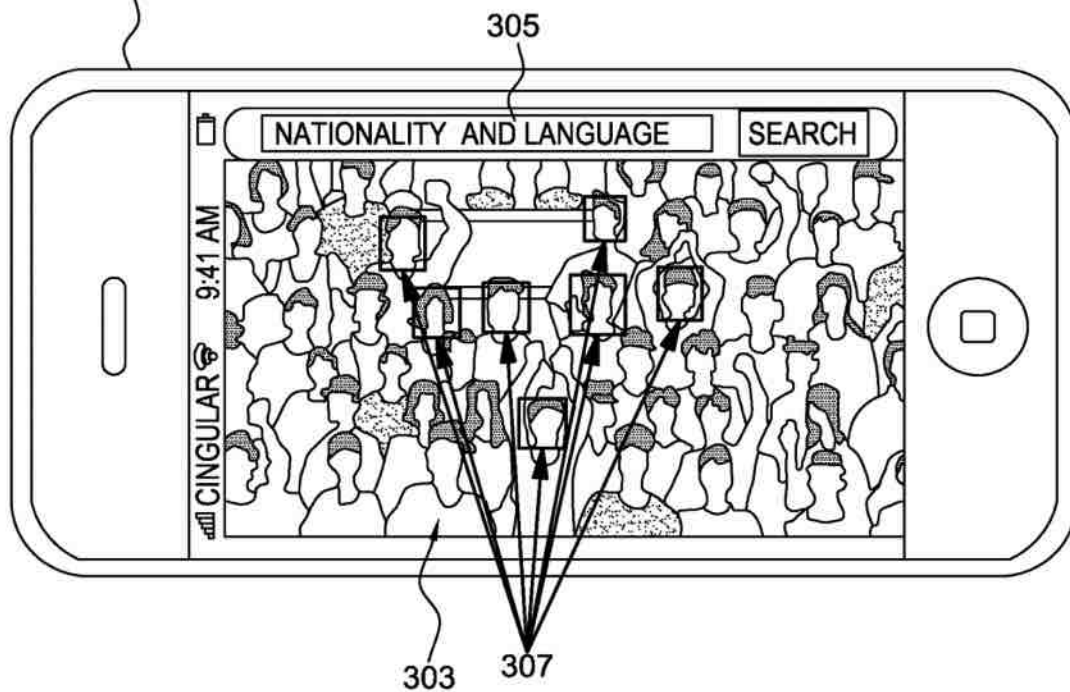
AUTO TAGGING IN GEO SOCIAL NETWORKING SYSTEM



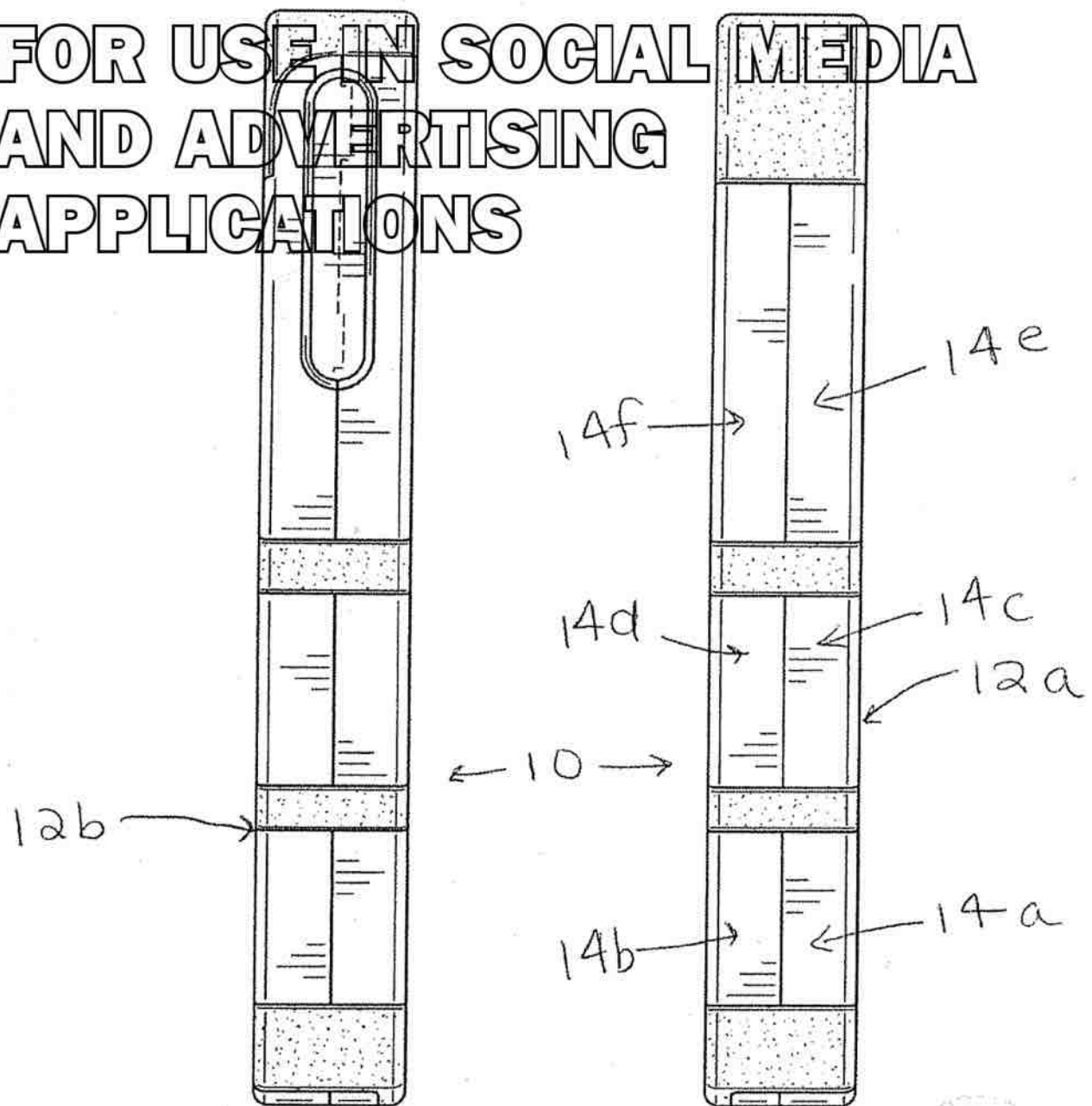
SYSTEMS AND METHODS UTILIZING FACIAL RECOGNITION AND SOCIAL NETWORK INFORMATION ASSOCIATED WITH POTENTIAL CUSTOMERS



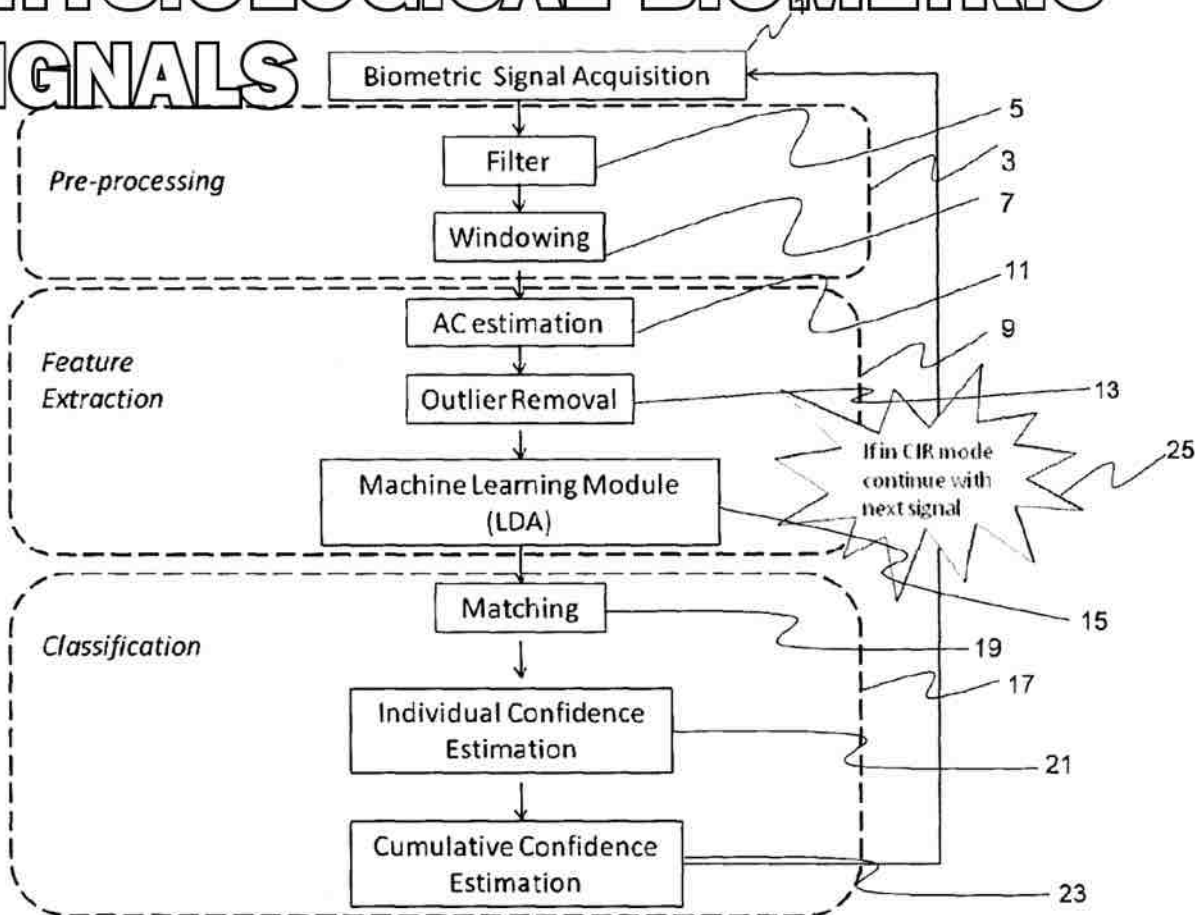
SEARCHING WITH FACE RECOGNITION AND SOCIAL NETWORKING PROFILES



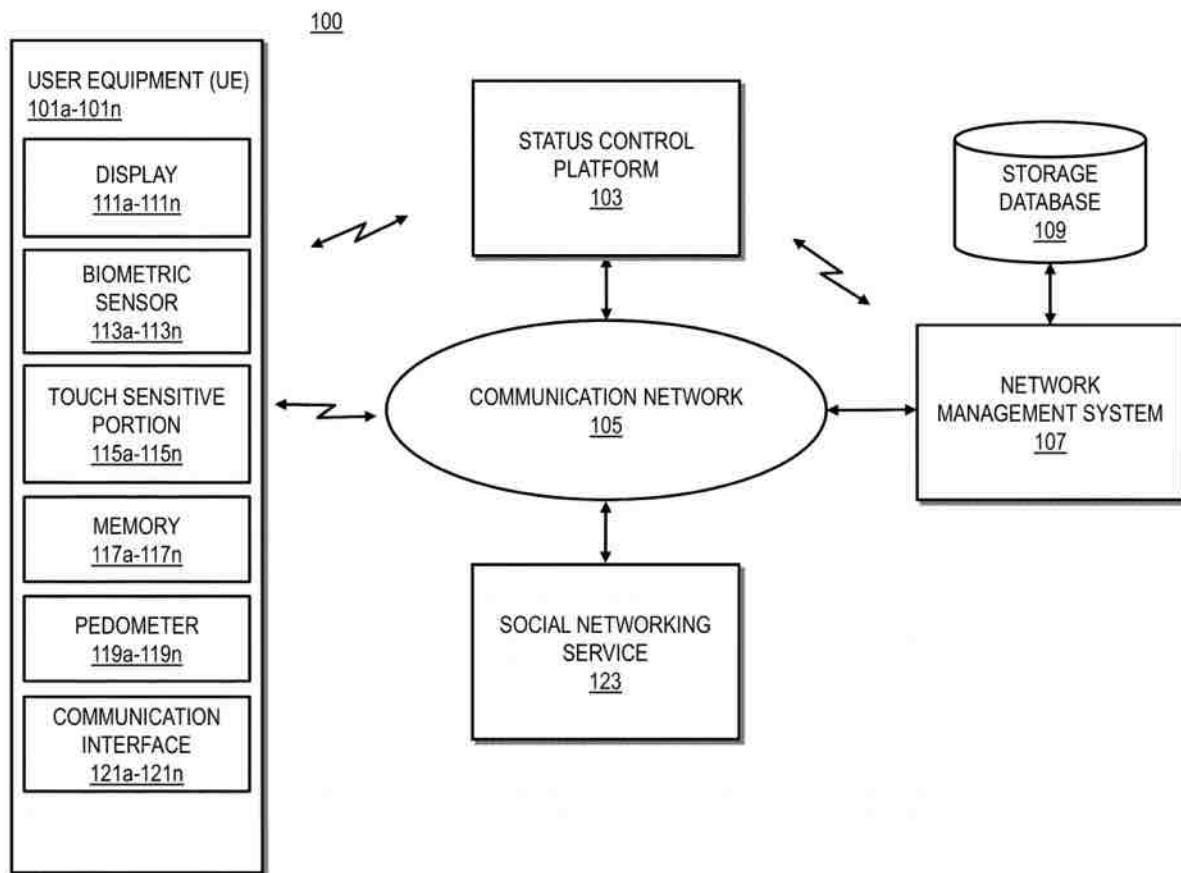
SYSTEM AND METHOD FOR GATHERING AND ANALYZING BIOMETRIC USER FEEDBACK FOR USE IN SOCIAL MEDIA AND ADVERTISING APPLICATIONS



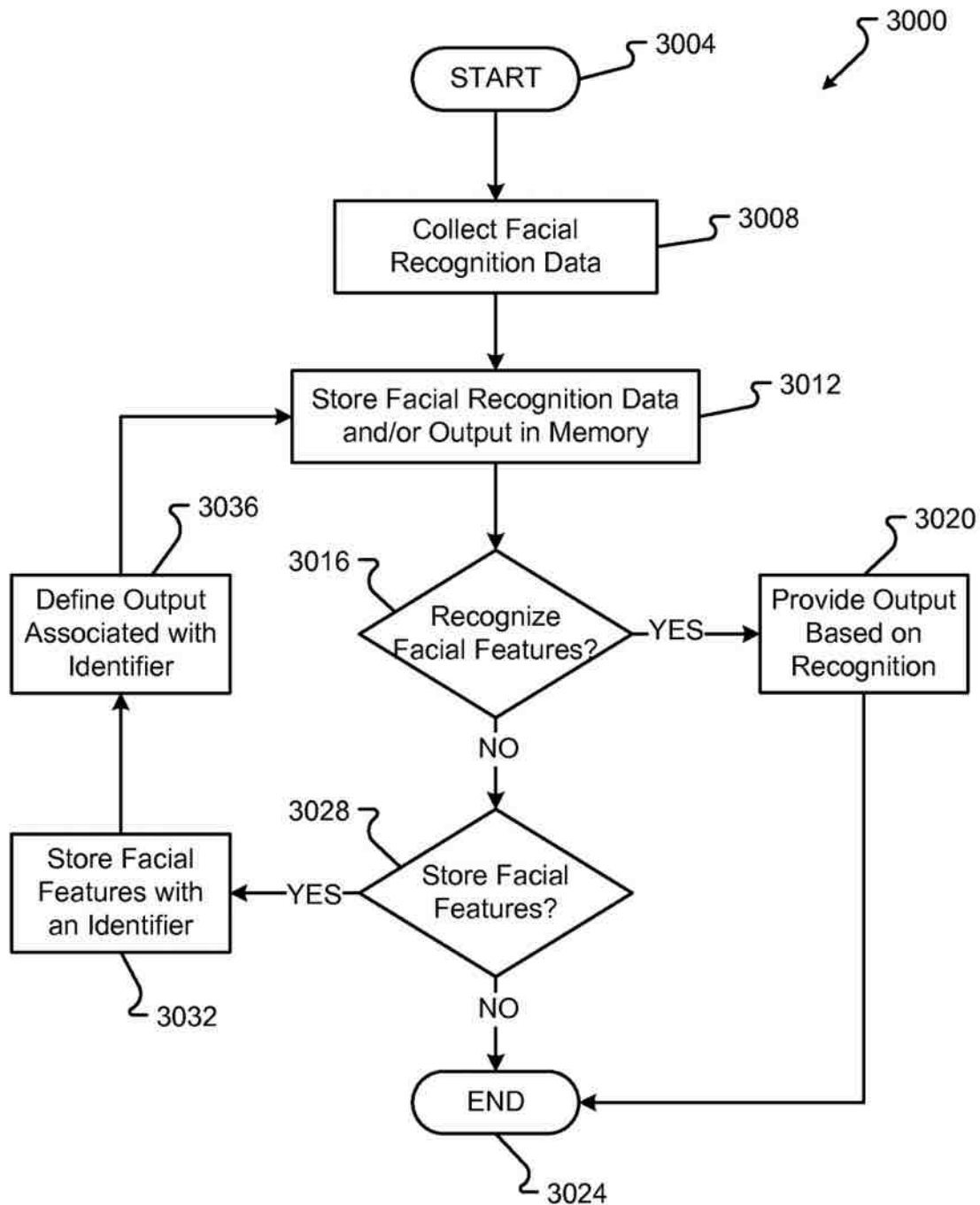
SYSTEM AND METHOD FOR ENABLING CONTINUOUS OR INSTANTANEOUS IDENTITY RECOGNITION BASED ON PHYSIOLOGICAL BIOMETRIC SIGNALS



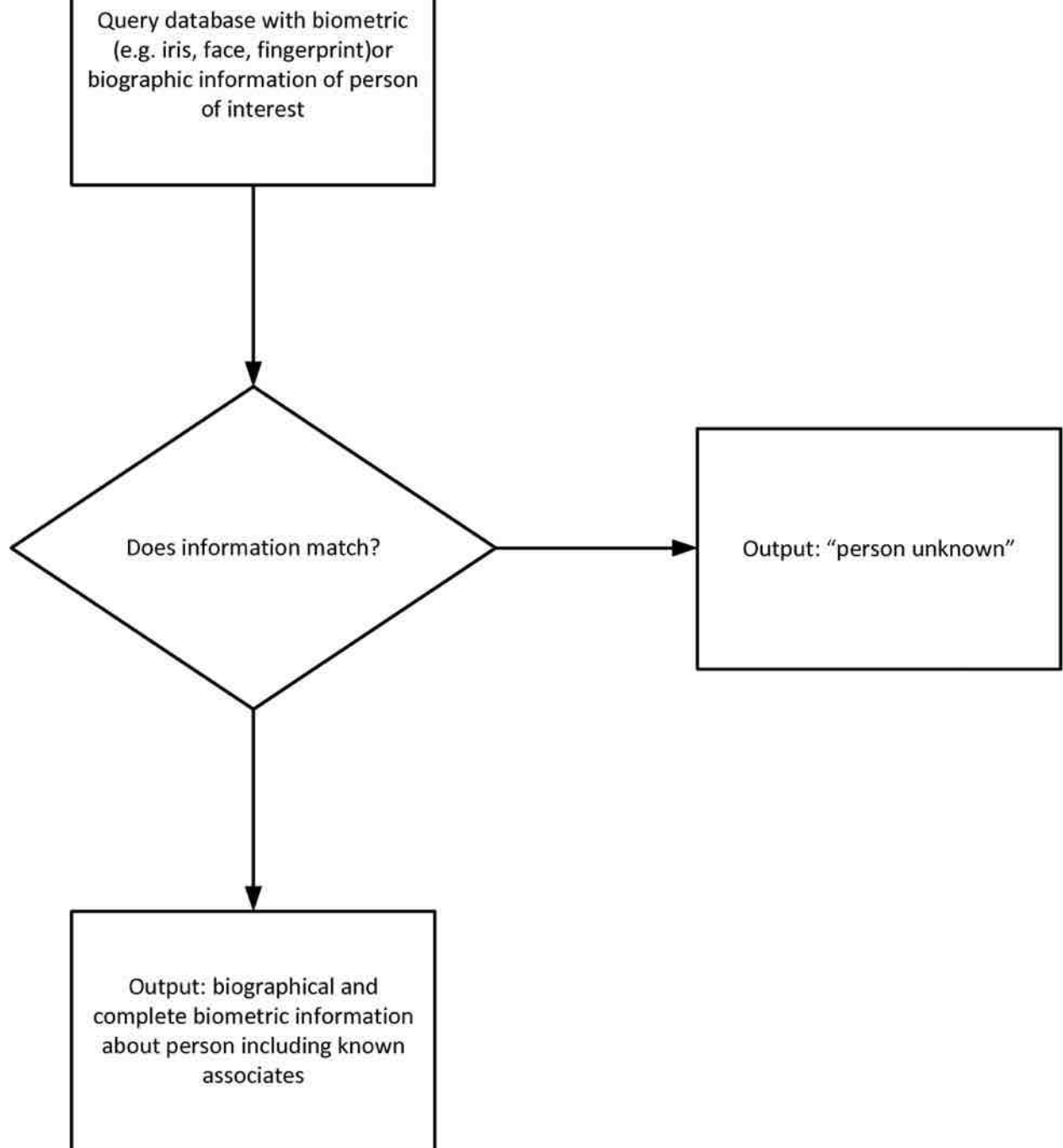
METHOD AND APPARATUS FOR MONITORING, DETERMINING AND COMMUNICATING BIOMETRIC STATUSES, EMOTIONAL STATES AND MOVEMENT



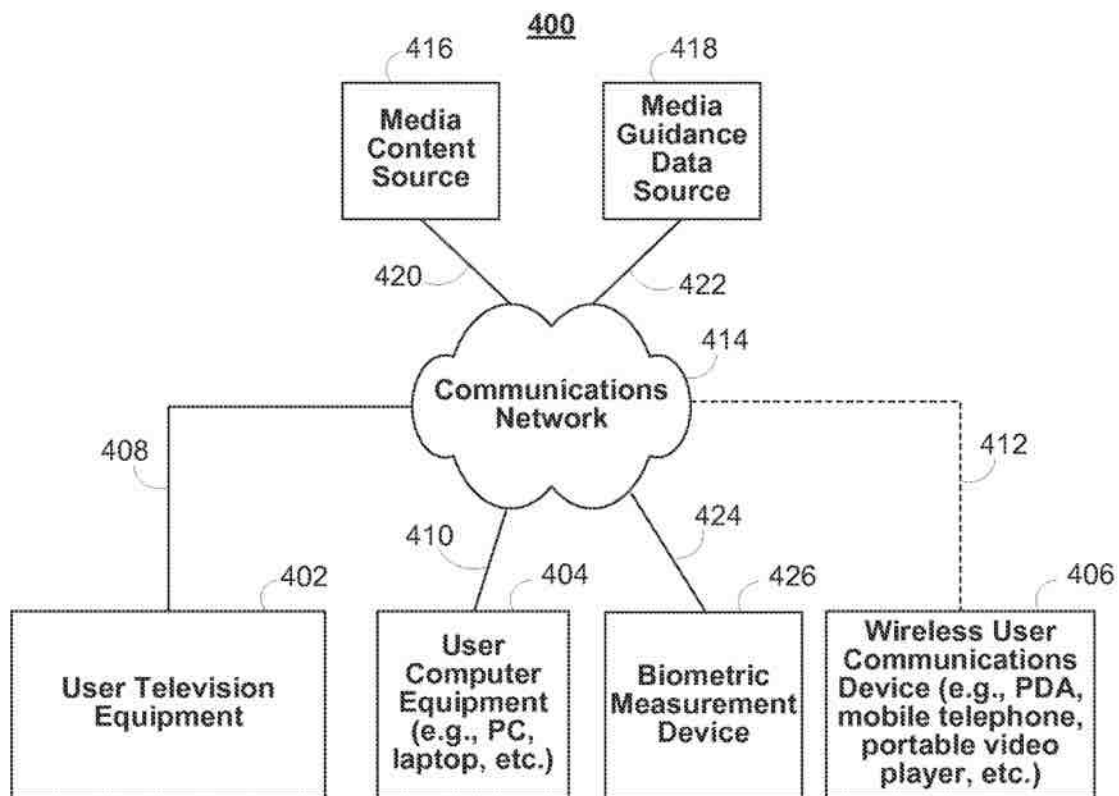
FACIAL RECOGNITION DATABASE CREATED FROM SOCIAL NETWORKING SITES



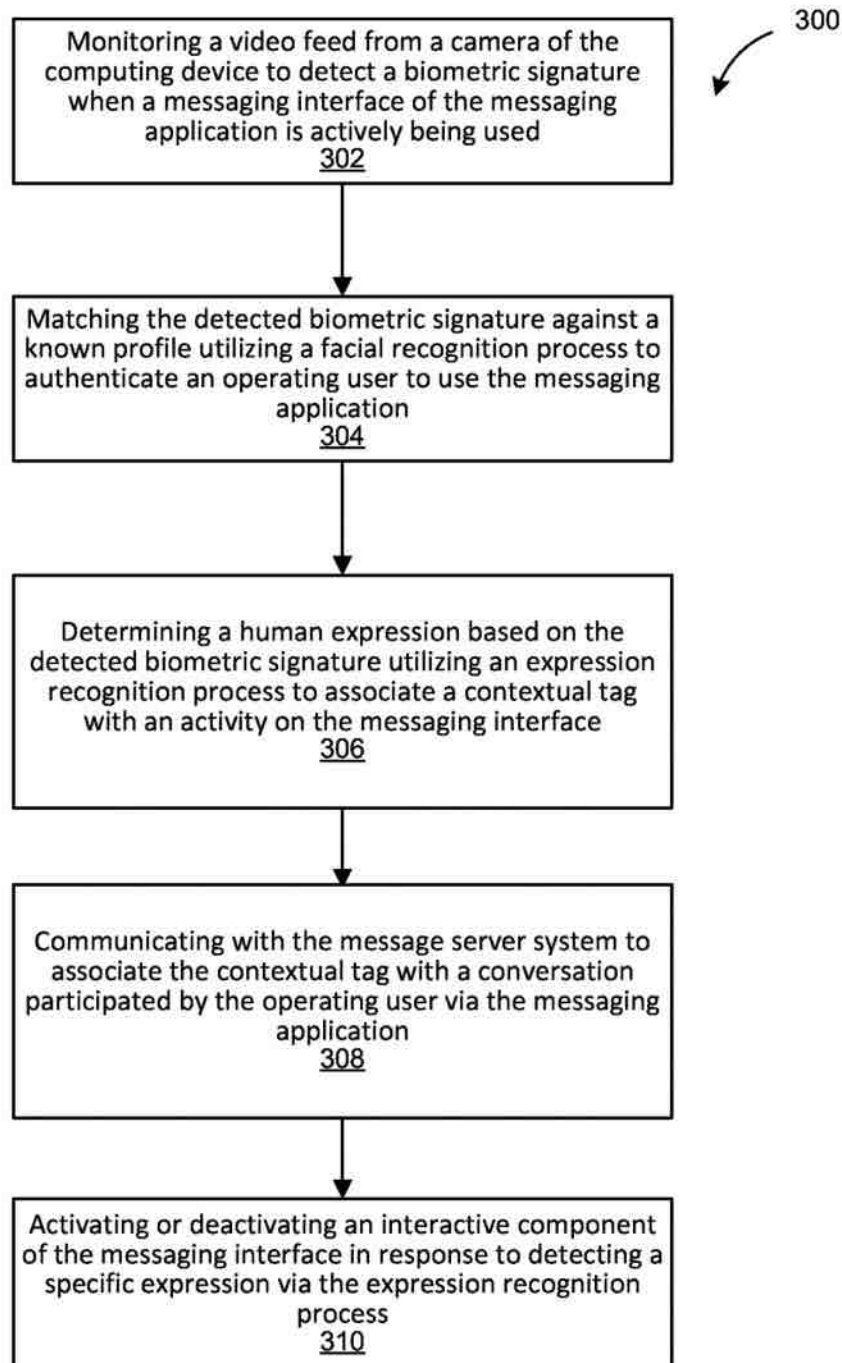
BIOMETRIC SOCIAL NETWORK



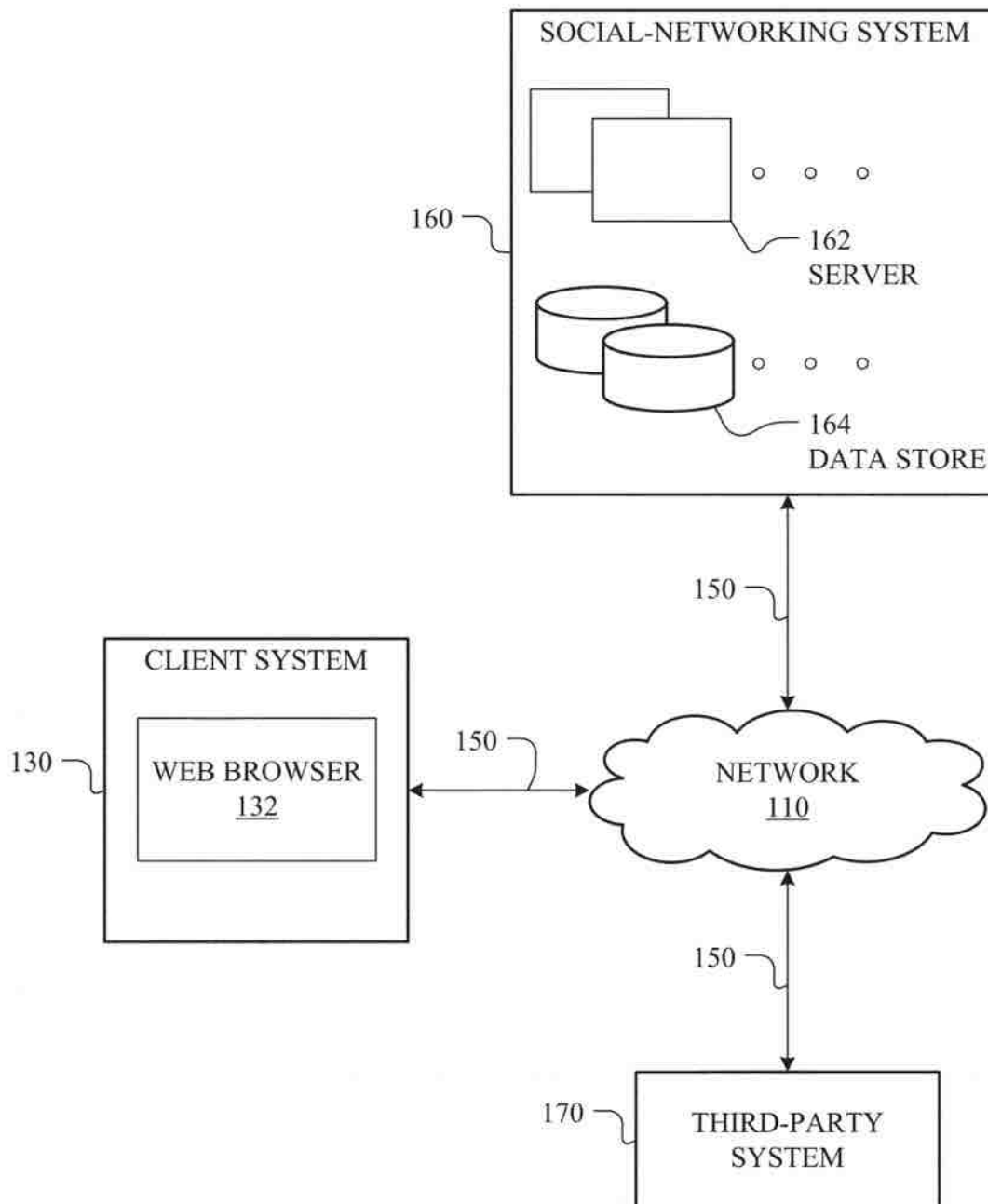
SYSTEMS AND METHODS FOR SELECTIVELY TRANSMITTING USER INTERACTION INFORMATION BASED ON BIOMETRIC INFORMATION



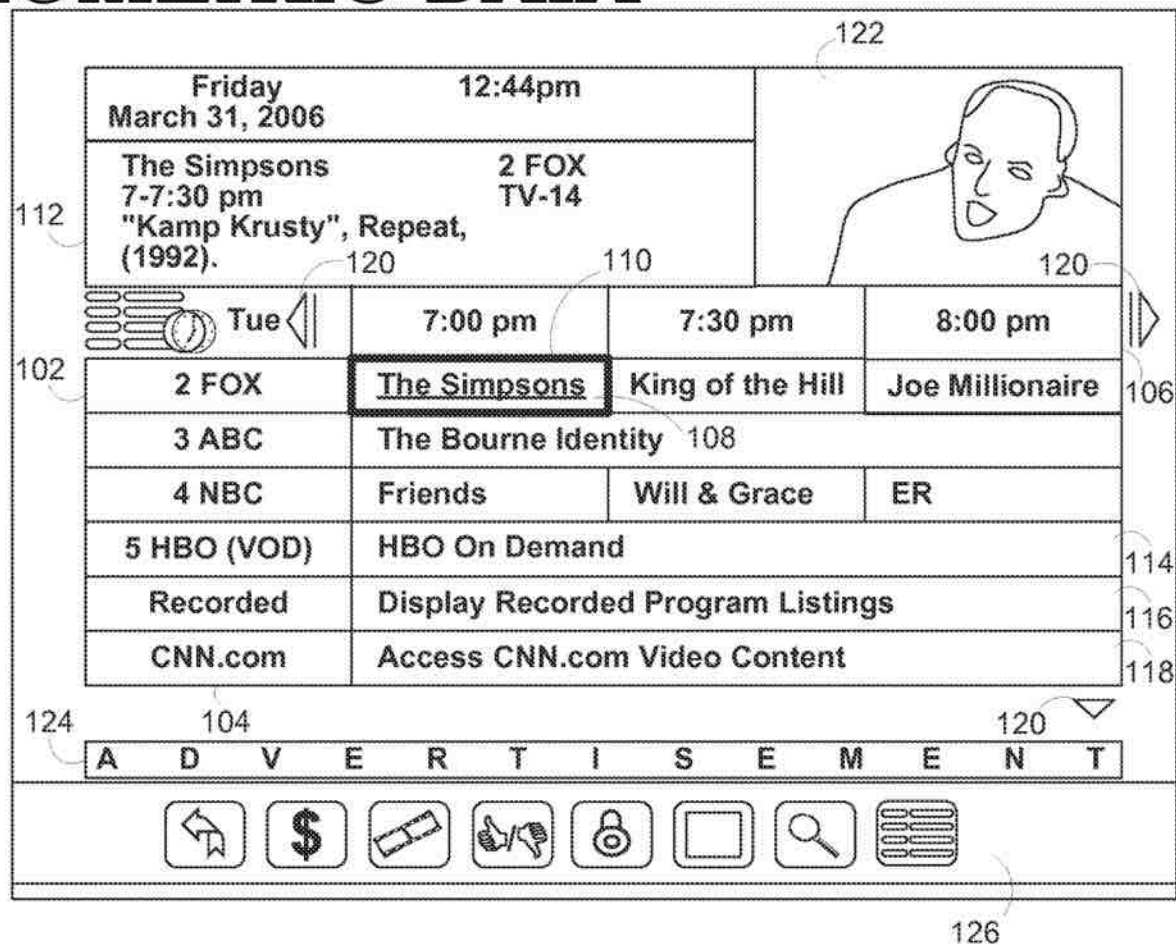
EXPRESSION RECOGNITION IN MESSAGING SYSTEMS



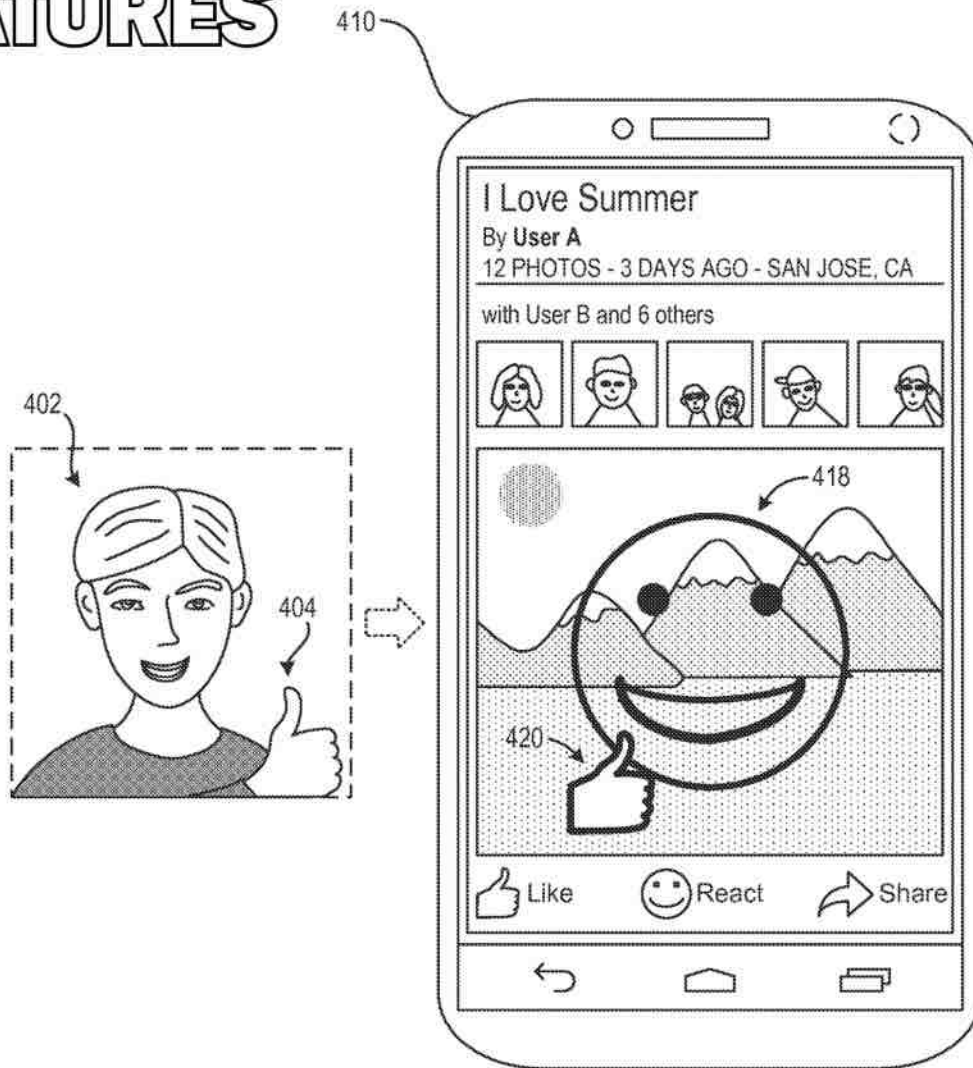
LOCATION BASED FACIAL RECOGNITION ON ONLINE SOCIAL NETWORKS



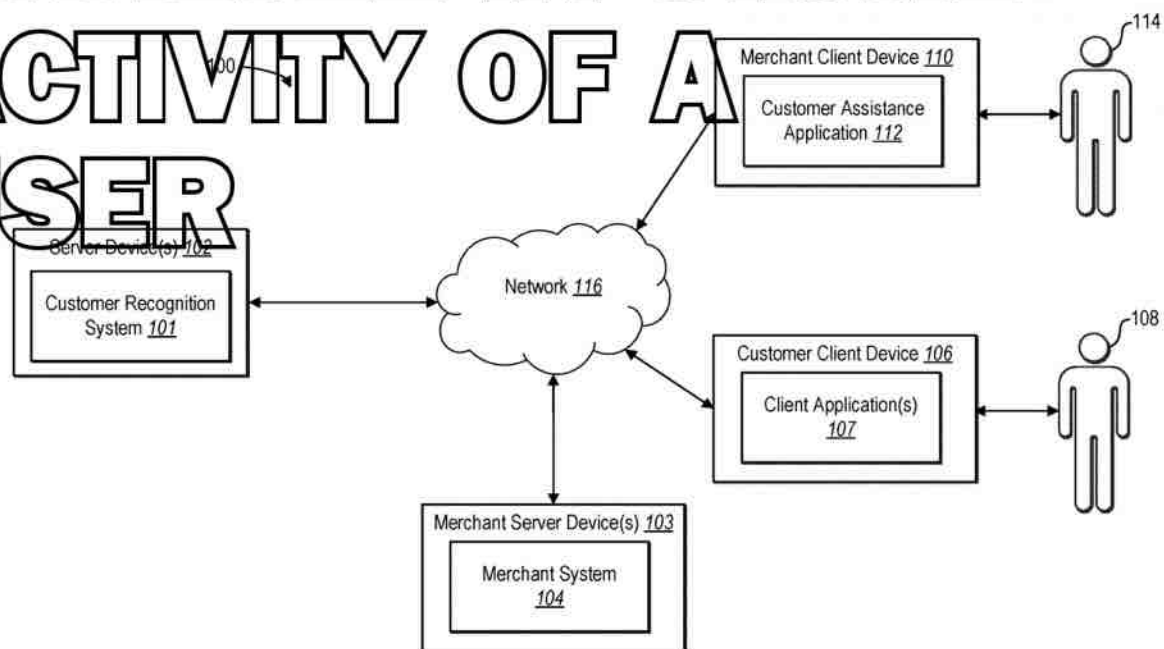
METHODS AND SYSTEMS FOR PROVIDING PURCHASING OPPORTUNITIES BASED ON LOCATION SPECIFIC BIOMETRIC DATA



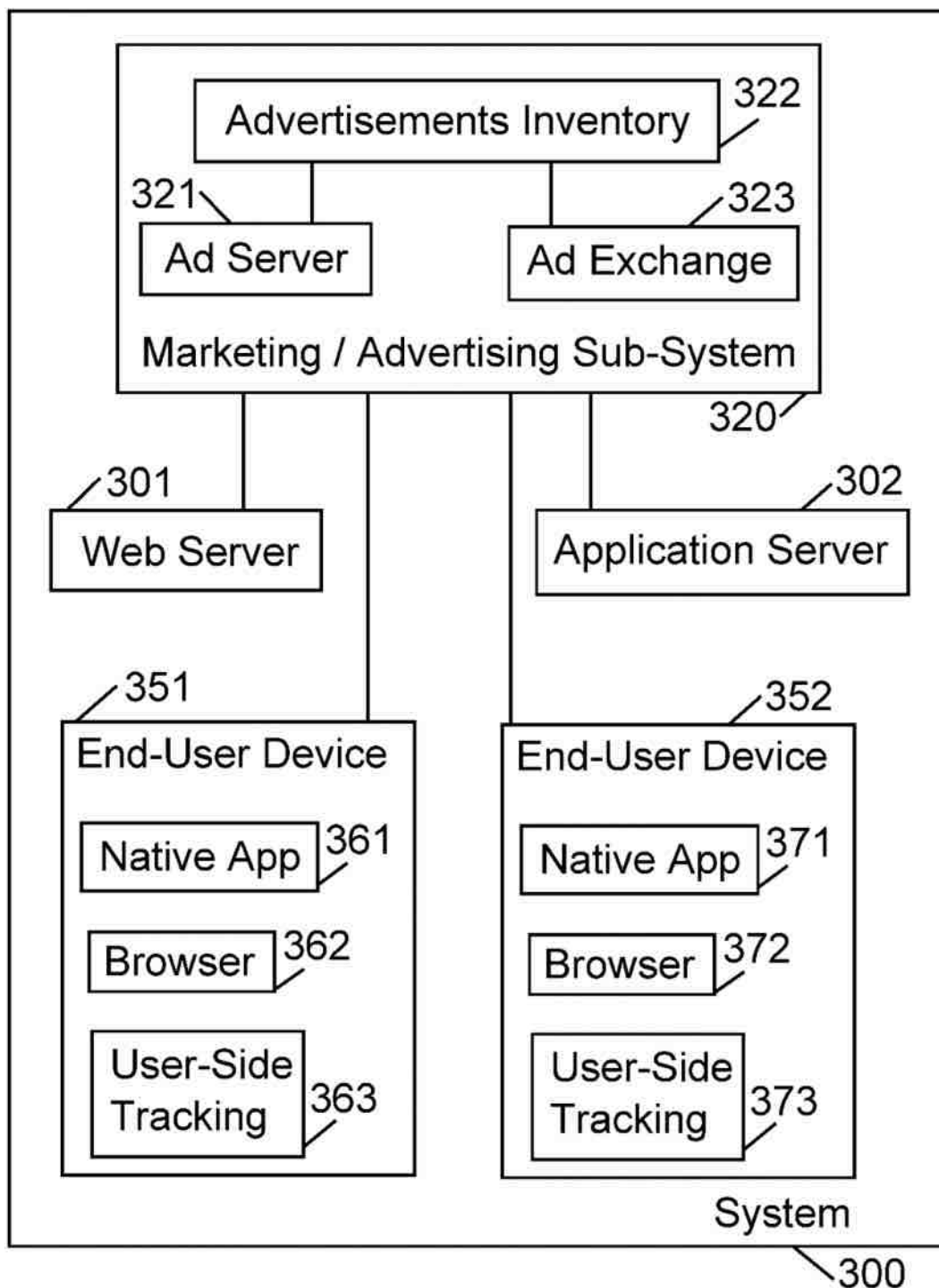
SYSTEMS AND METHODS FOR DYNAMICALLY GENERATING EMOJIS BASED ON IMAGE ANALYSIS OF FACIAL FEATURES



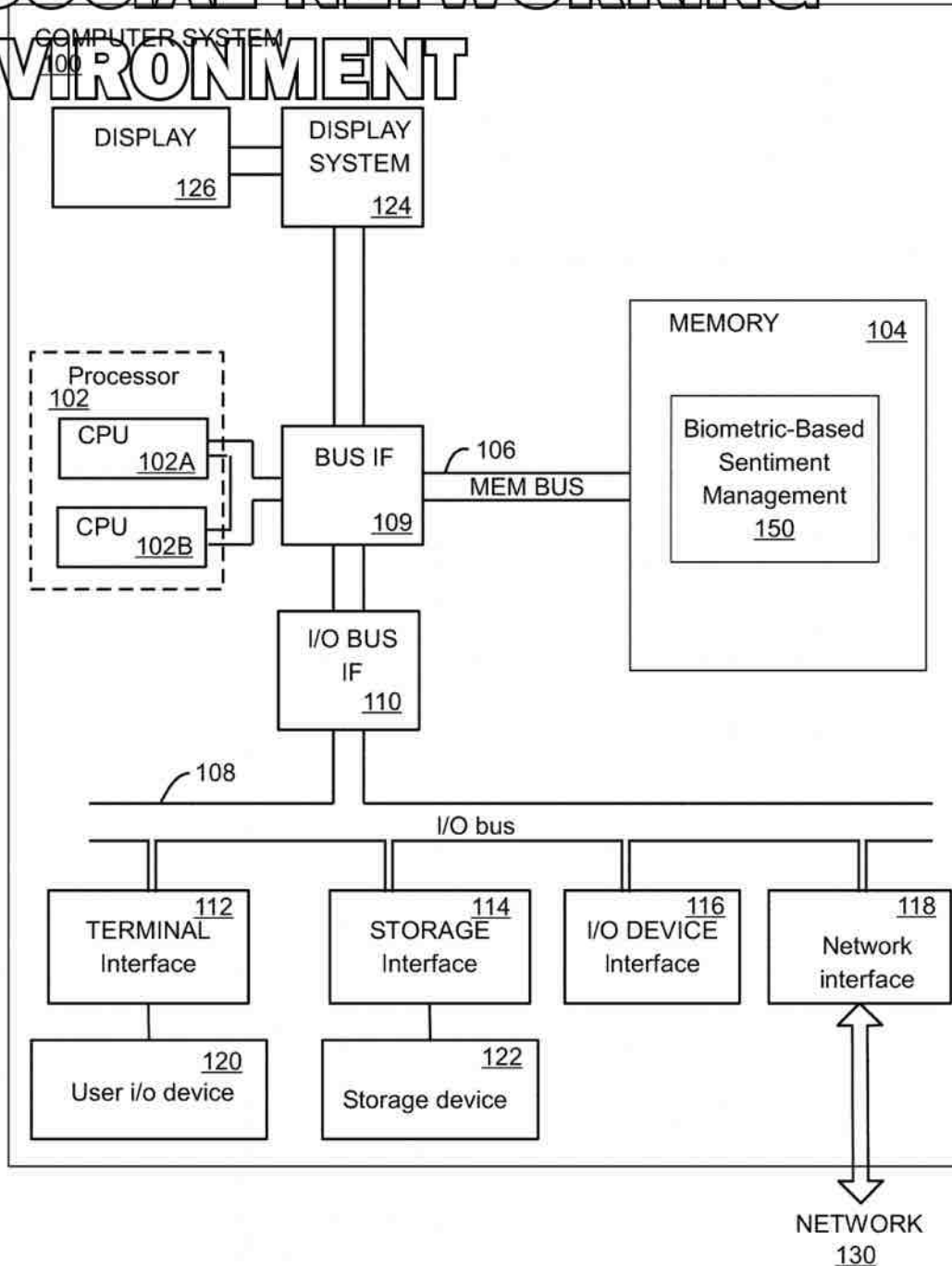
USING FACIAL RECOGNITION AND FACIAL EXPRESSION DETECTION TO ANALYZE IN STORE ACTIVITY OF A USER



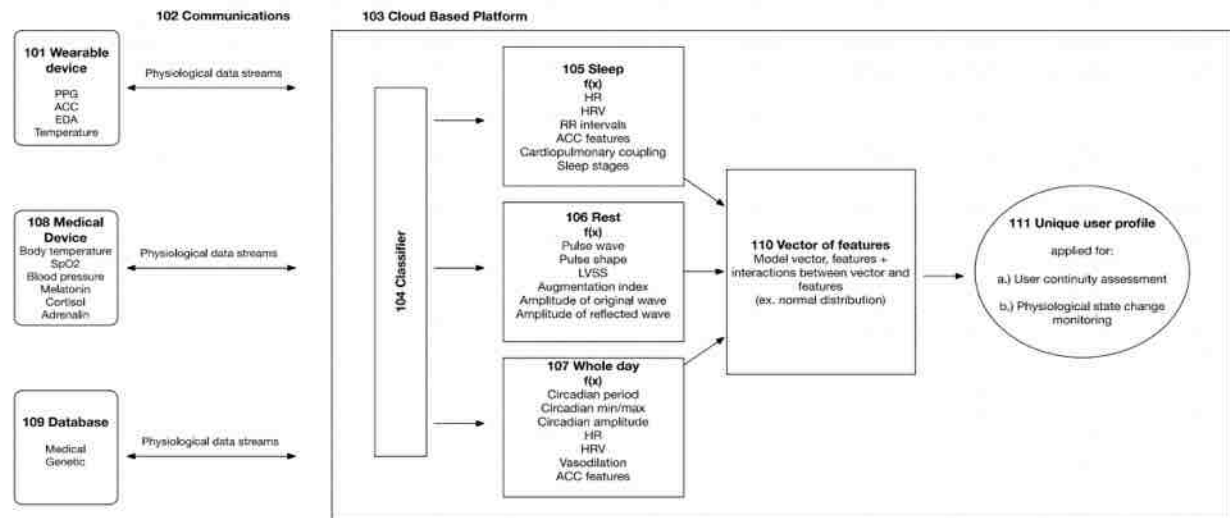
SYSTEM, DEVICE, AND METHOD OF GENERATING AND MANAGING BEHAVIORAL BIOMETRIC COOKIES



BIOMETRIC BASED SENTIMENT MANAGEMENT IN A SOCIAL NETWORKING ENVIRONMENT

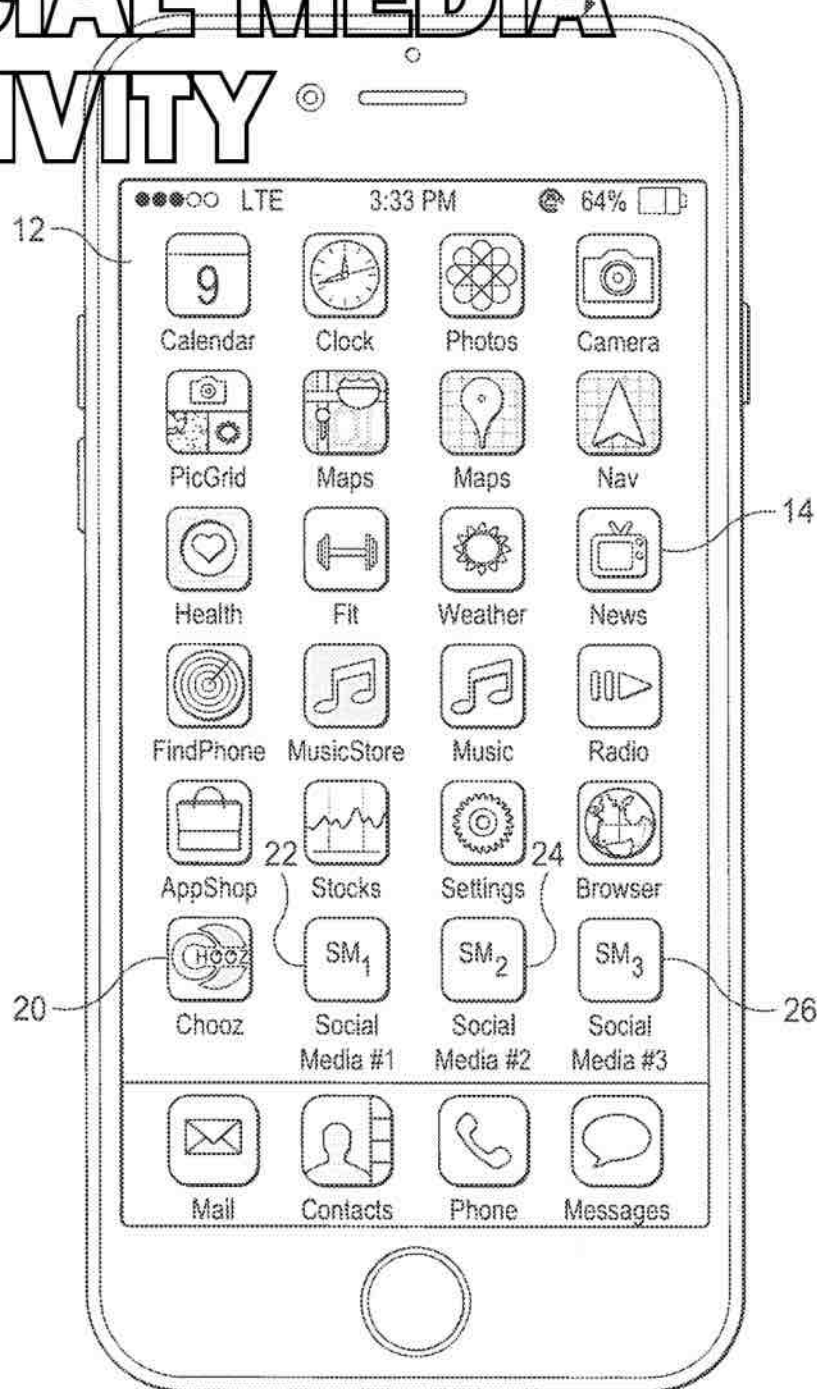


SYSTEM AND METHOD FOR BIOMETRIC IDENTIFICATION USING SLEEP PHYSIOLOGY

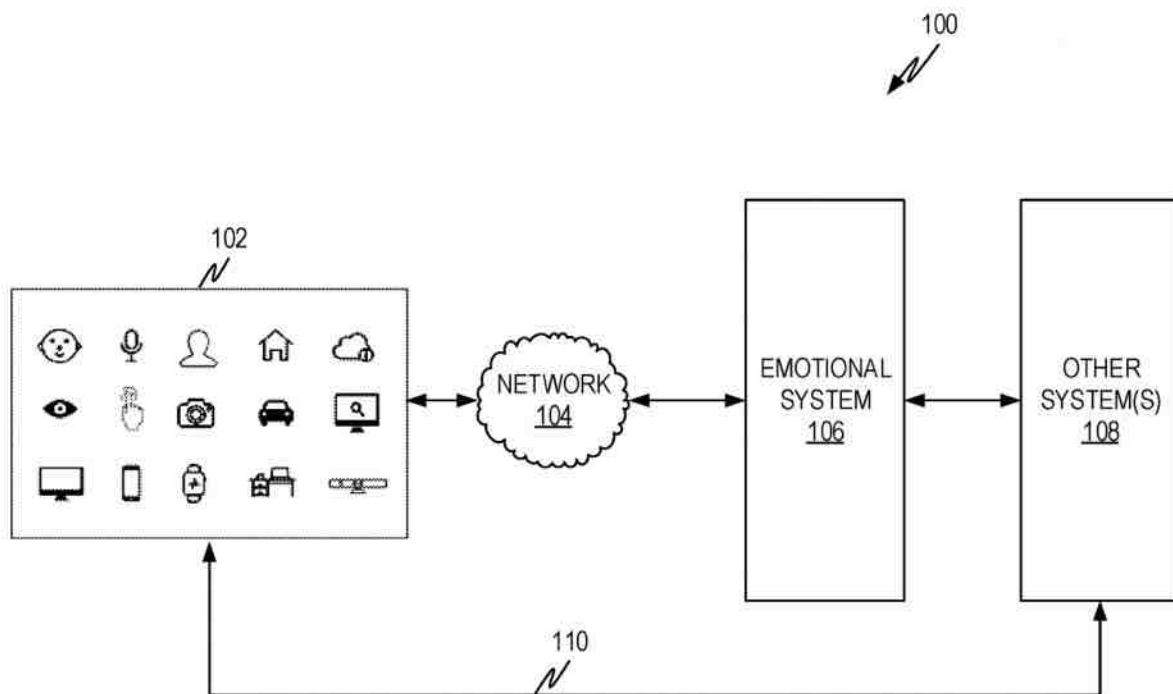


SURVEILLANCE

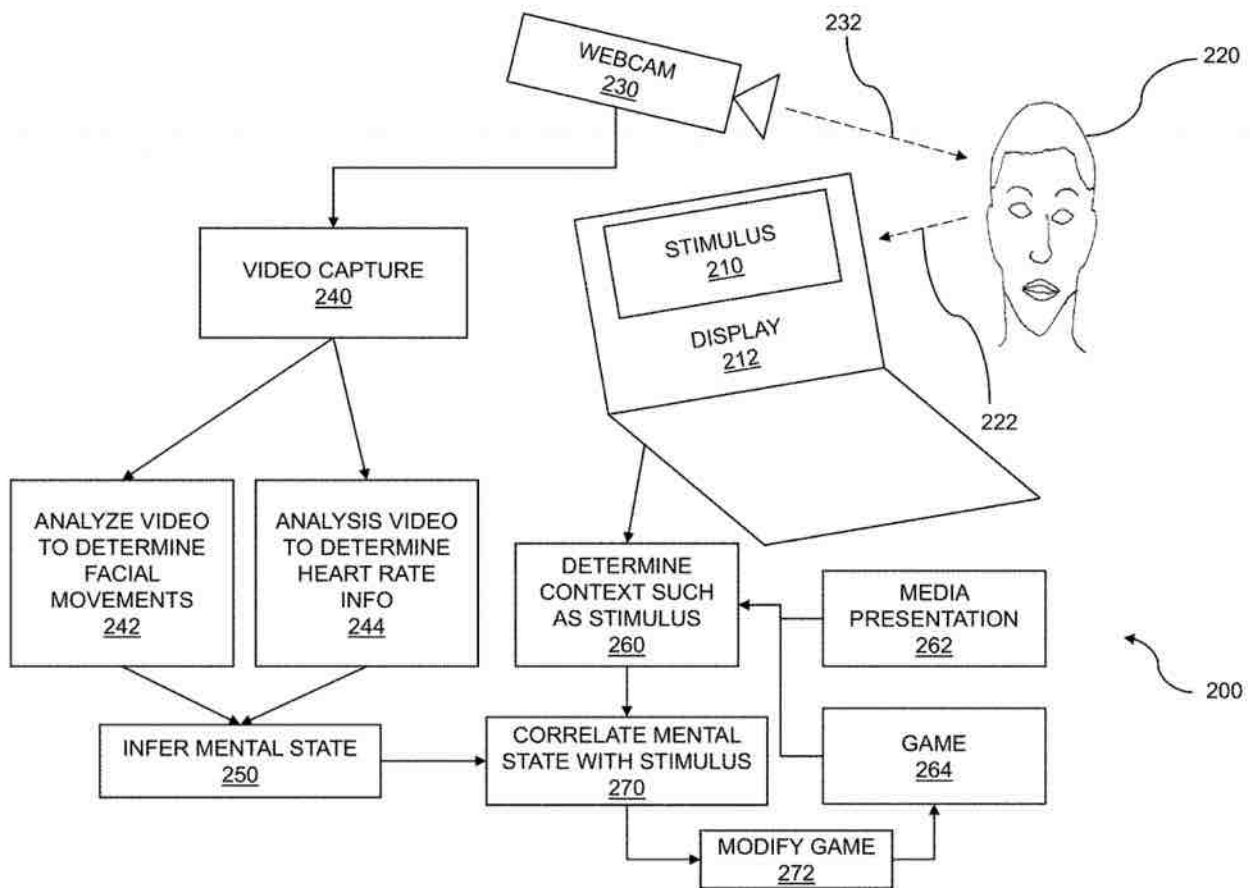
APP FOR SELECTIVE MONITORING OF SOCIAL MEDIA¹⁰ ACTIVITY



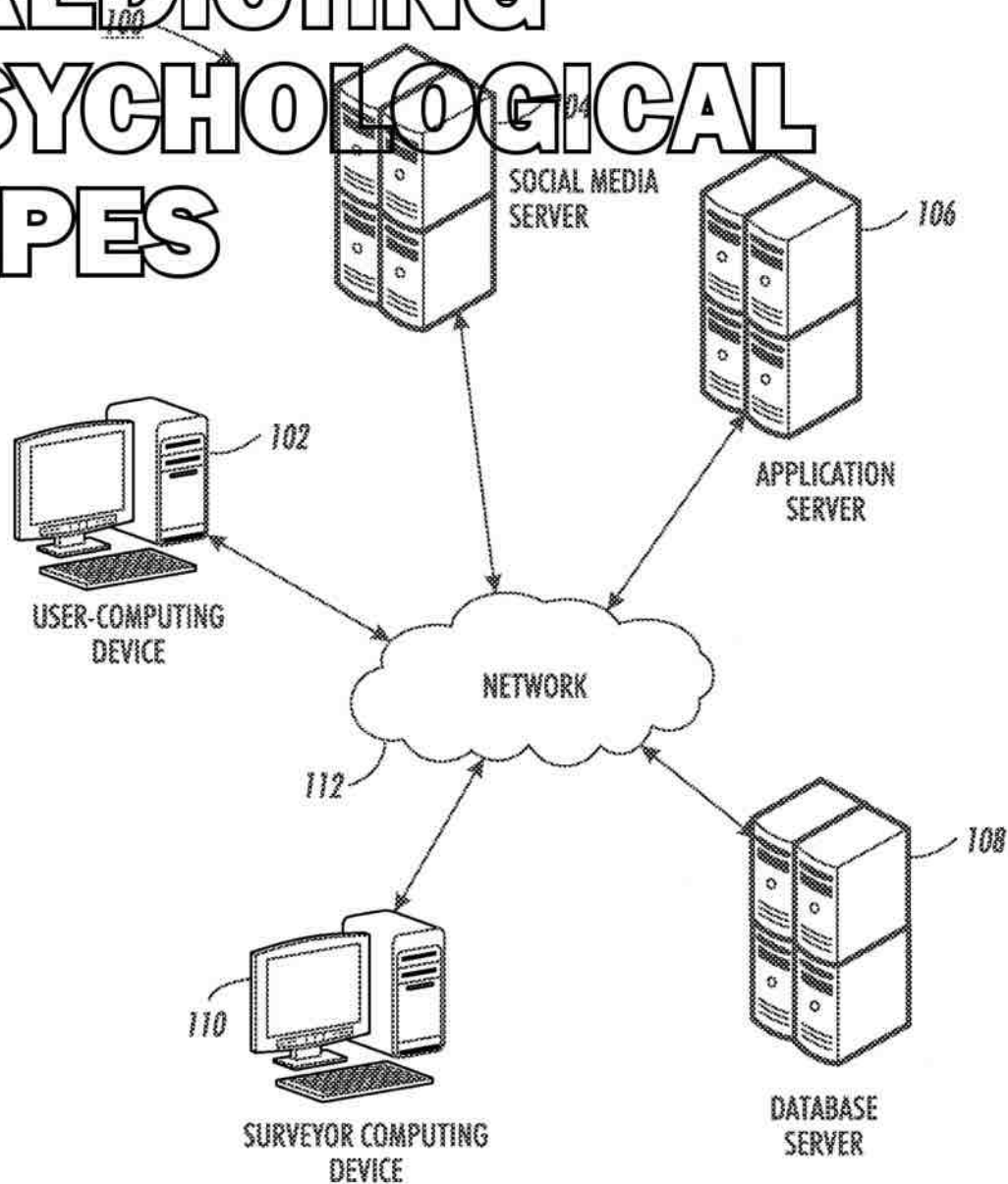
EXTRACTING AN EMOTIONAL STATE FROM DEVICE DATA



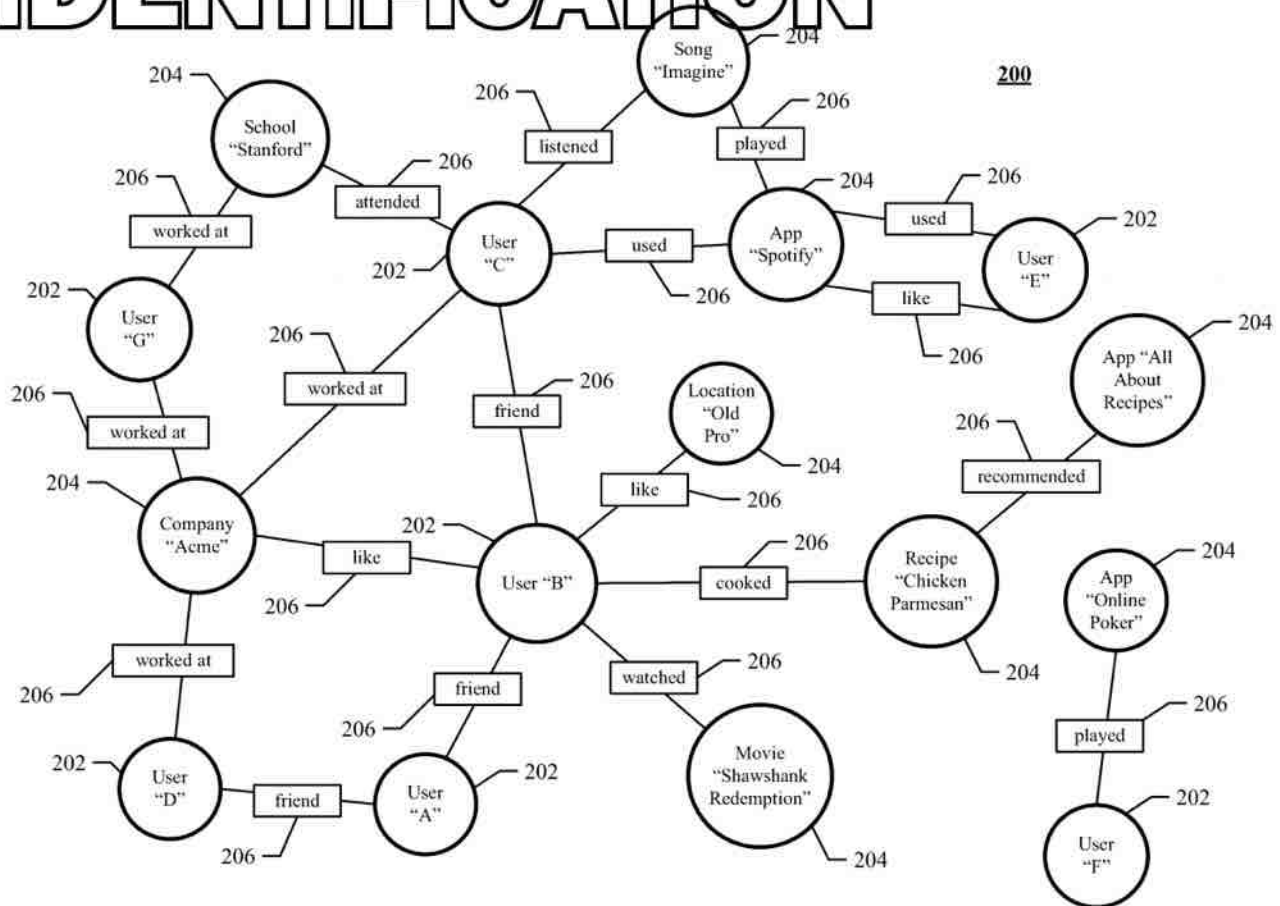
MENTAL STATE MOOD ANALYSIS USING HEART RATE COLLECTION BASED ON VIDEO IMAGERY



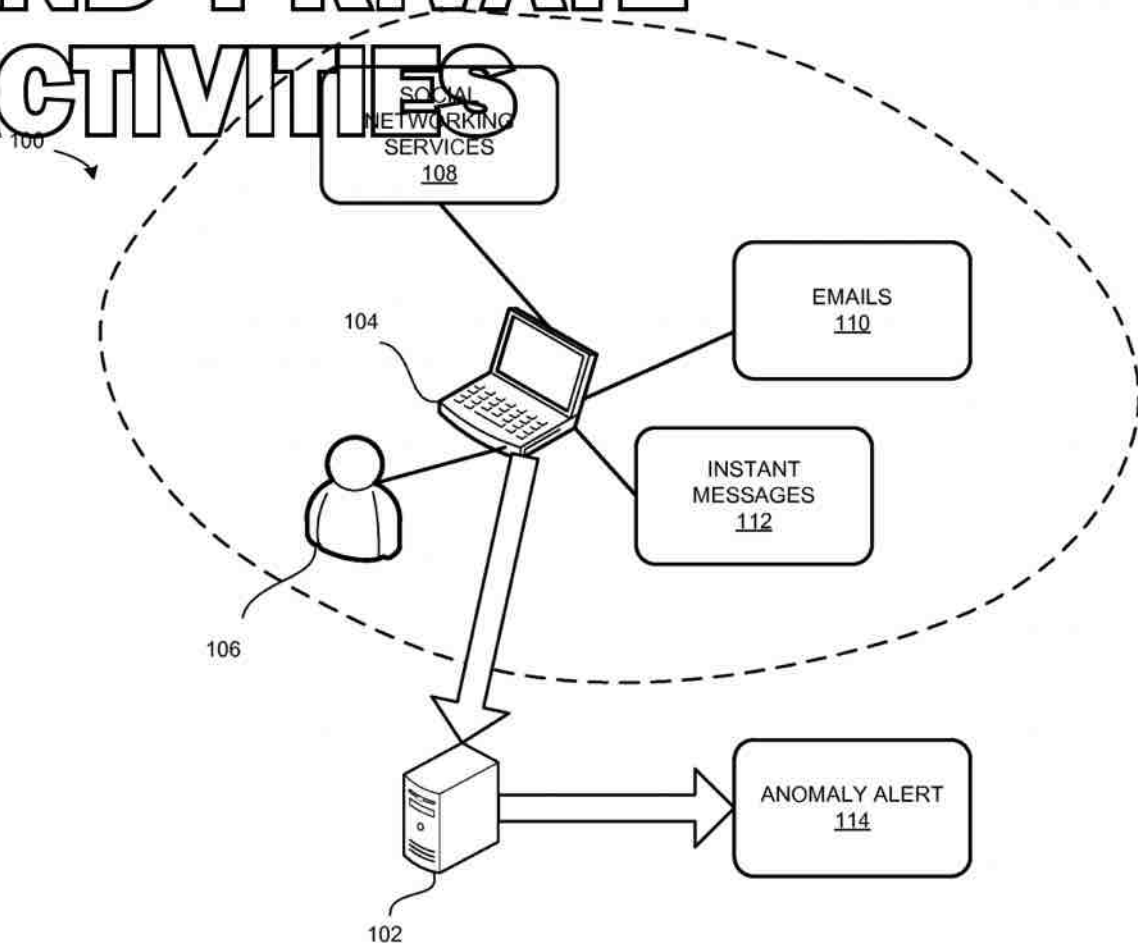
METHODS AND SYSTEMS FOR PREDICTING PSYCHOLOGICAL TYPES



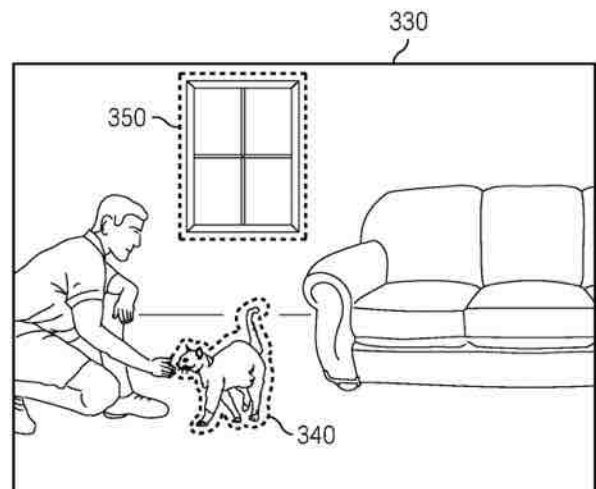
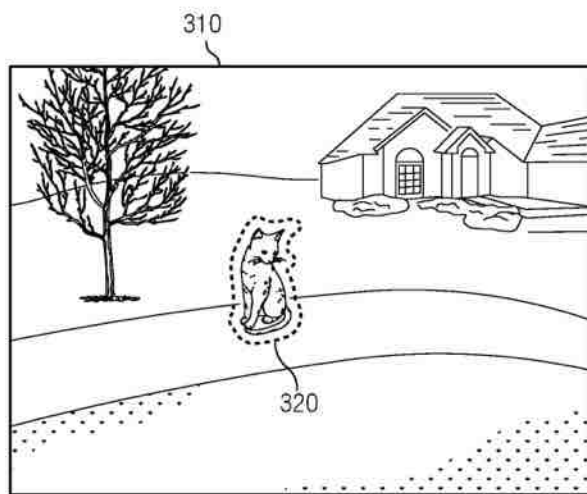
DYNAMIC COMMUNICATION PARTICIPANT IDENTIFICATION



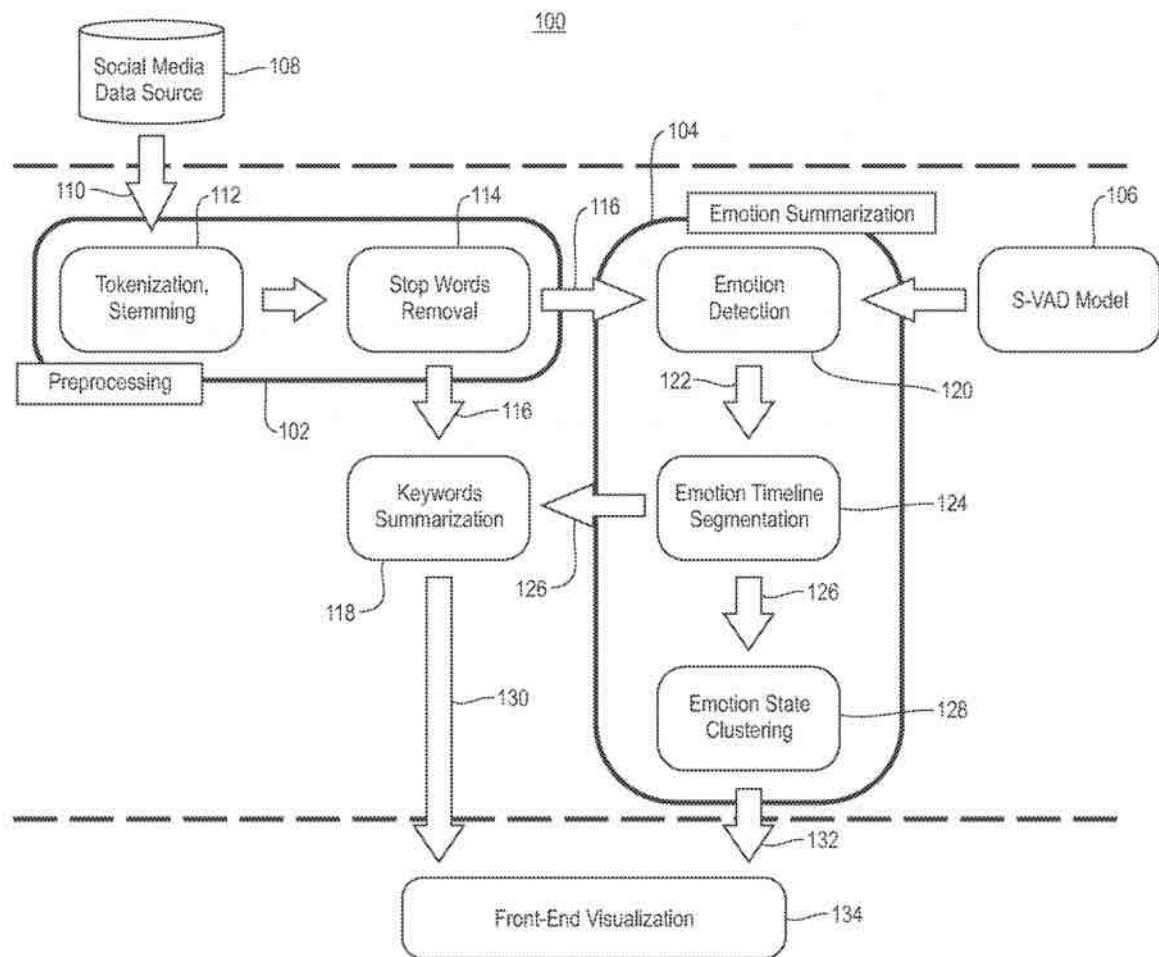
MONITORING USER STATUS BY COMPARING PUBLIC AND PRIVATE ACTIVITIES



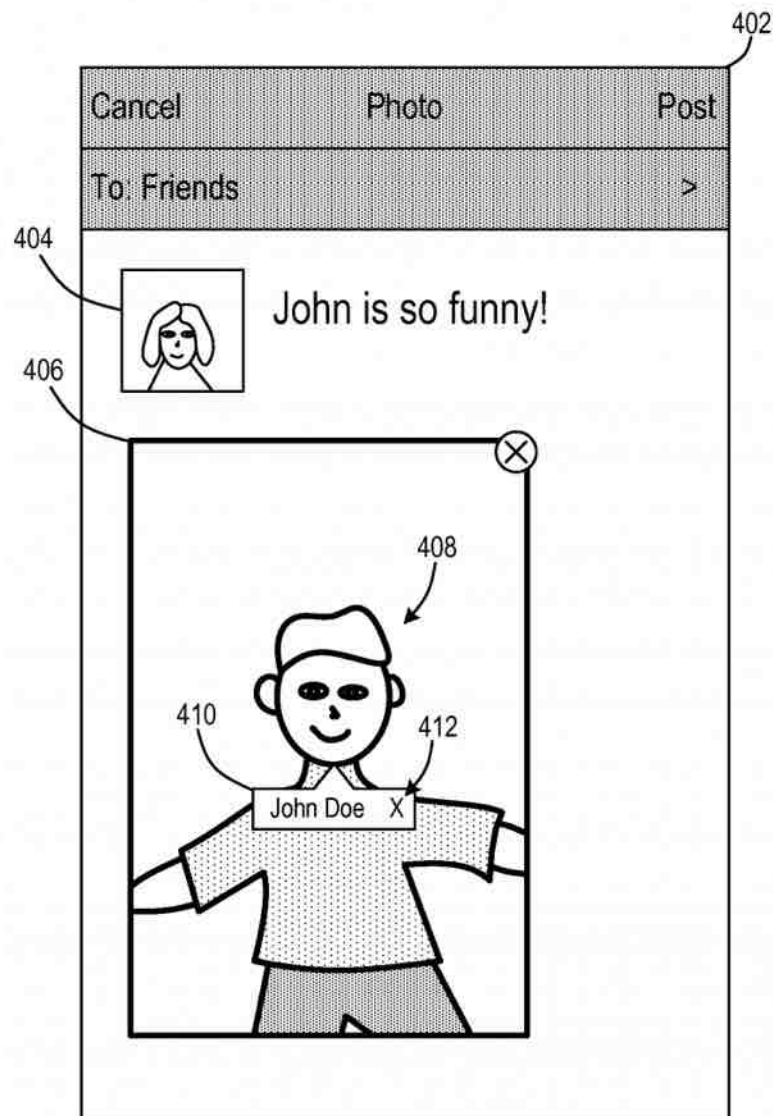
TRAINING IMAGE RECOGNITION SYSTEMS BASED ON SEARCH QUERIES ON ONLINE SOCIAL NETWORKS



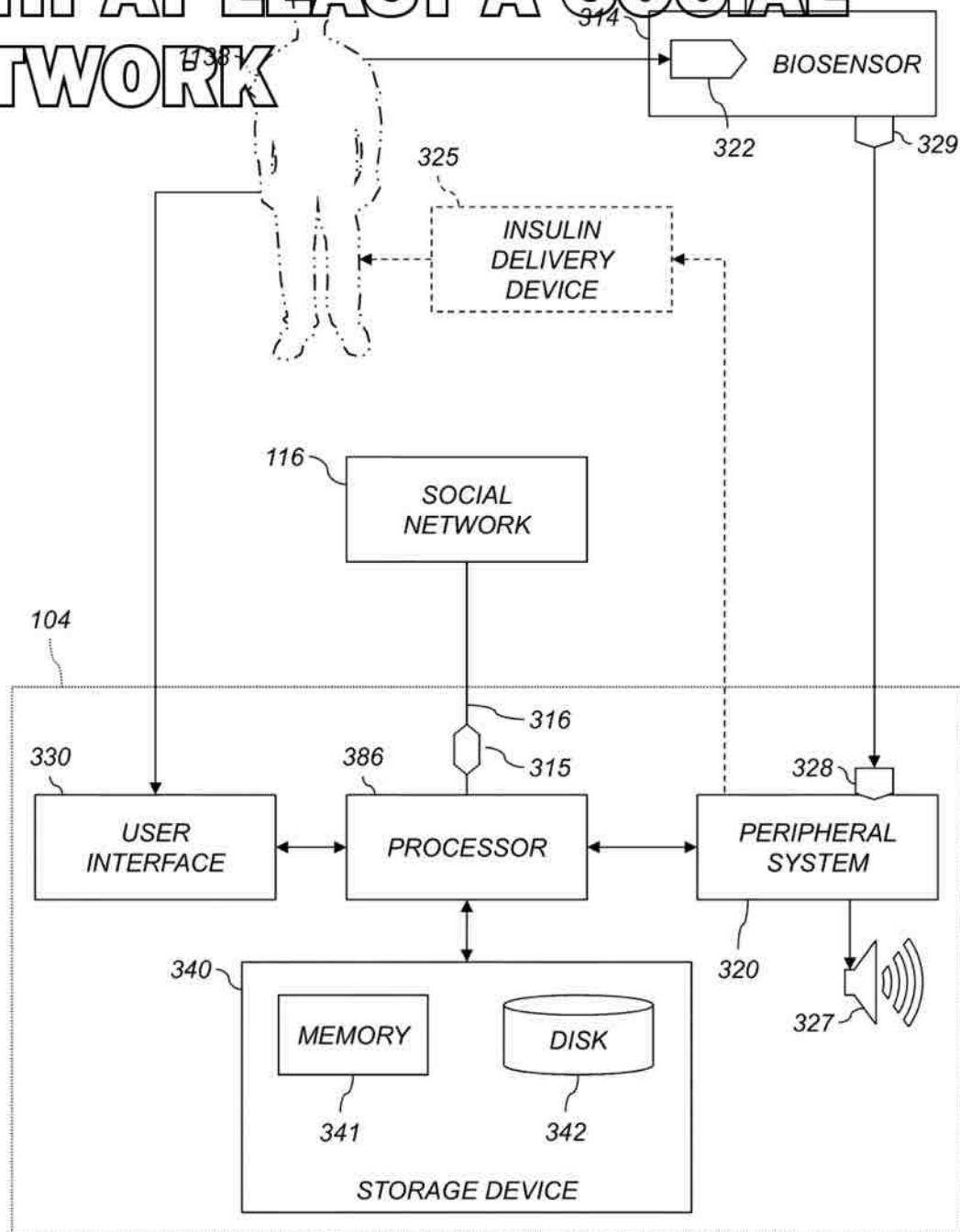
PERSONAL EMOTION STATE MONITORING FROM SOCIAL MEDIA



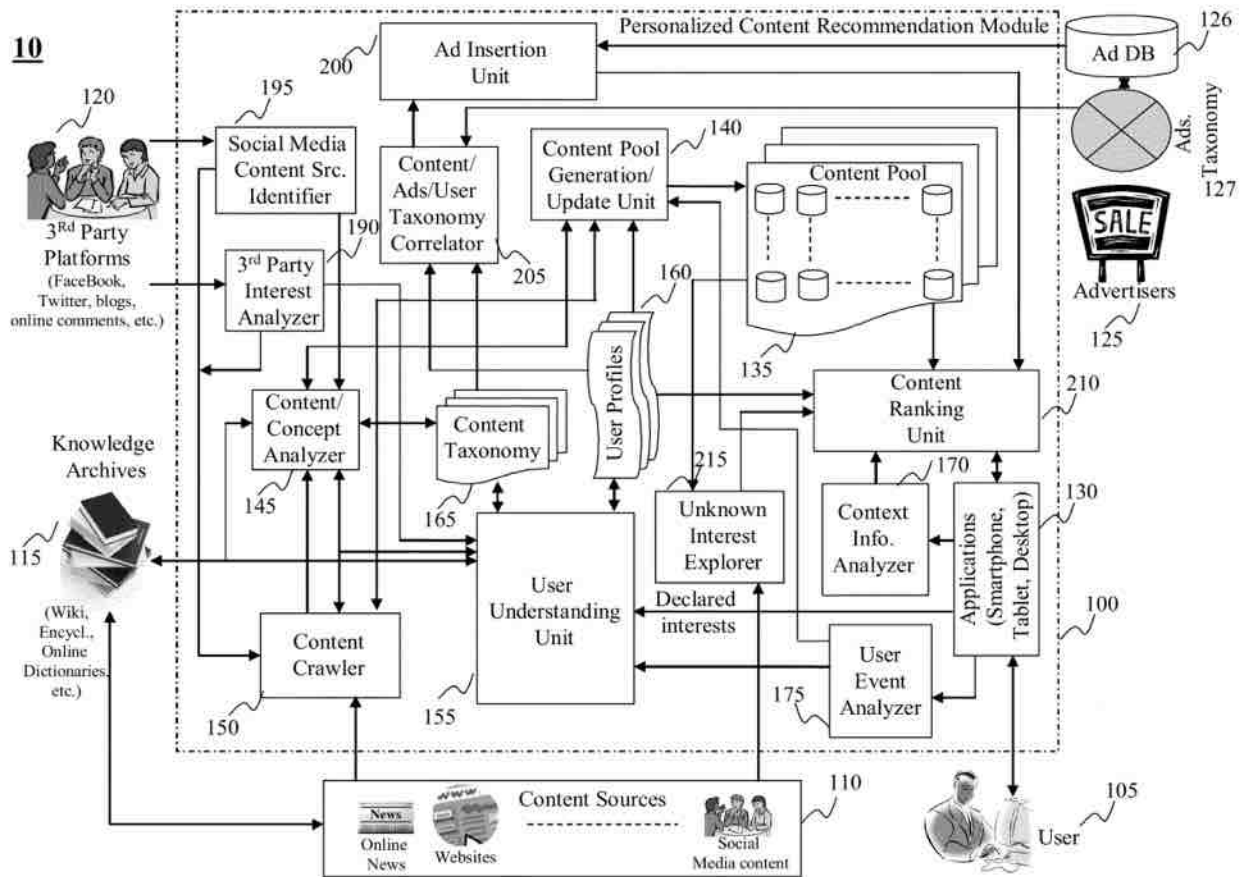
SYSTEMS AND METHODS FOR PROVIDING OBJECT RECOGNITION BASED ON DETECTING AND EXTRACTING MEDIA PORTIONS



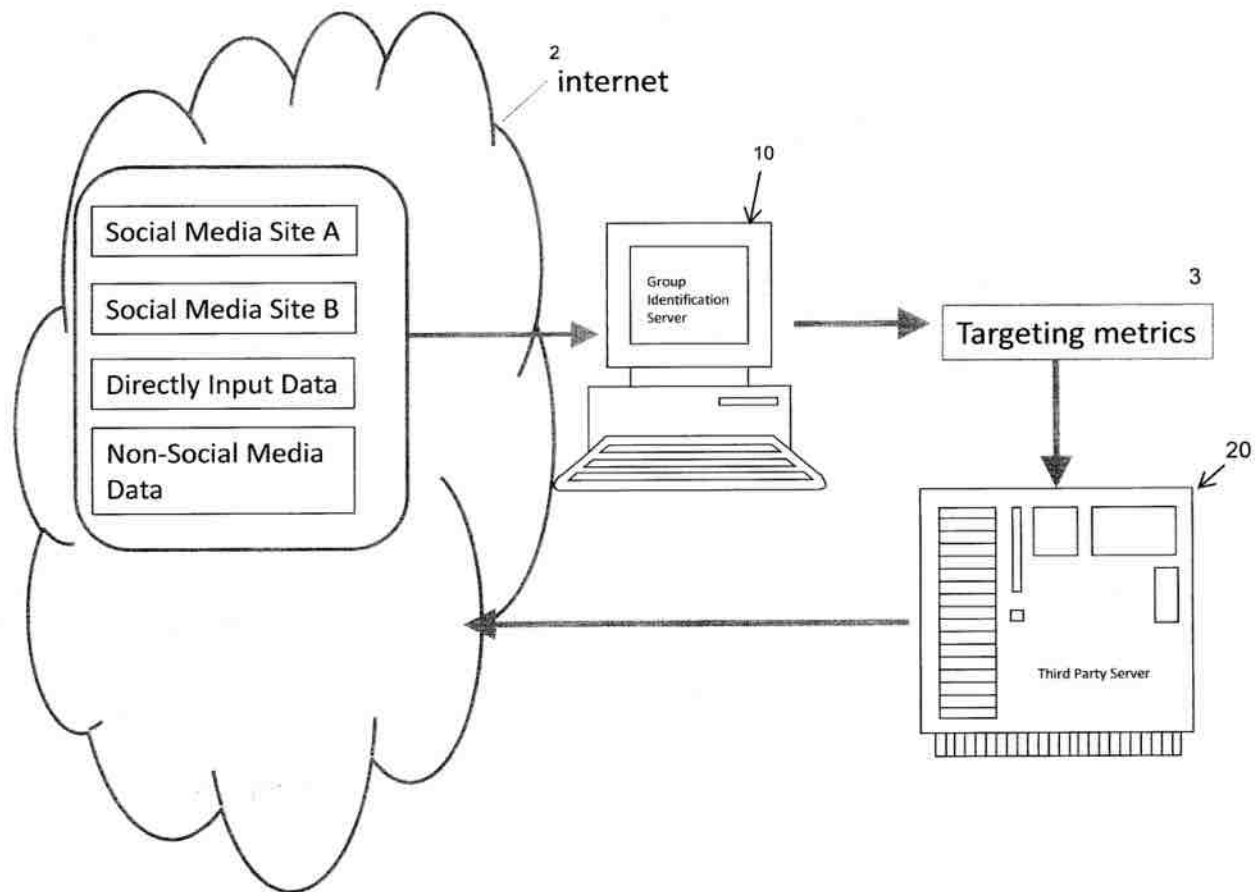
PHYSIOLOGICAL MONITORING SYSTEM COMMUNICATING WITH AT LEAST A SOCIAL NETWORK



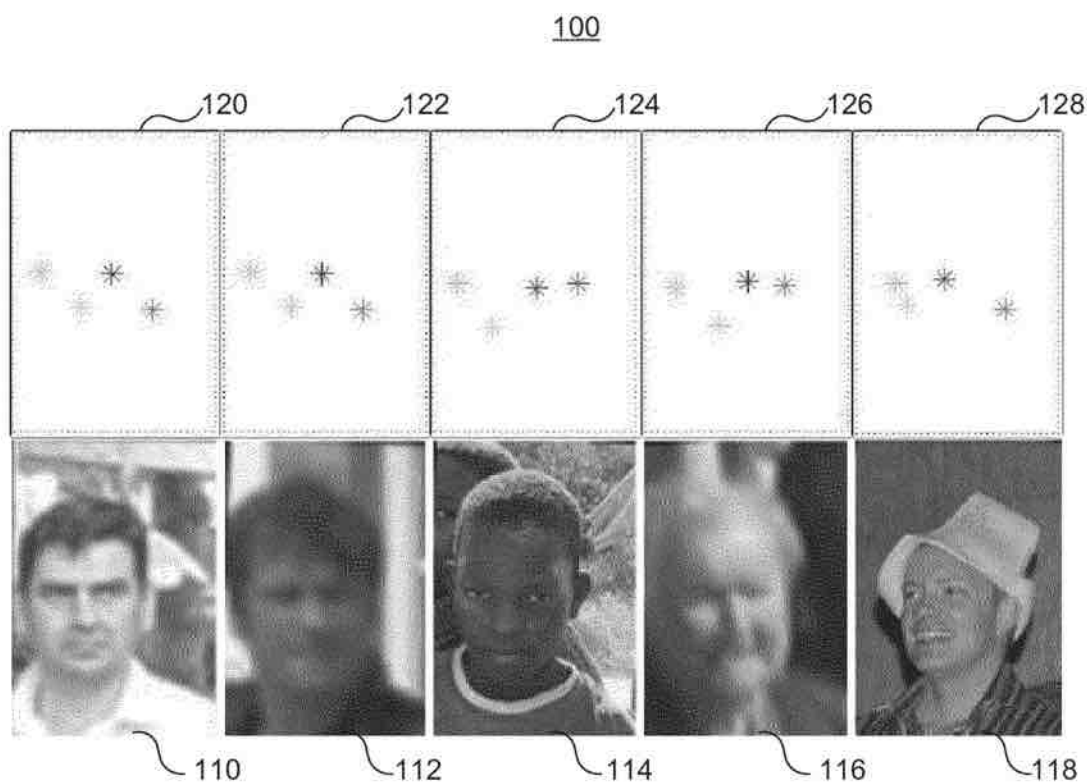
METHOD AND SYSTEM FOR DISCOVERY OF USER UNKNOWN INTERESTS



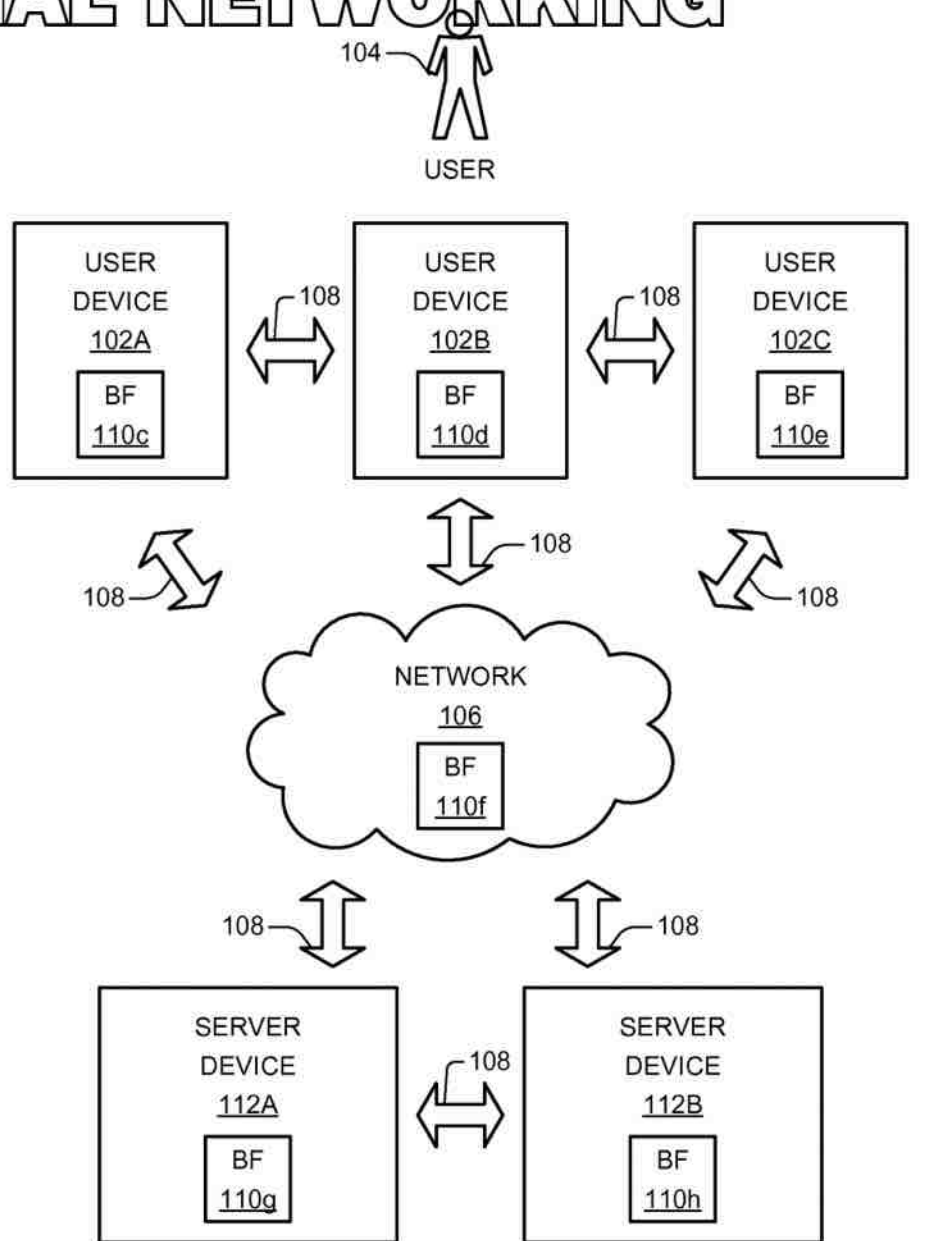
METHOD OF AUTOMATED GROUP IDENTIFICATION BASED ON SOCIAL AND BEHAVIORAL INFORMATION



POSE ALIGNED NETWORKS FOR DEEP ATTRIBUTE MODELING



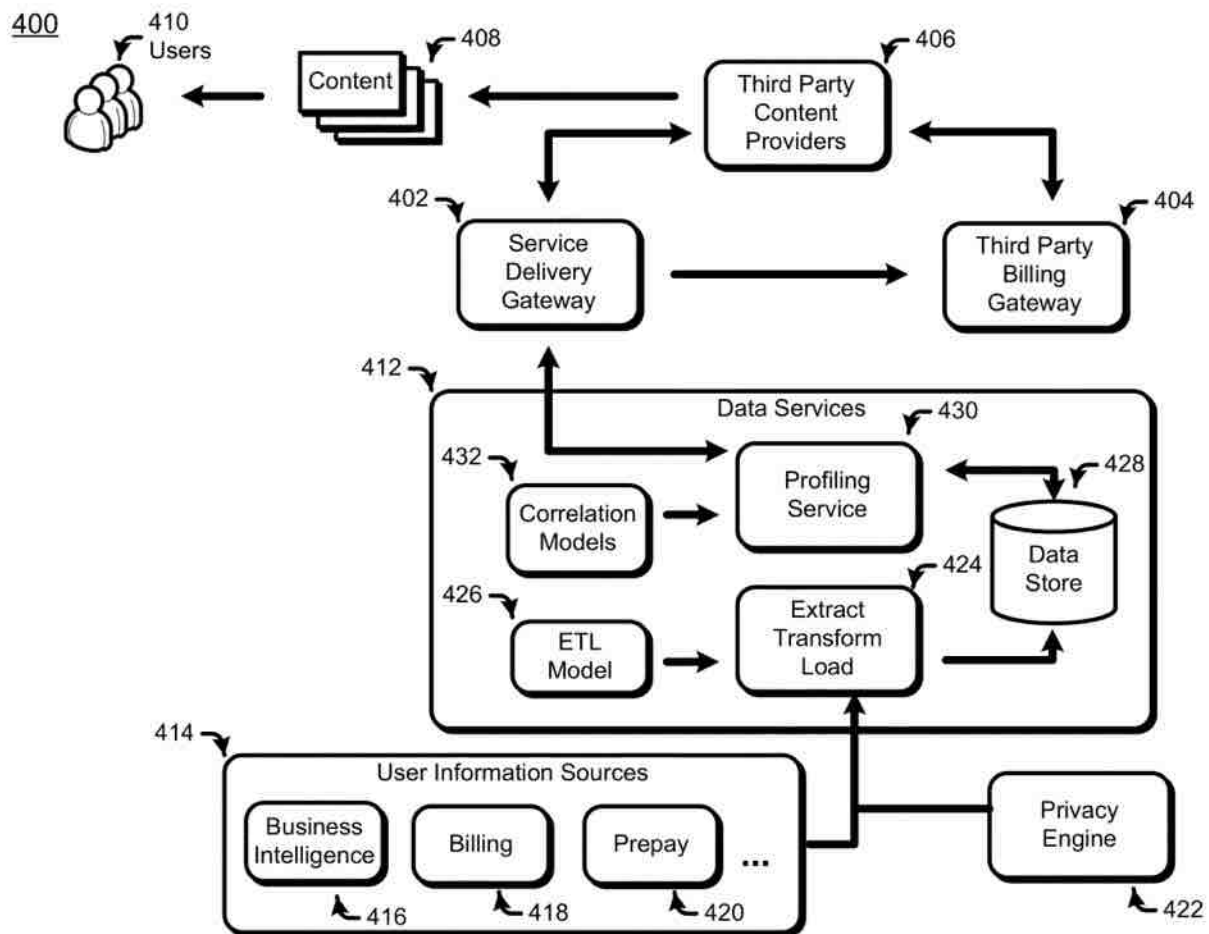
BEHAVIORAL FINGERPRINTING WITH SOCIAL NETWORKING



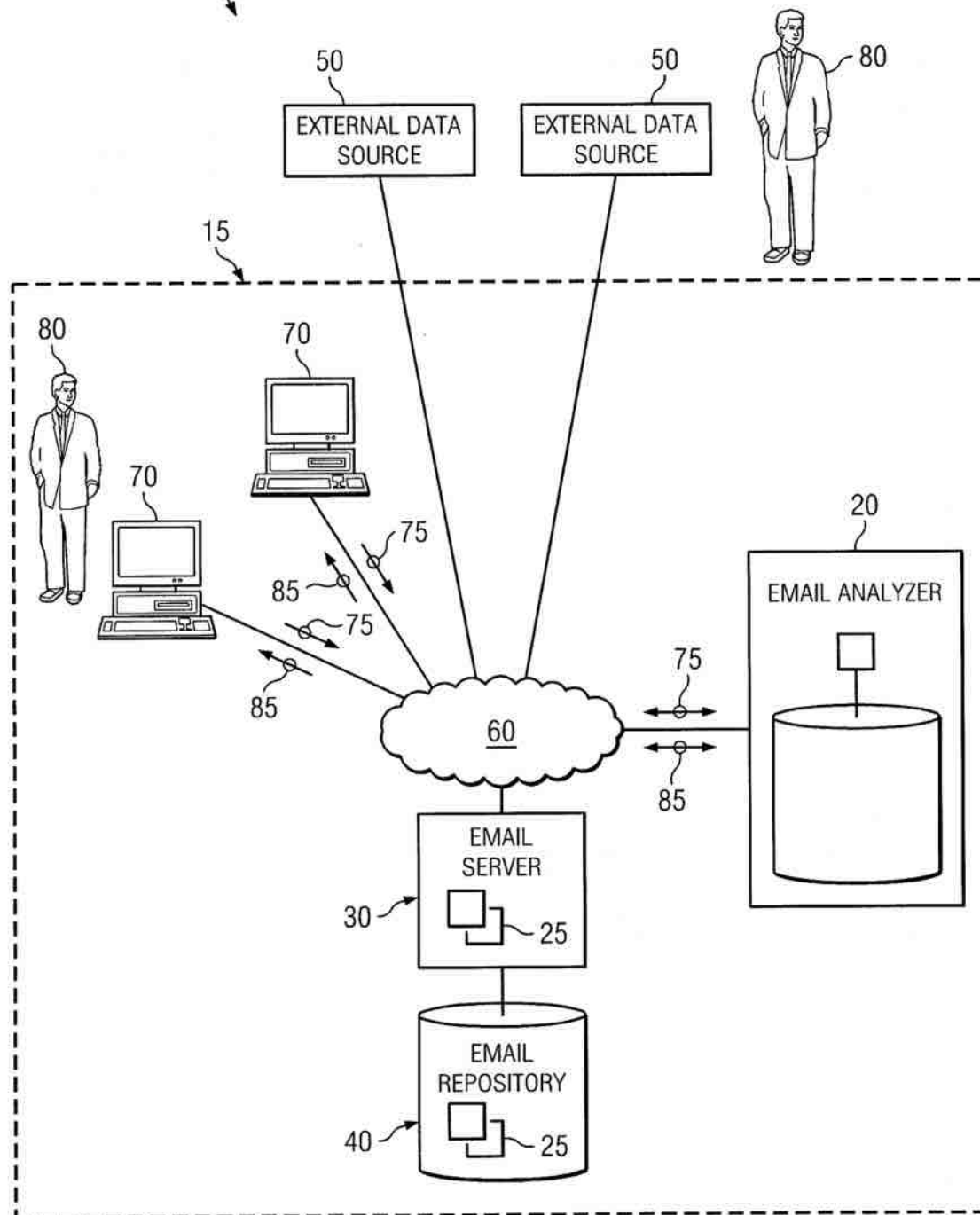
200B

SURVEILLANCE

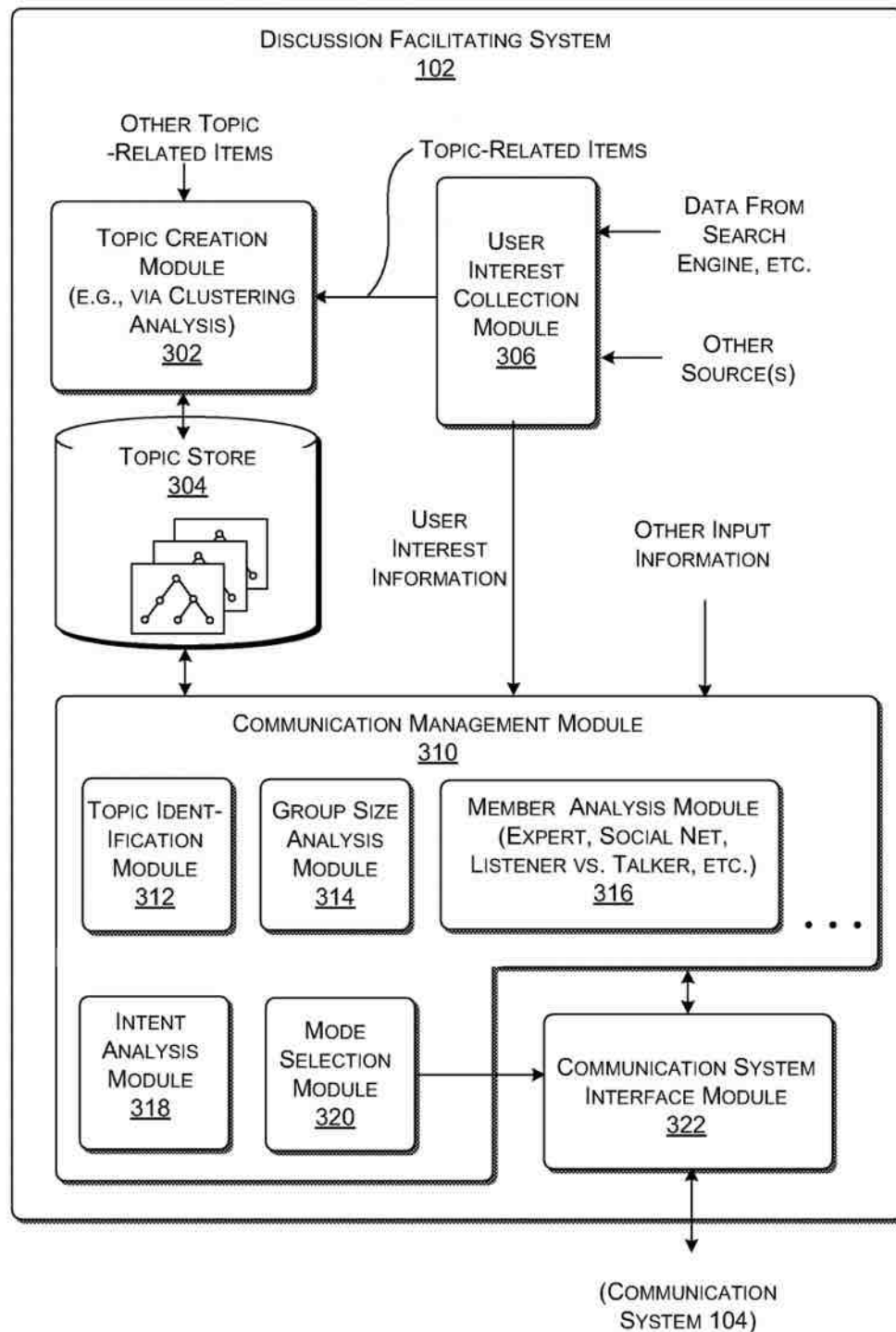
MULTI FACTOR IDENTITY FINGERPRINTING WITH USER BEHAVIOR



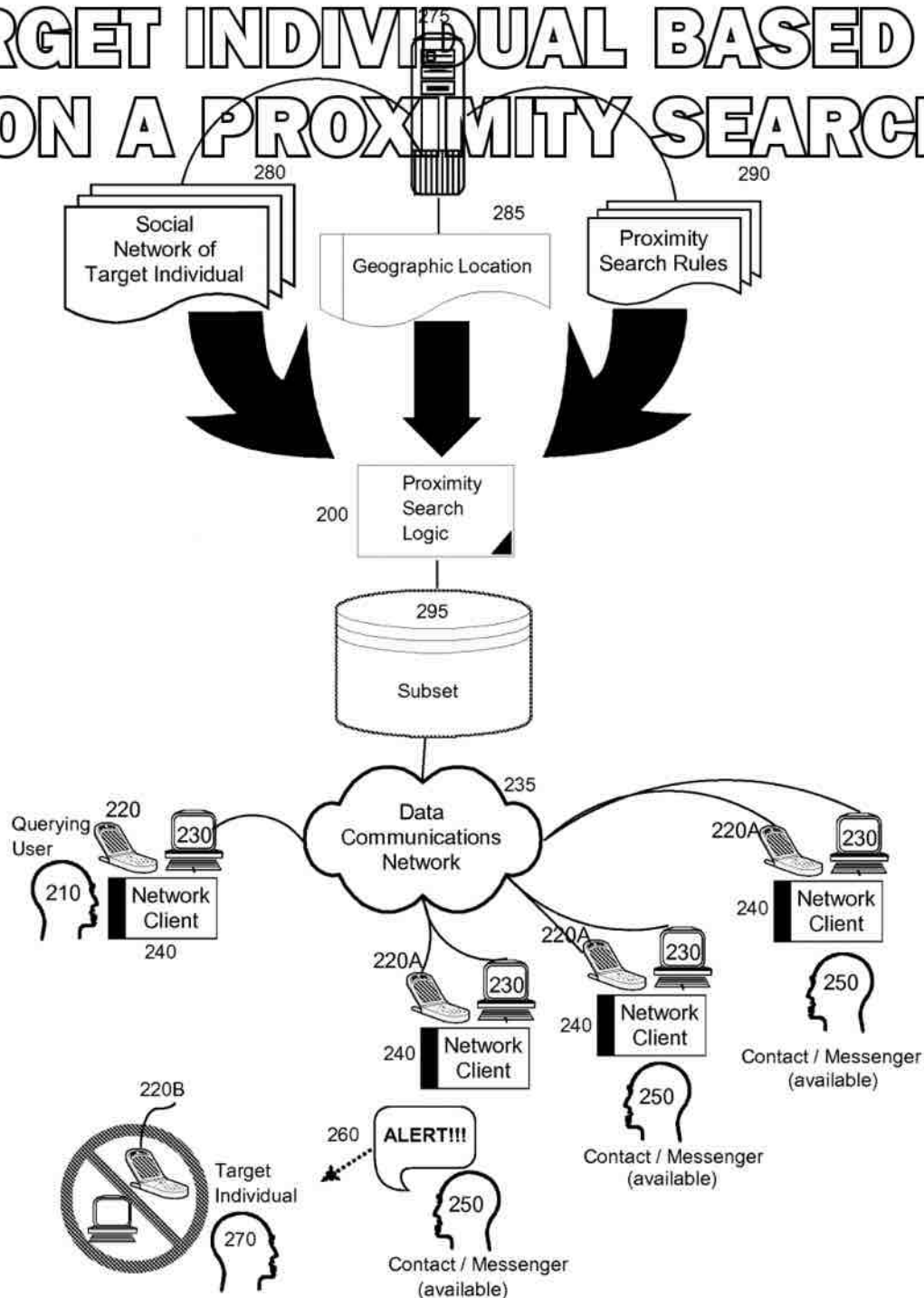
RELATIONSHIP IDENTIFICATION BASED ON EMAIL TRAFFIC



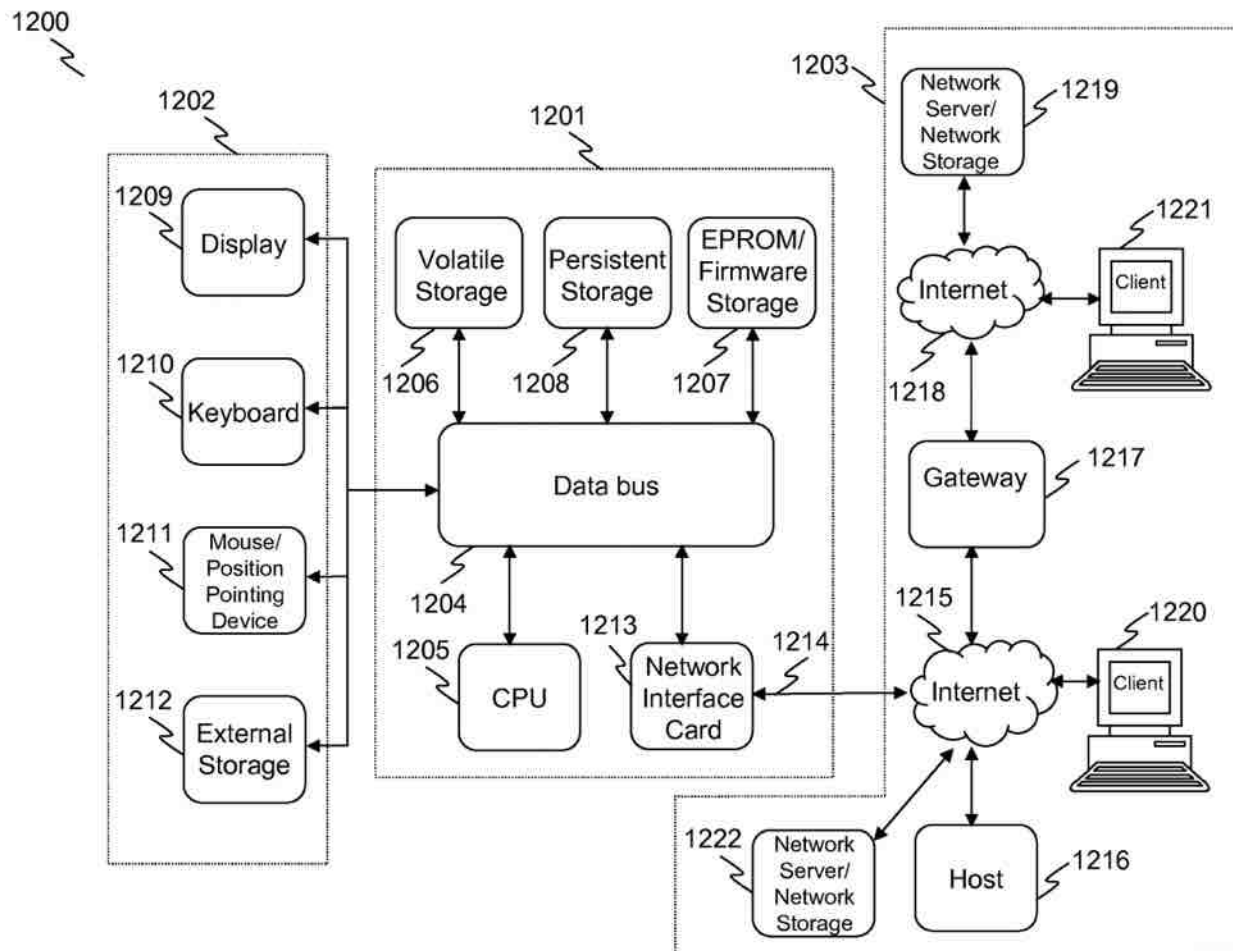
IDENTIFYING A DISCUSSION TOPIC BASED ON USER INTEREST INFORMATION



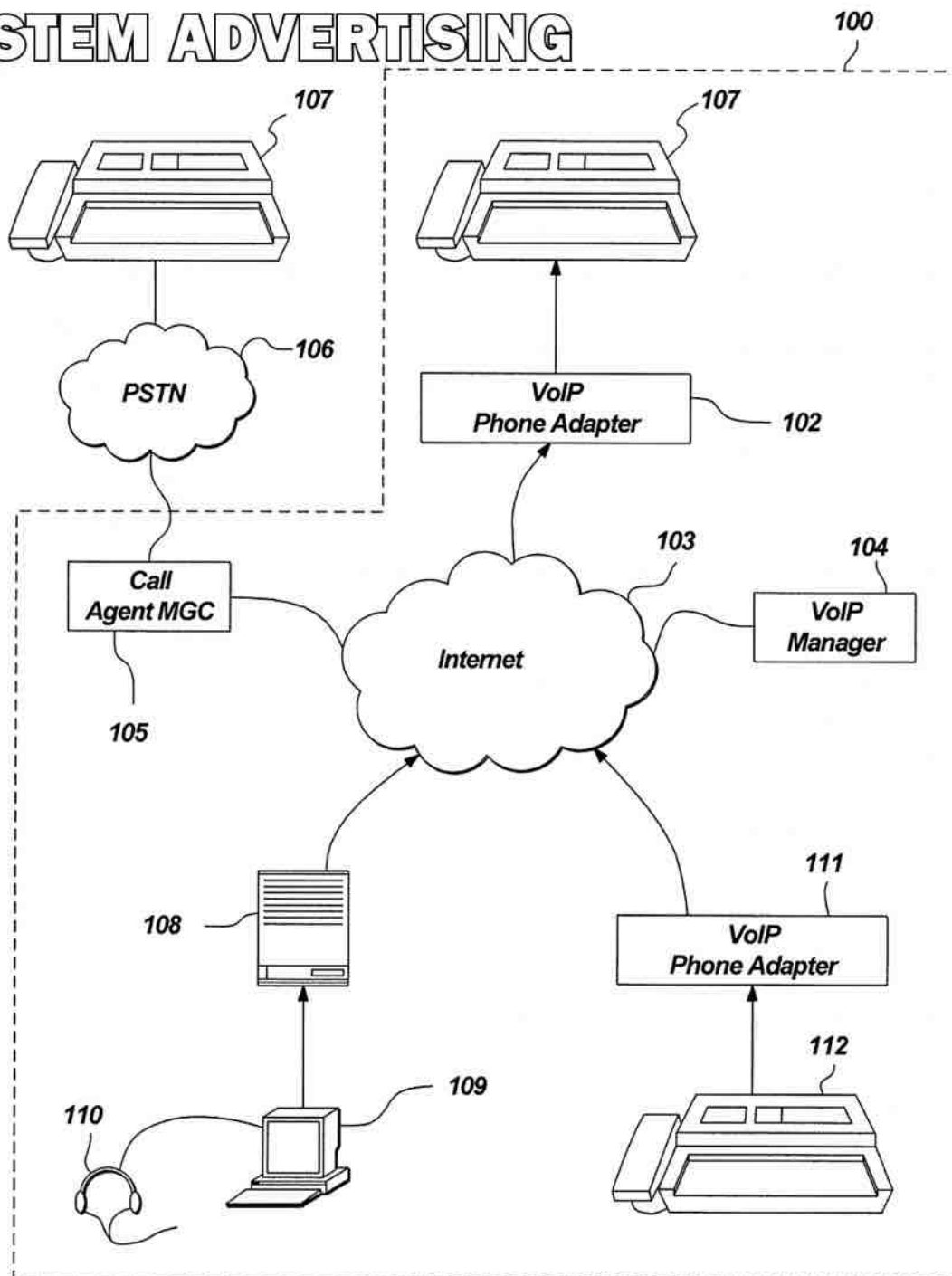
UTILIZING A SOCIAL NETWORK FOR LOCATING A TARGET INDIVIDUAL BASED UPON A PROXIMITY SEARCH



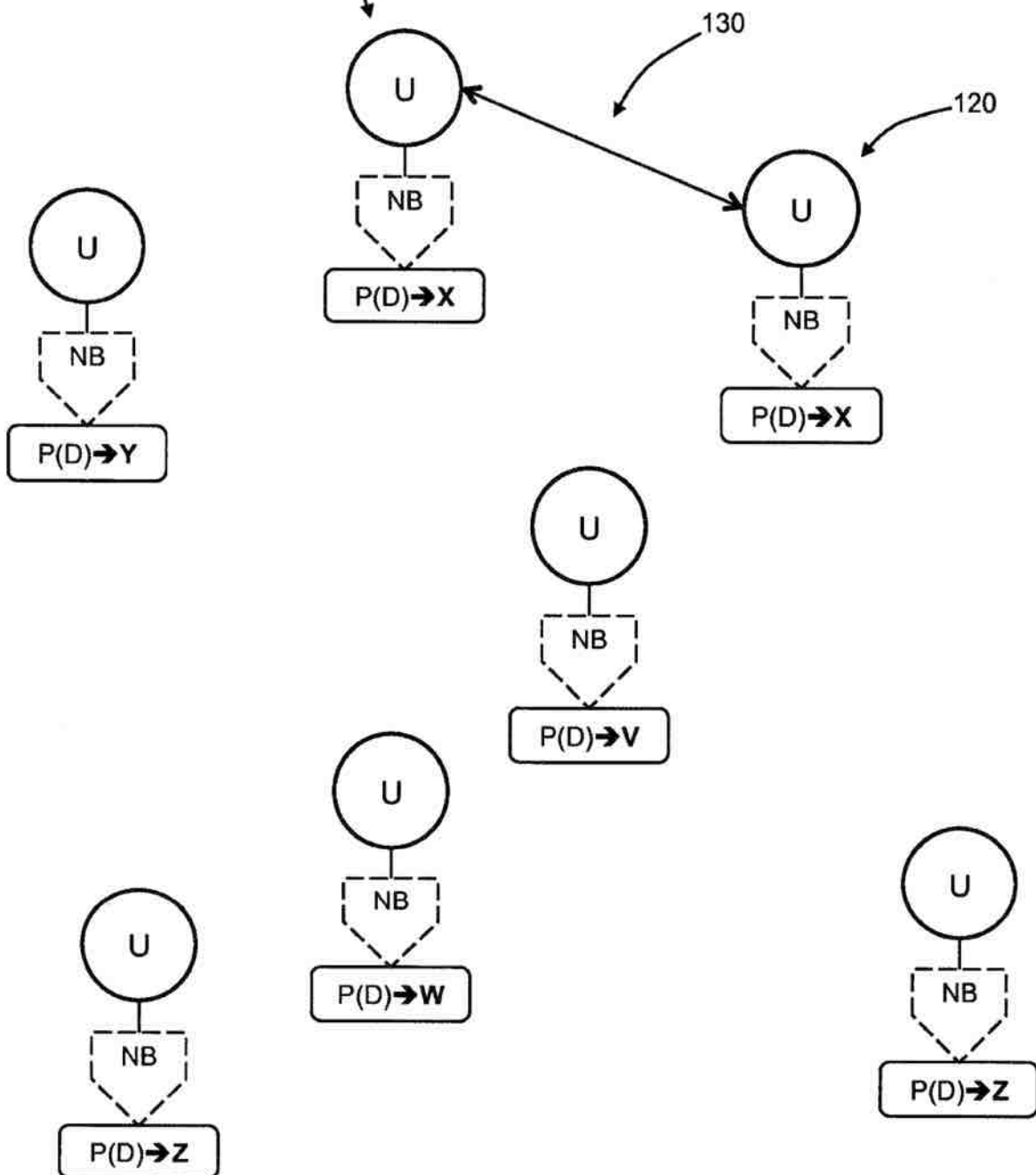
BEHAVIORAL TARGETING FOR TRACKING, AGGREGATING, AND PREDICTING ONLINE BEHAVIOR



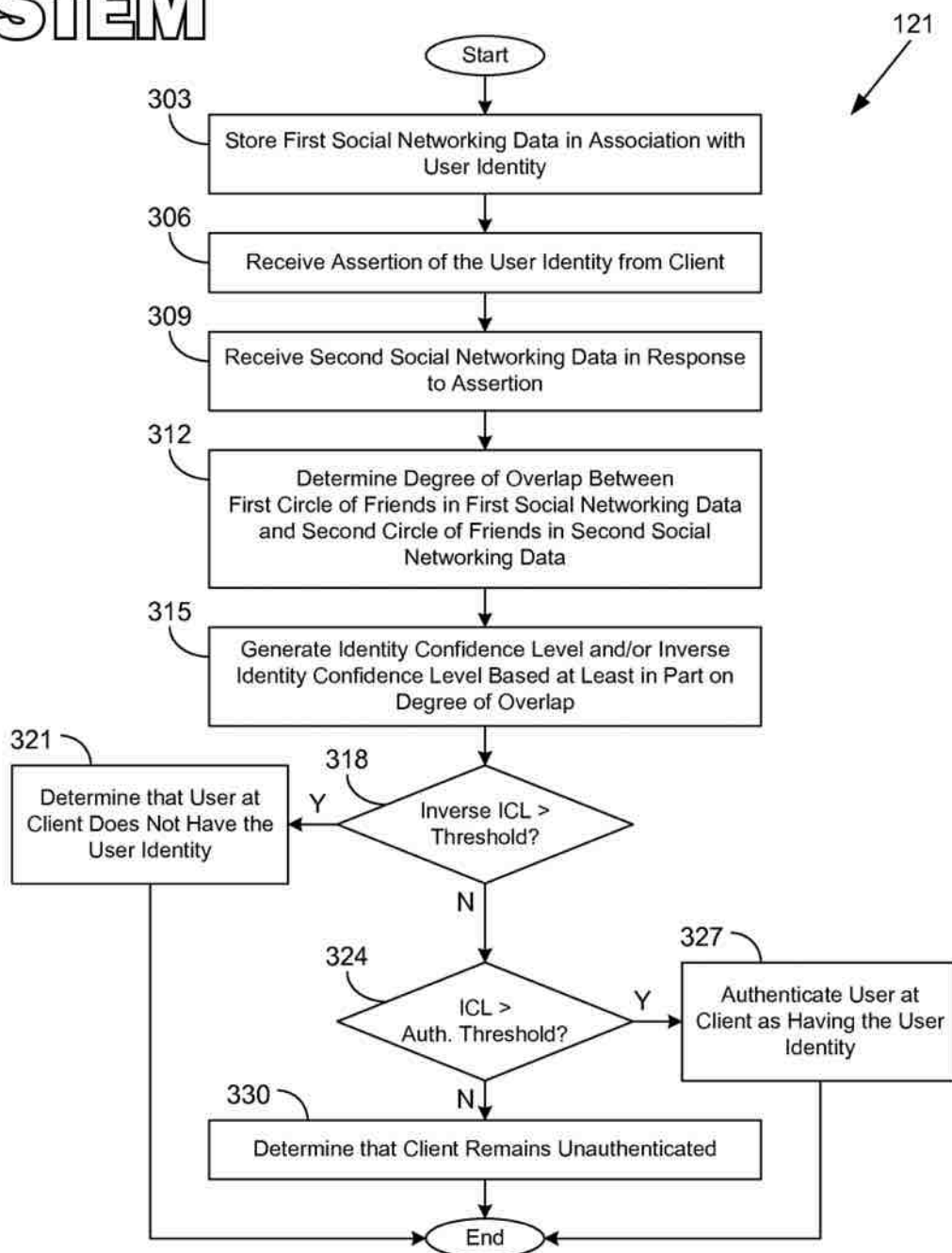
SYSTEM, METHOD AND COMPUTER PROGRAM PRODUCT FOR EXTRACTING USER PROFILES AND HABITS BASED ON SPEECH RECOGNITION AND CALLING HISTORY FOR TELEPHONE SYSTEM ADVERTISING



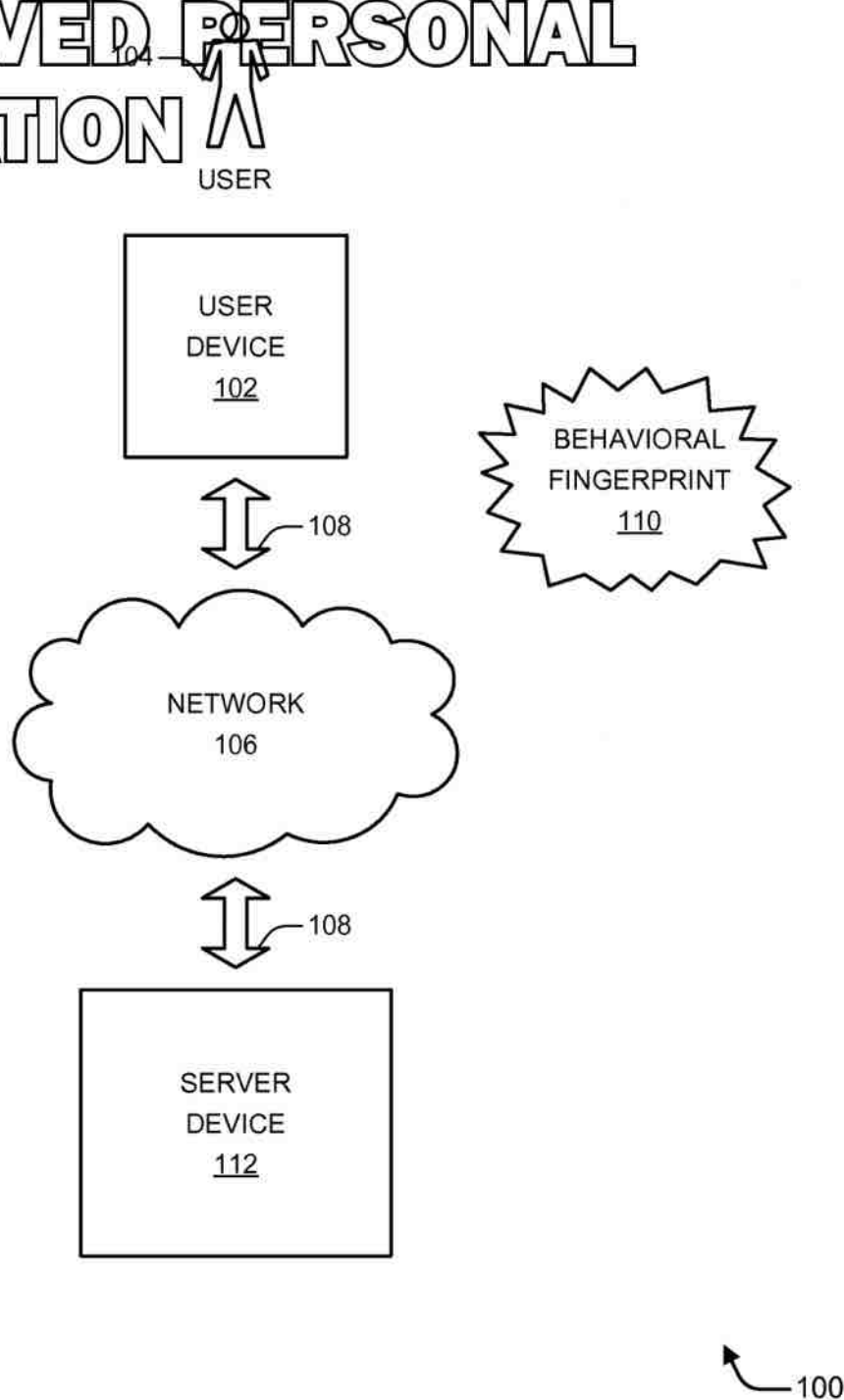
MATCHING USERS BASED ON BEHAVIOR IN A SOCIAL NETWORK



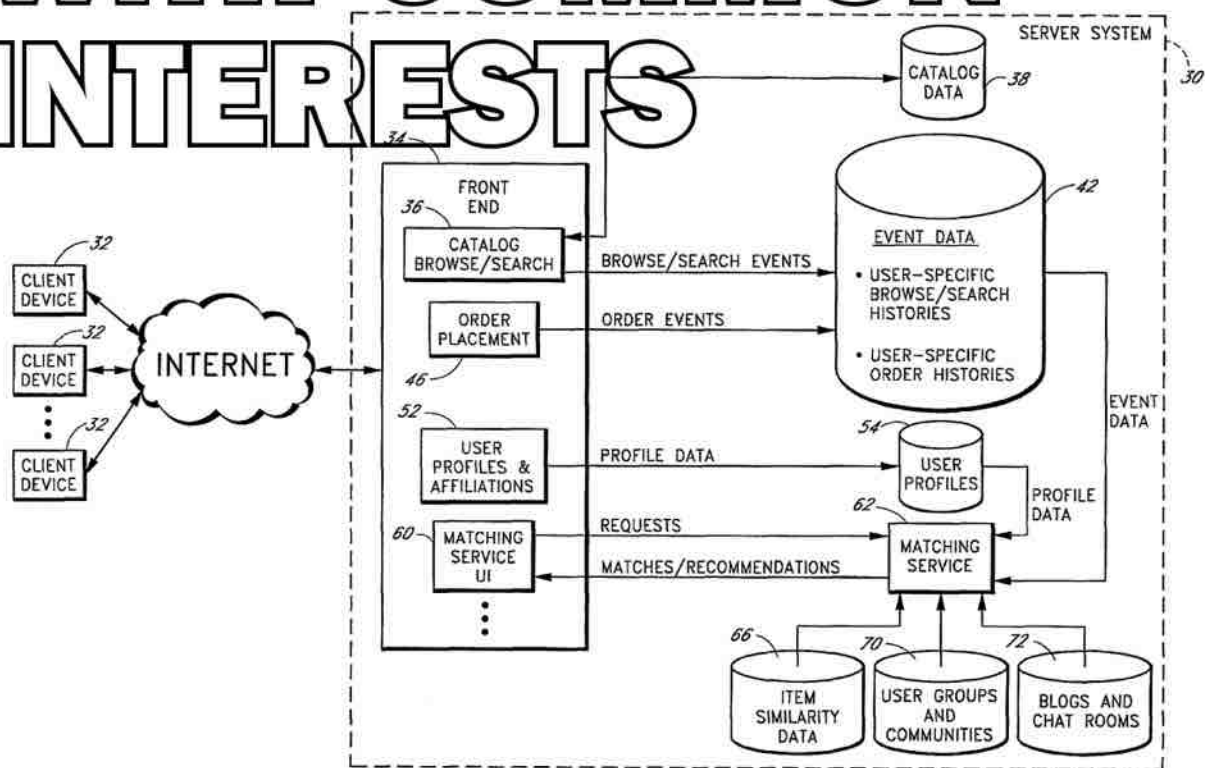
SOCIAL NETWORKING BEHAVIOR BASED IDENTITY SYSTEM



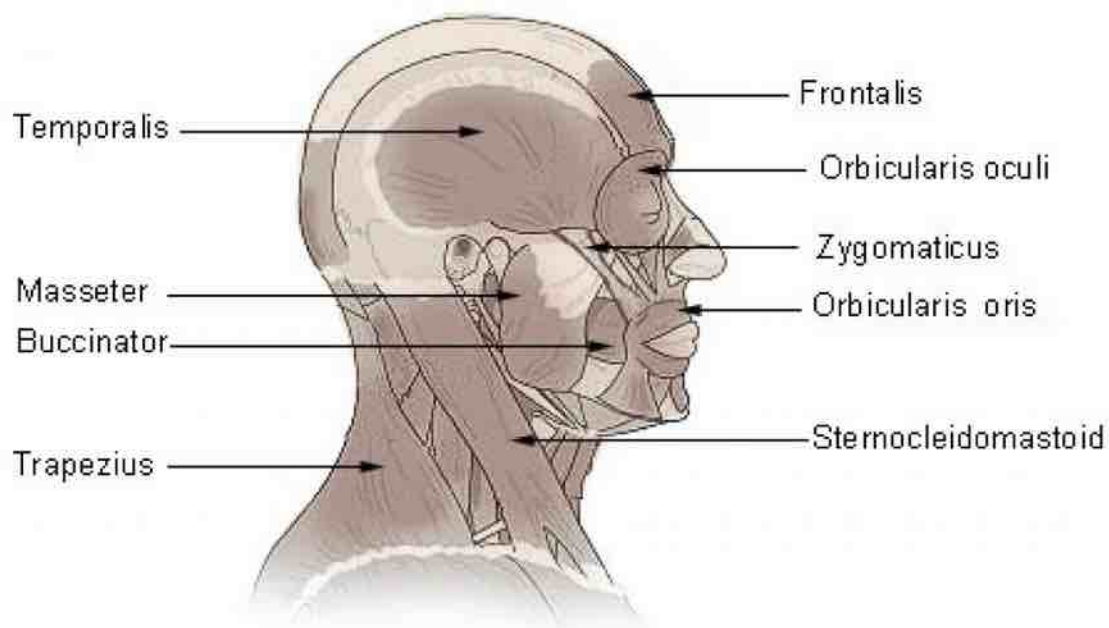
BEHAVIORAL FINGERPRINTING VIA DERIVED PERSONAL RELATION



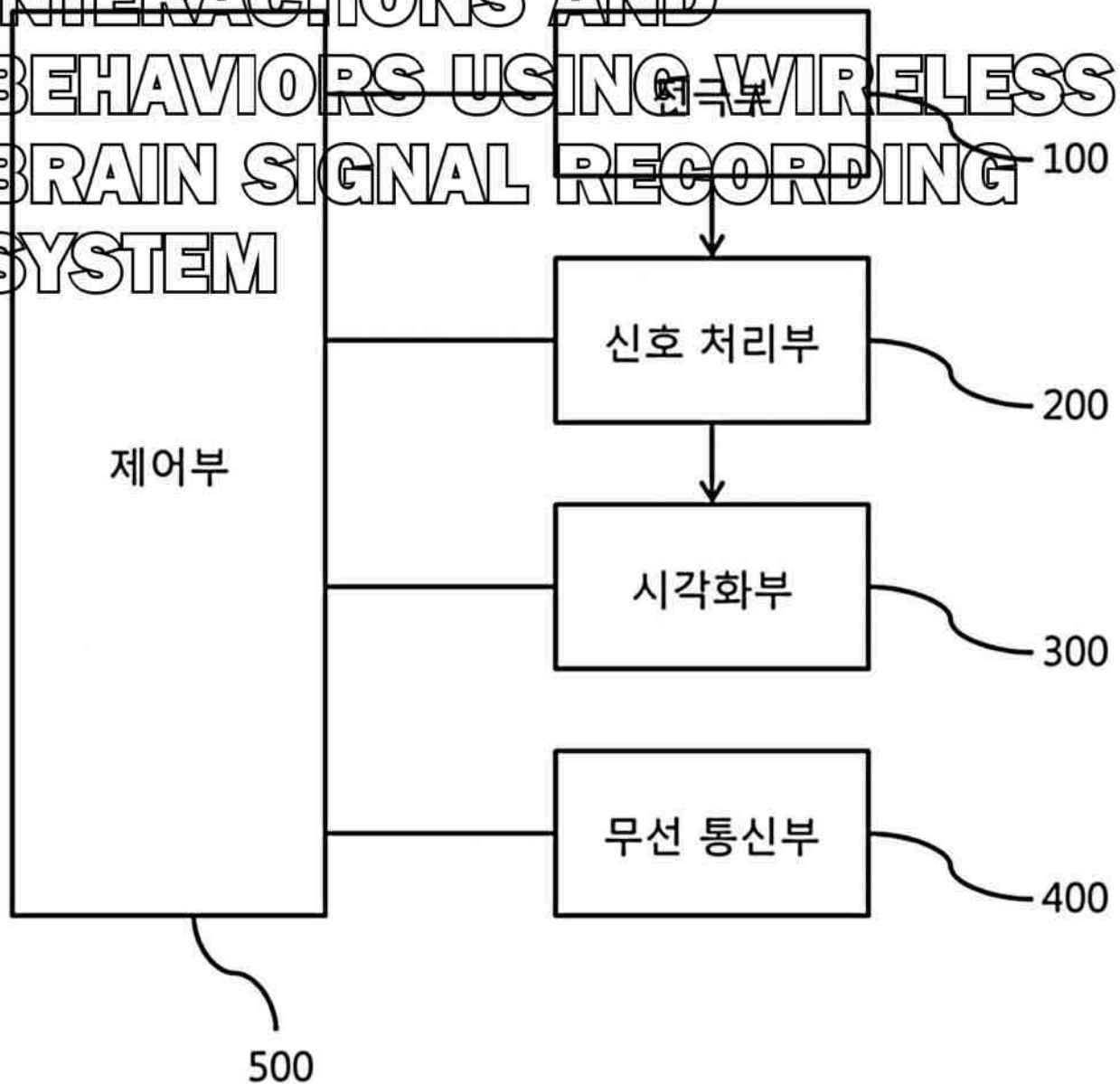
MINING OF USER EVENT DATA TO IDENTIFY USERS WITH COMMON INTERESTS



METHOD FOR DETERMINING SOCIAL EMOTION BY ACTION UNIT

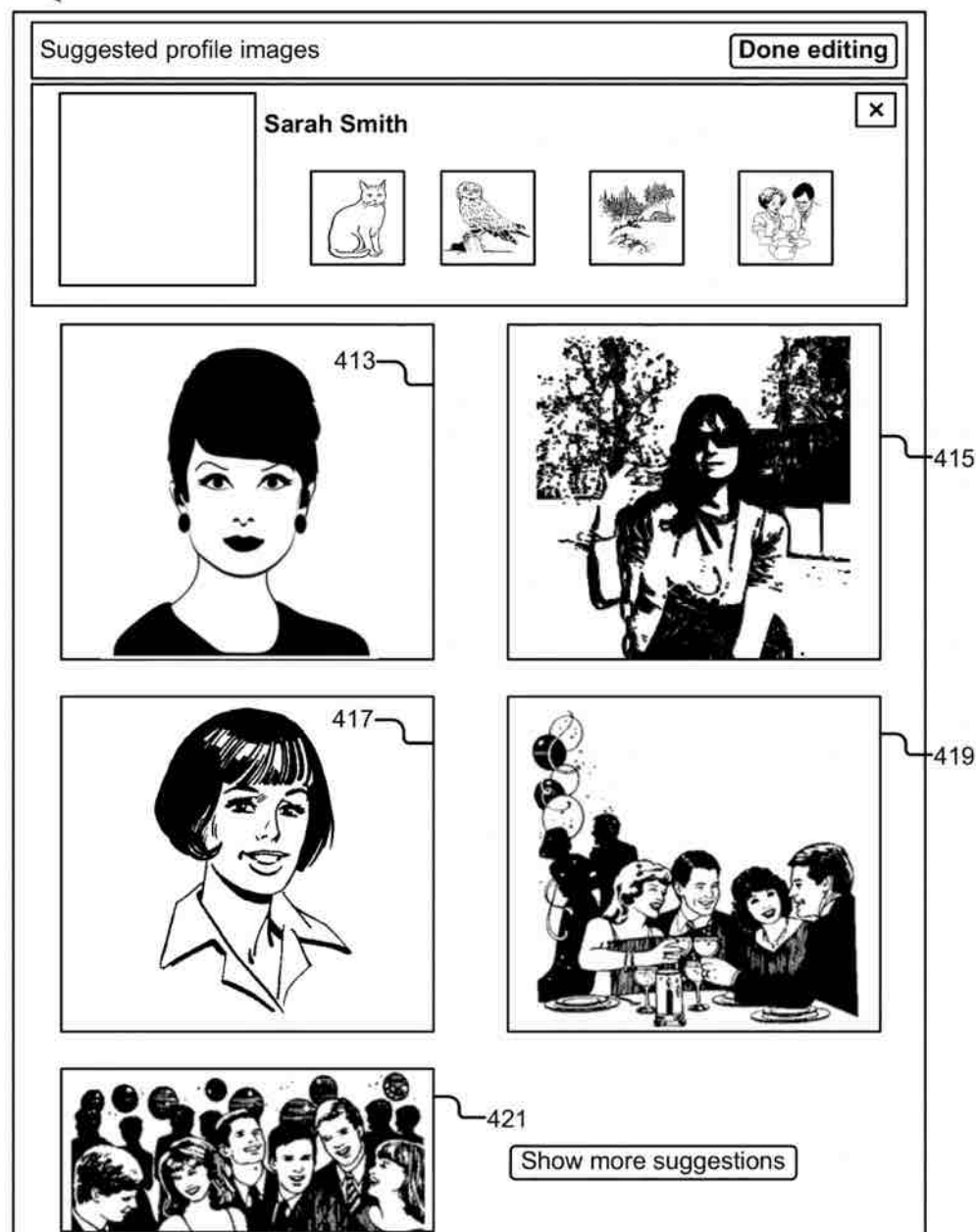


SYSTEM AND METHOD FOR RECORDING AND VISUALIZATION OF SOCIAL INTERACTIONS AND BEHAVIORS USING WIRELESS BRAIN SIGNAL RECORDING SYSTEM

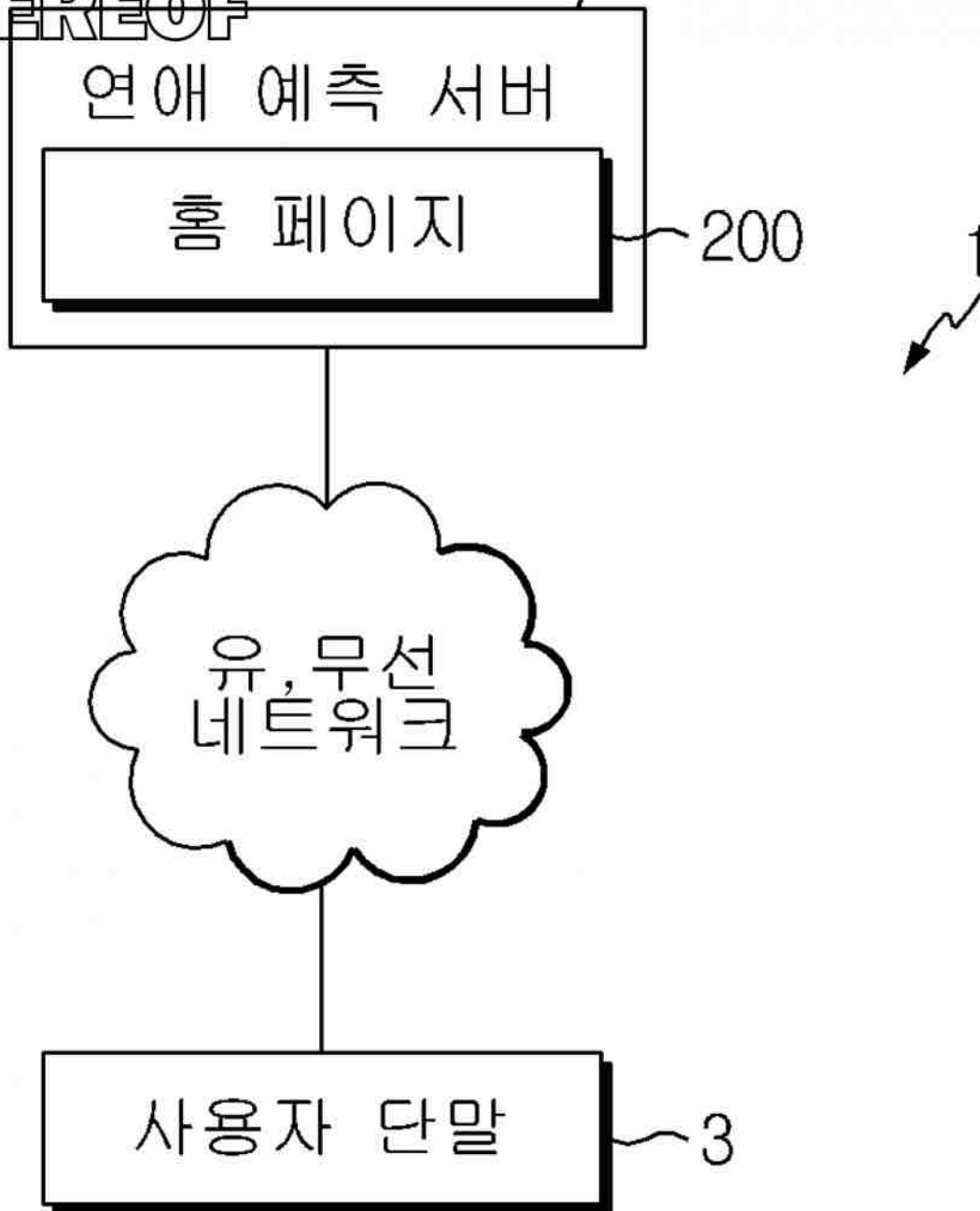


MISCELLANEOUS

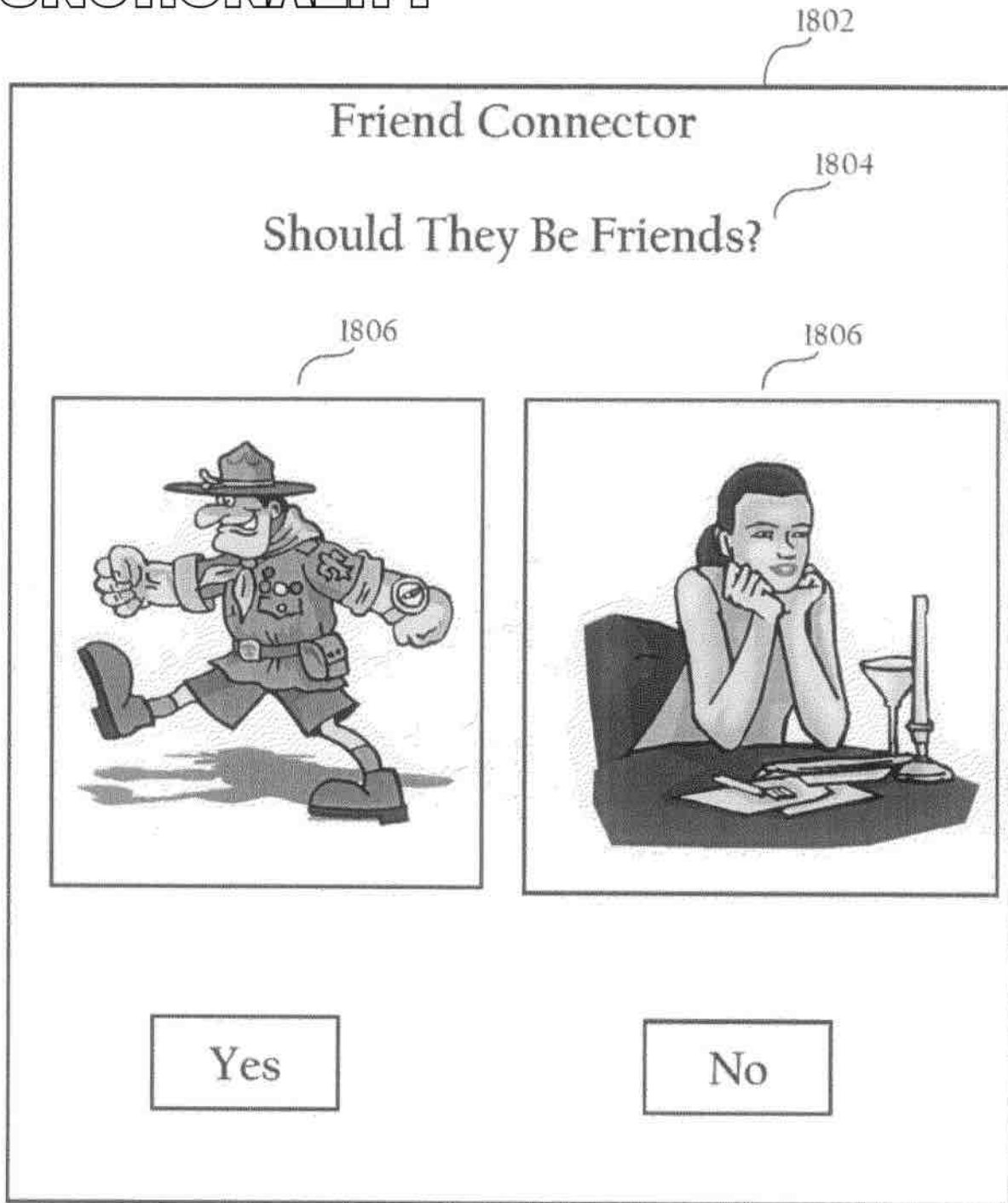
SUGGESTING PROFILE IMAGES FOR A SOCIAL NETWORK



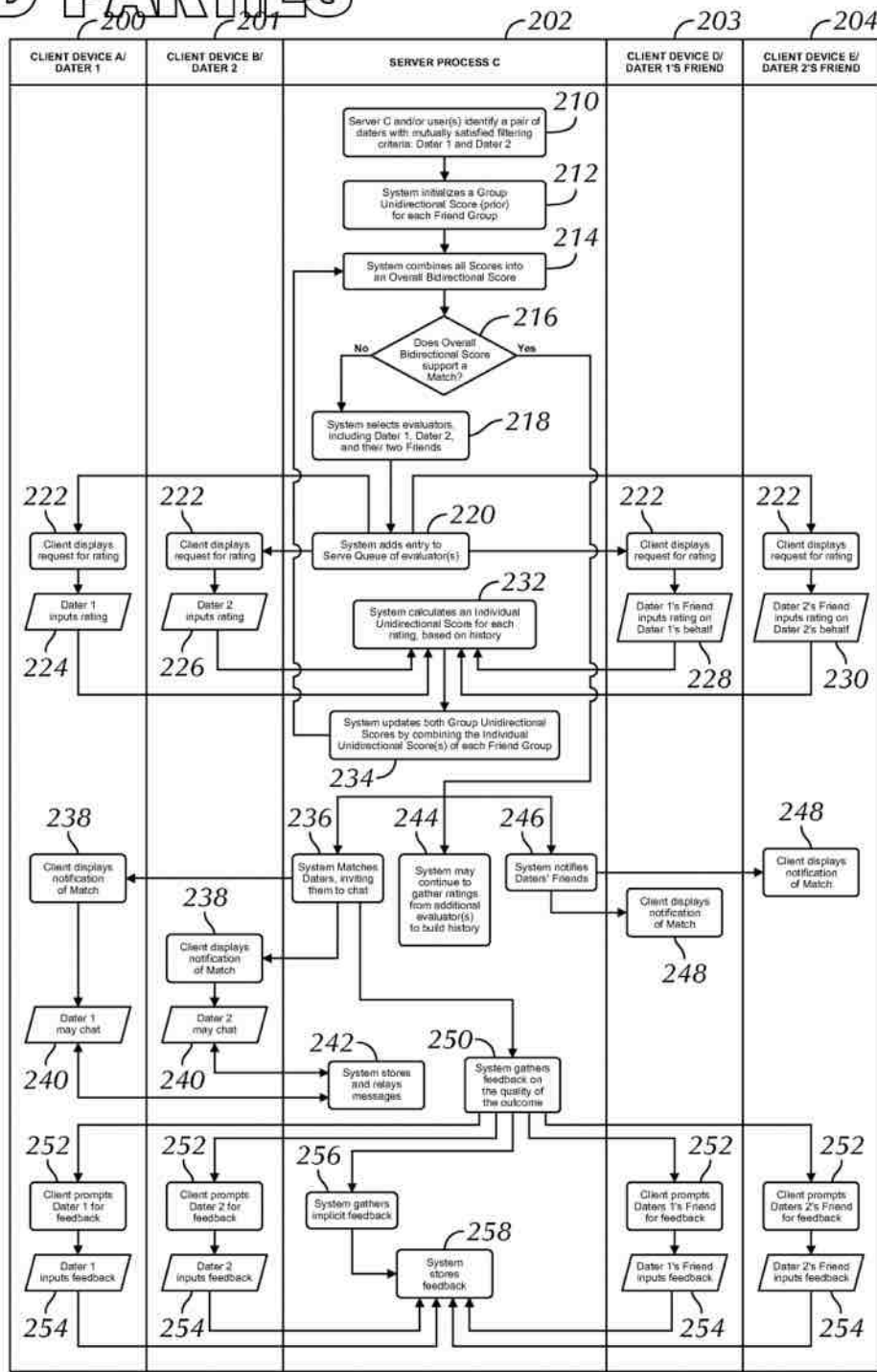
SYSTEM FOR PREDICTING LOVE USING PAST LOVE EXPERIENCE AND METHOD THEREOF



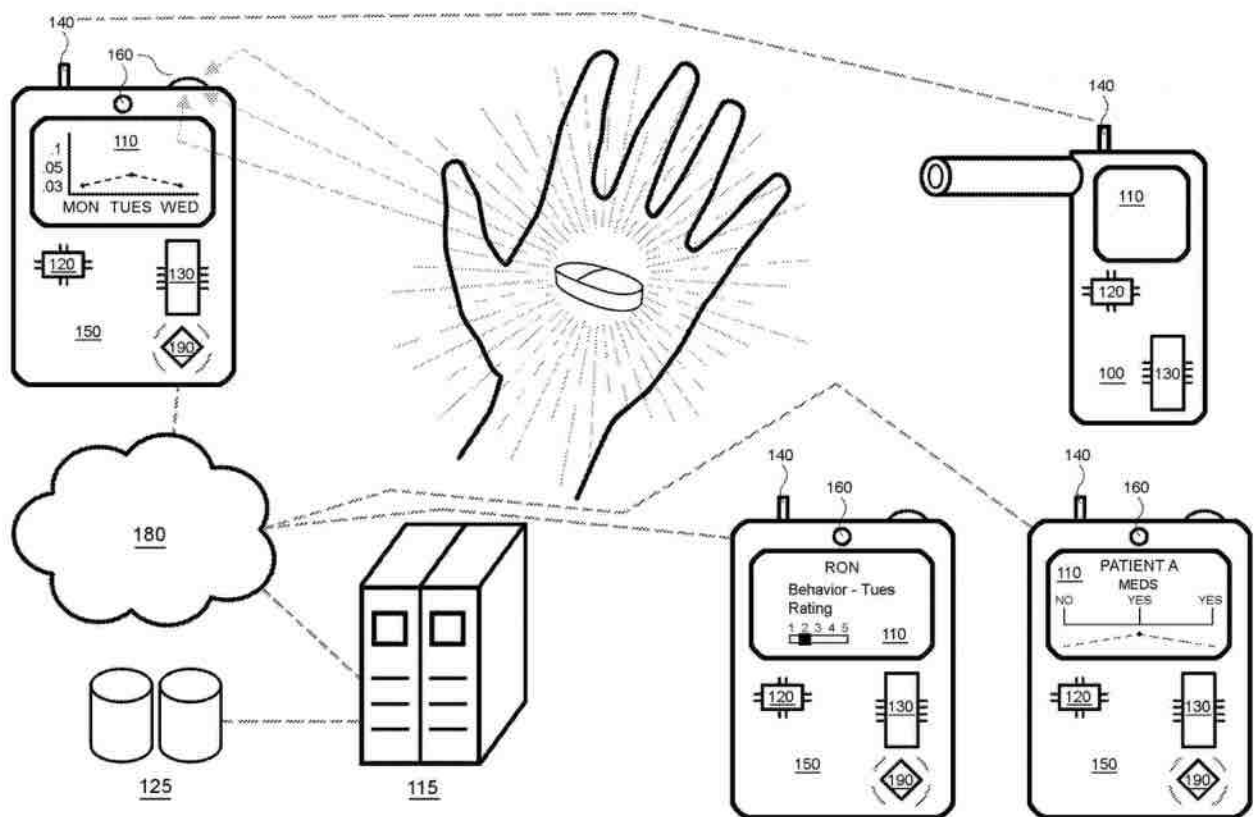
SOCIAL NETWORK SITE INCLUDING CONTACT BASED RECOMMENDATION FUNCTIONALITY



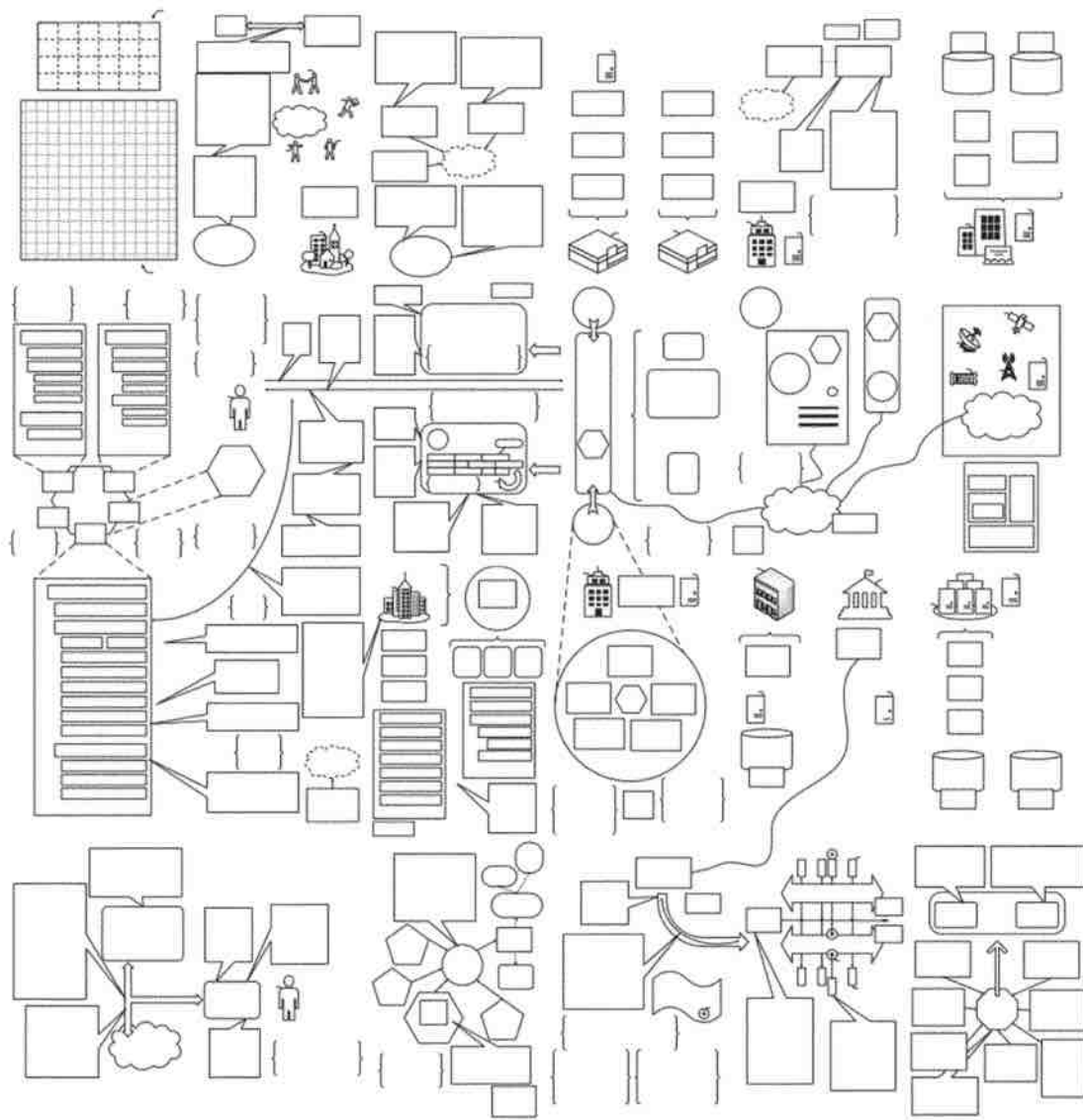
ELECTRONIC SYSTEM TO ROMANTICALLY MATCH PEOPLE BY COLLECTING INPUT FROM THIRD PARTIES



CREATING ENGAGEMENT WITH AN INNER CIRCLE SOCIAL NETWORK IN SUBSTANCE ABUSE TREATMENT



LIFE EXPERIENCE MEMORIALIZIZATION WITH ALTERNATIVE OBSERVATIONAL OPPORTUNITY PROVISIONING

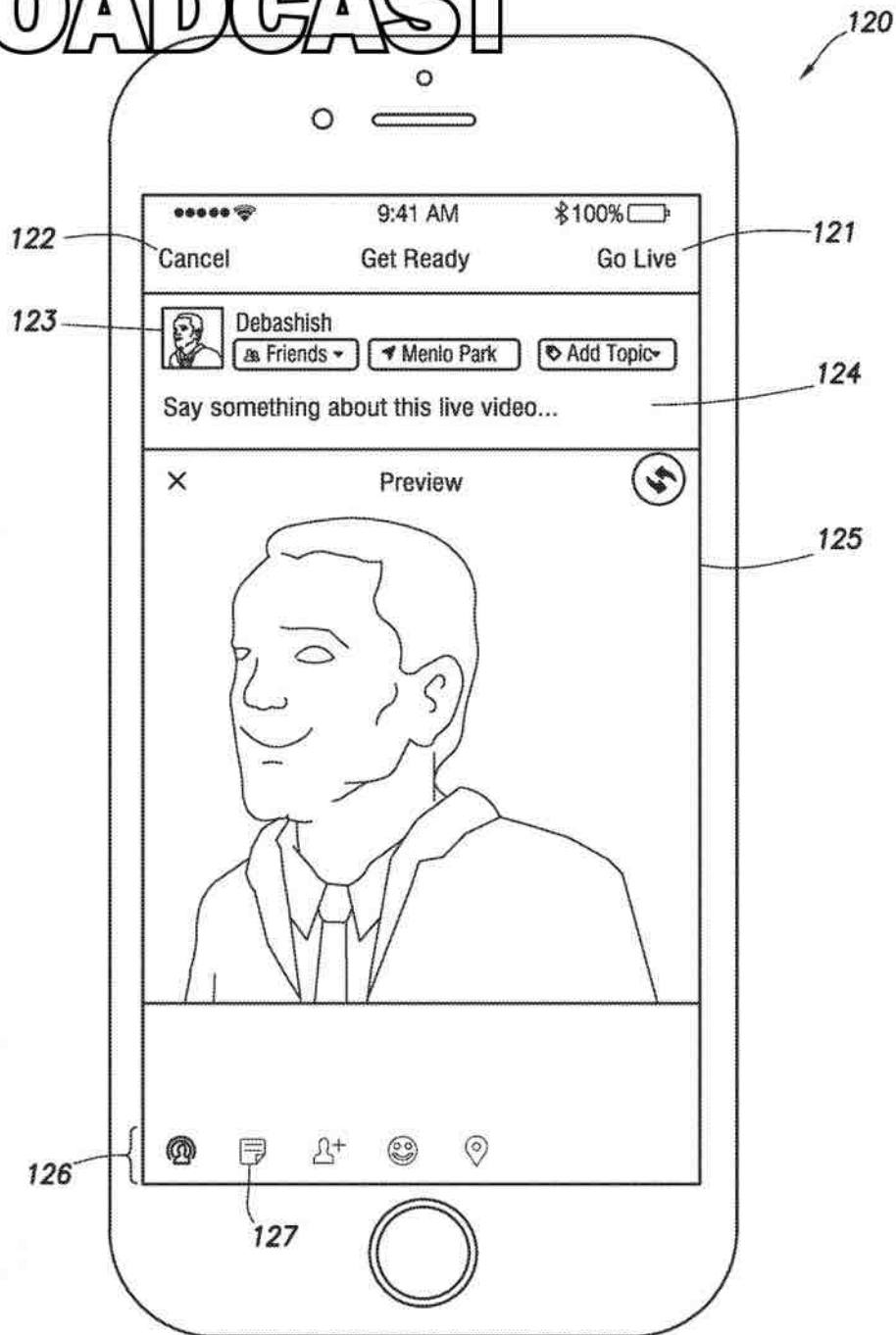


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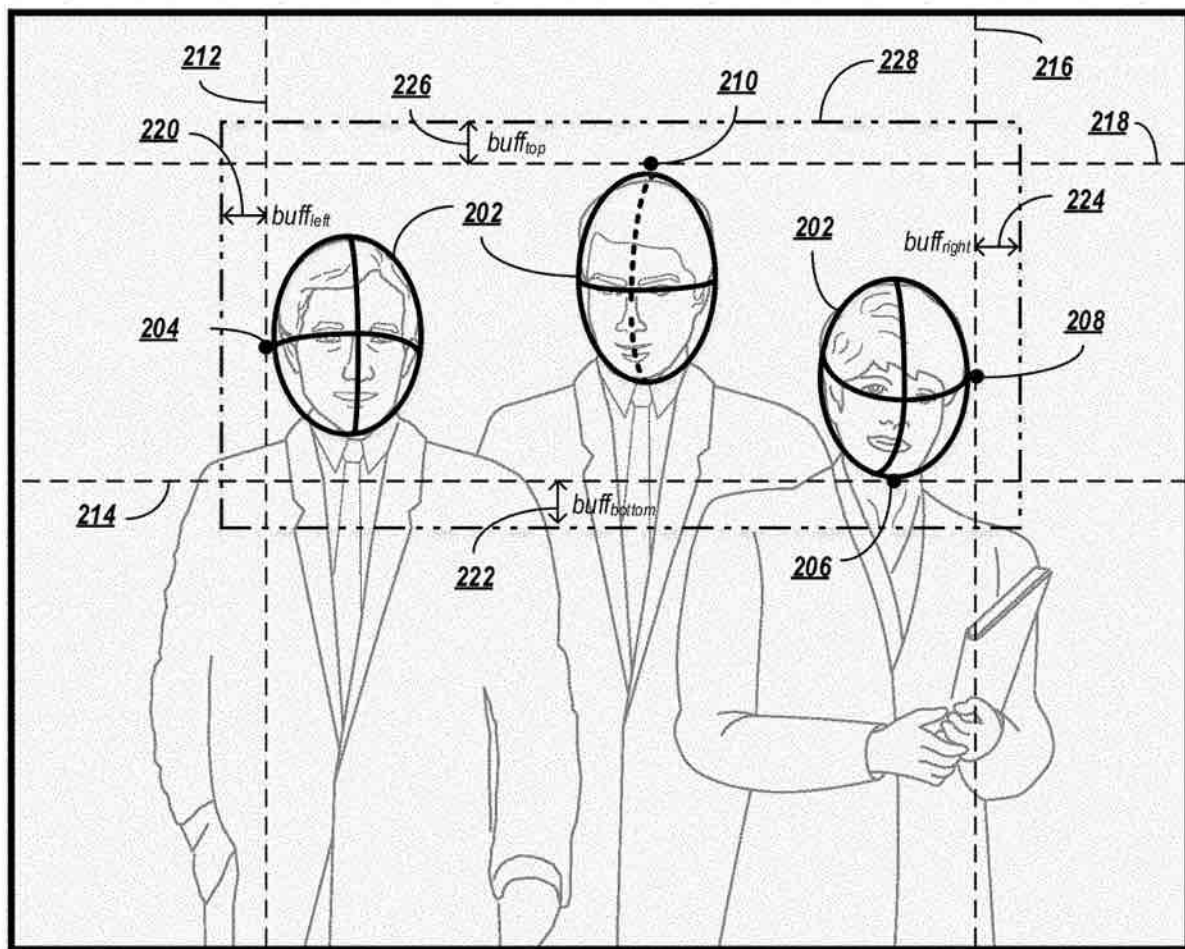
POST AND CONTENT FRAMEWORK FOR SOCIAL ACTIVITY STREAMS



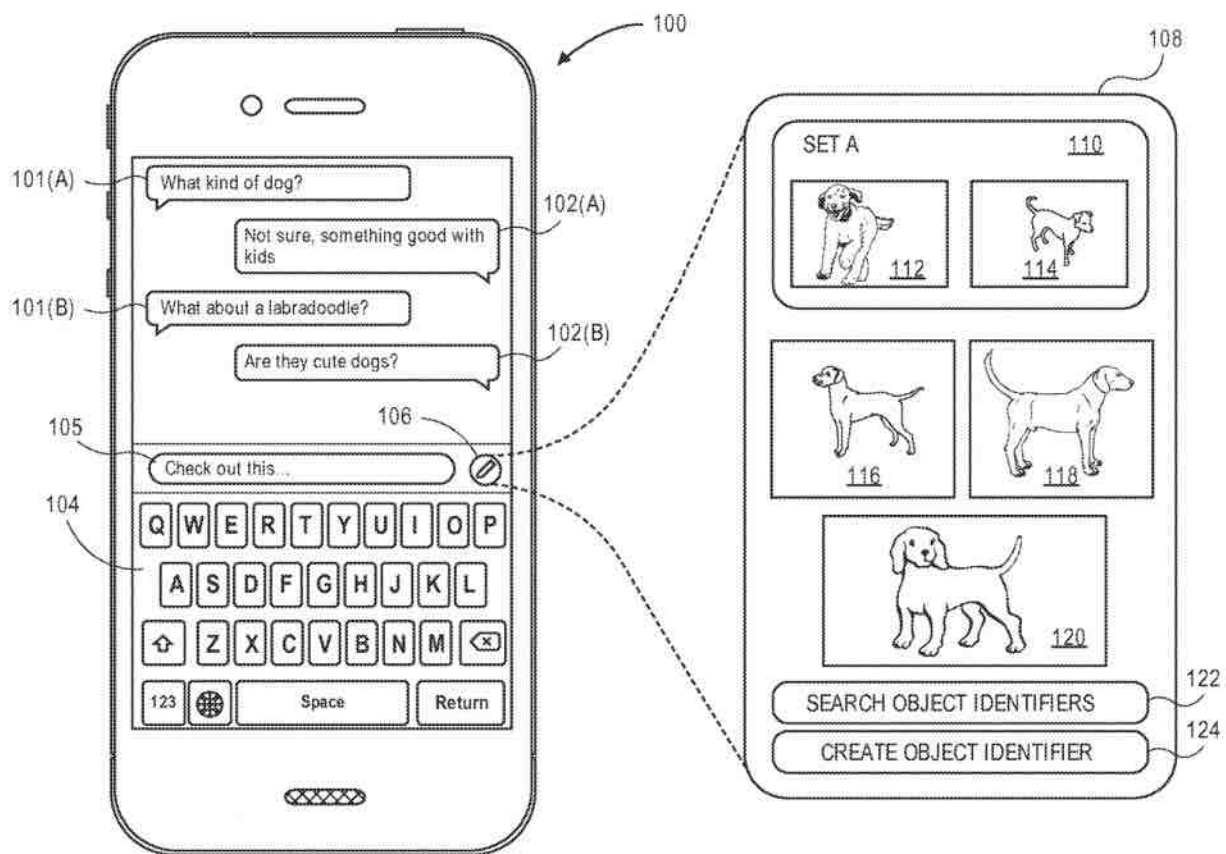
REAL TIME SCRIPT FOR LIVE BROADCAST



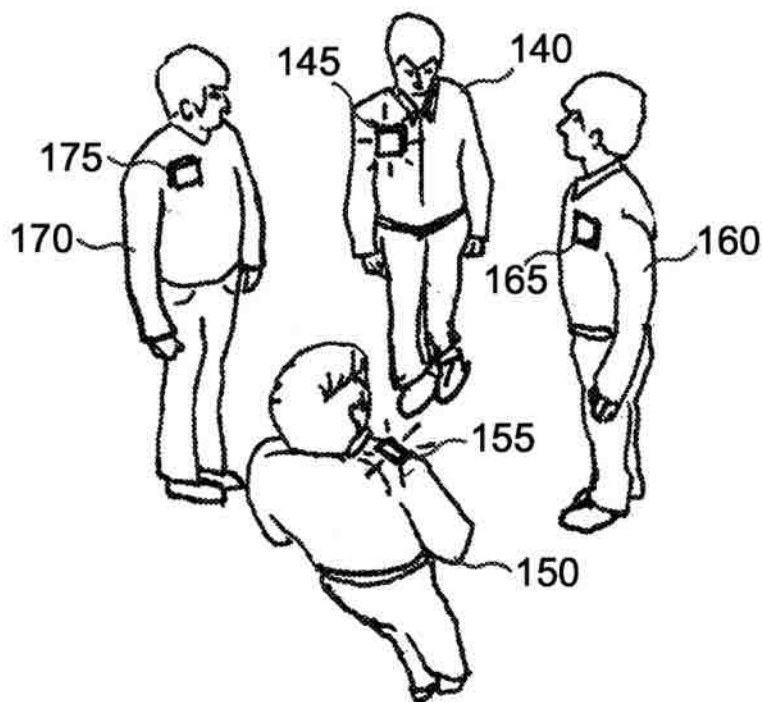
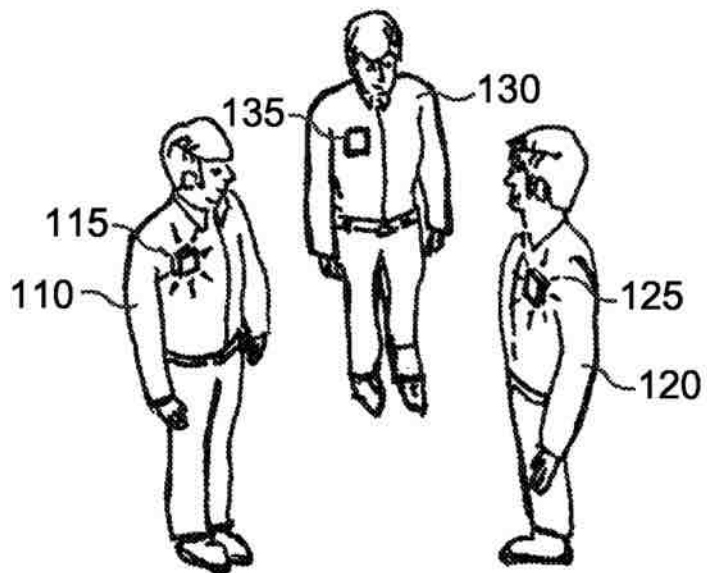
FACE DETECTION FOR VIDEO CALLS



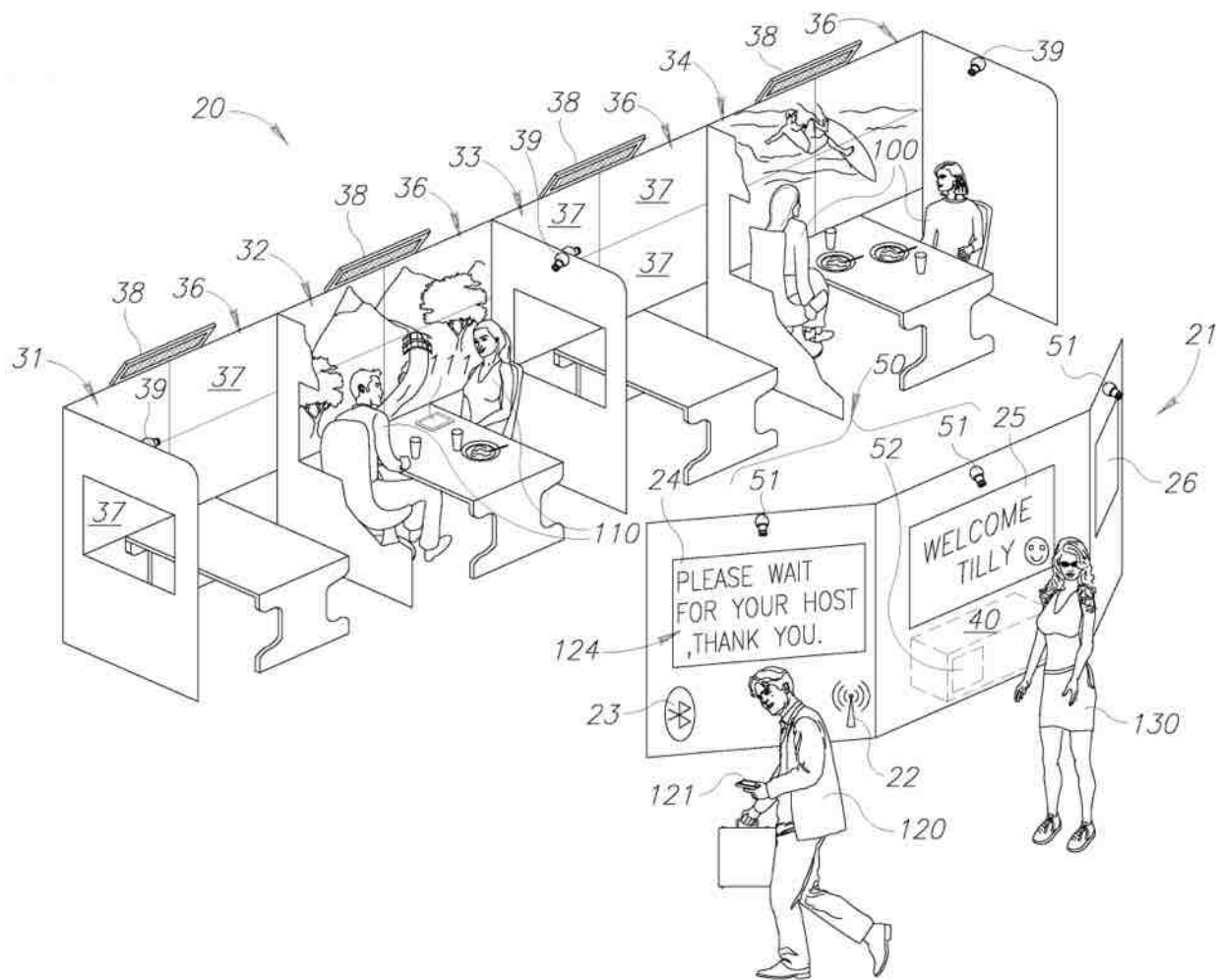
SUGGESTING OBJECT IDENTIFIERS TO INCLUDE IN A COMMUNICATION



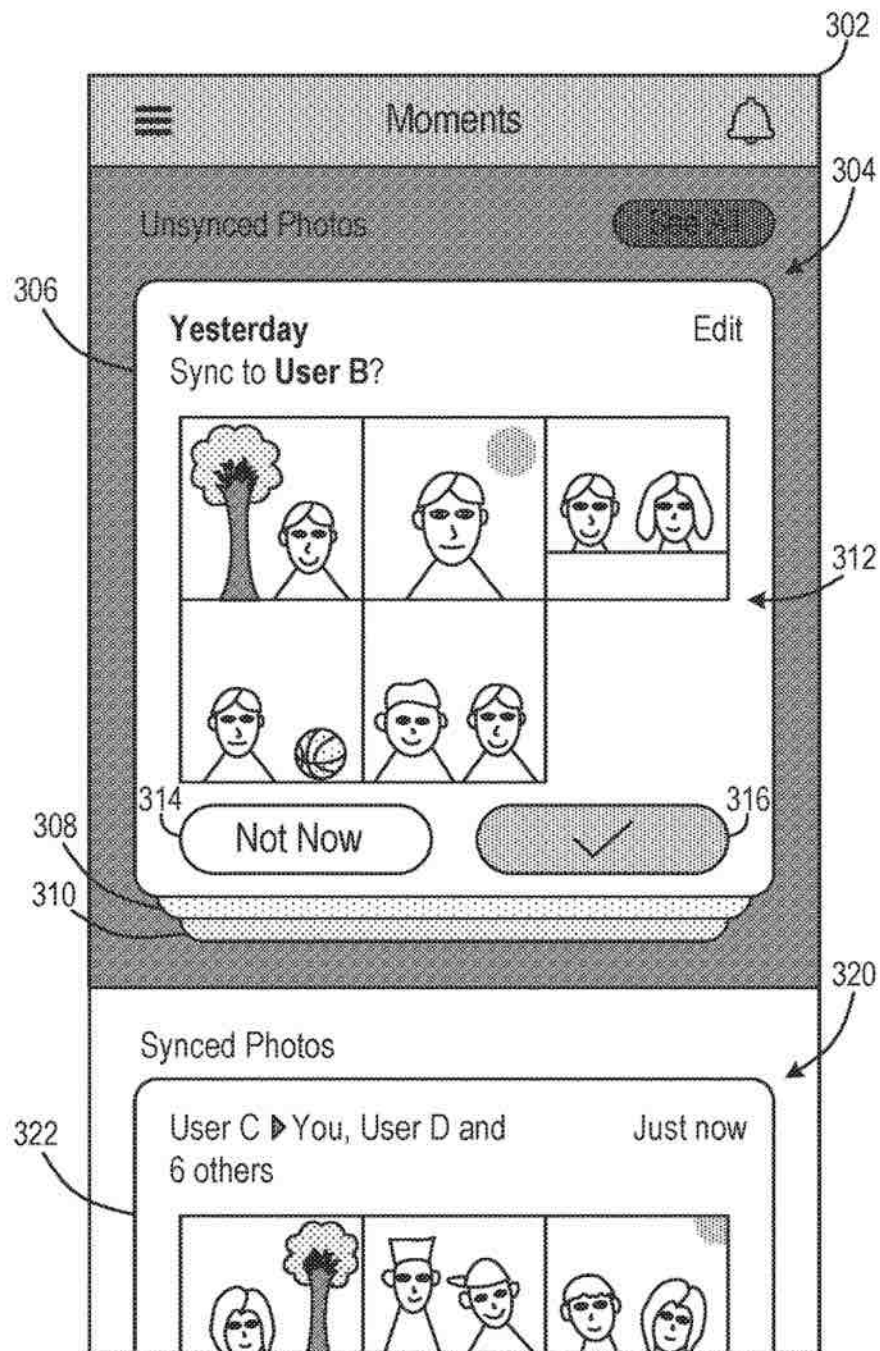
SOCIAL INTERACTION DEVICE



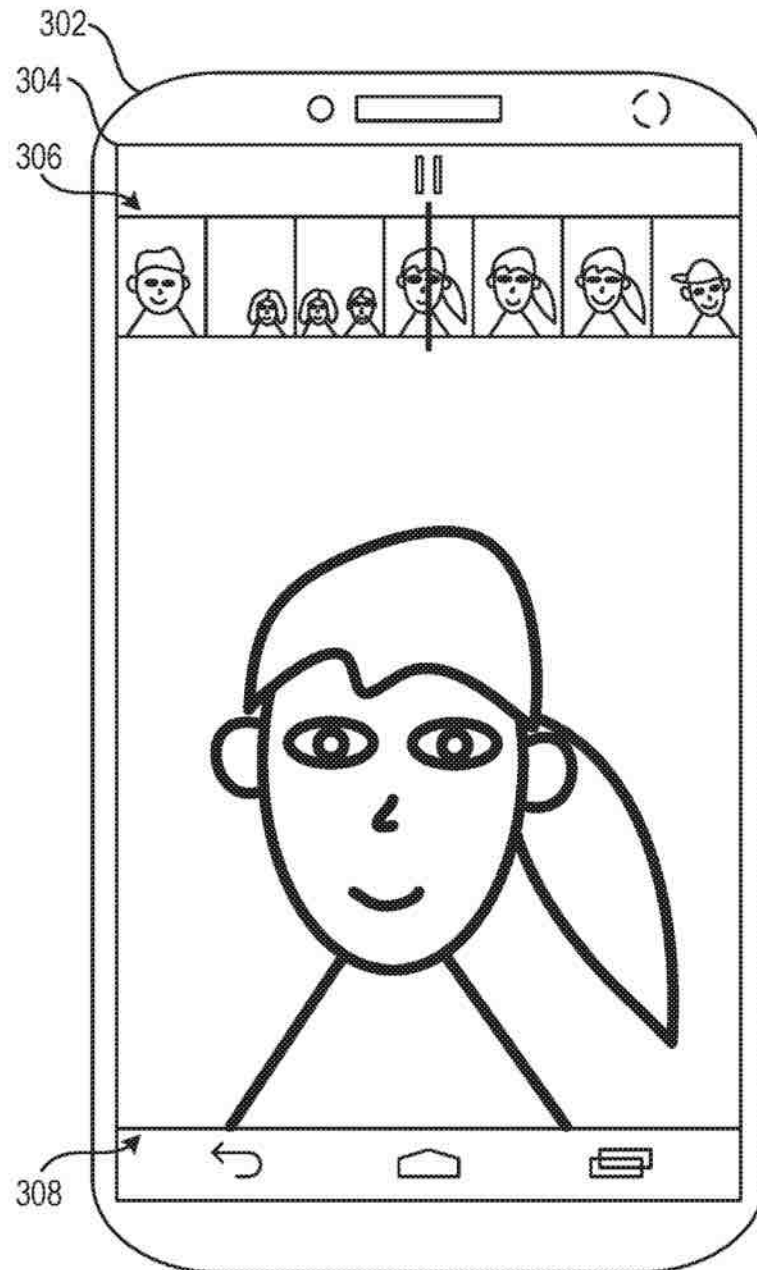
SENTIENT ENVIRONMENT



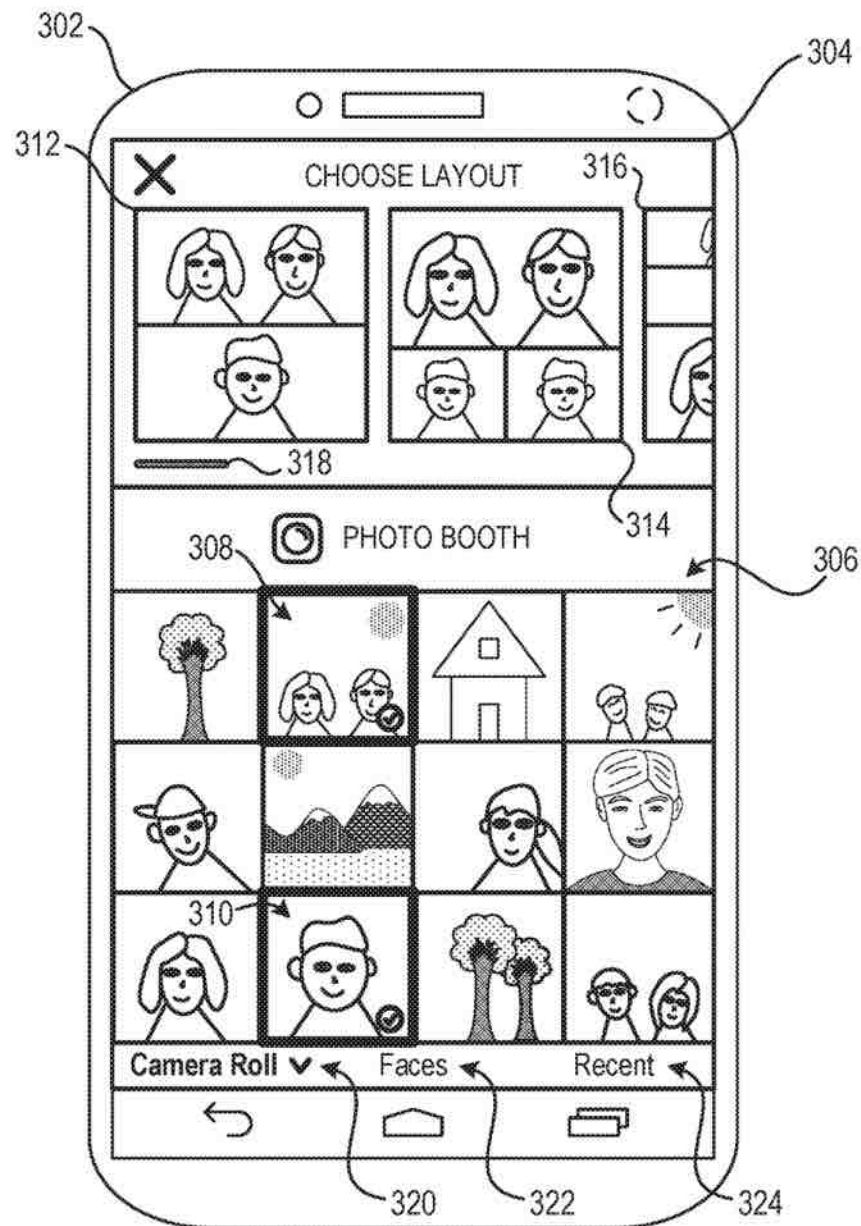
SYSTEMS AND METHODS FOR SHARING MEDIA CONTENT WITH RECOGNIZED SOCIAL CONNECTIONS



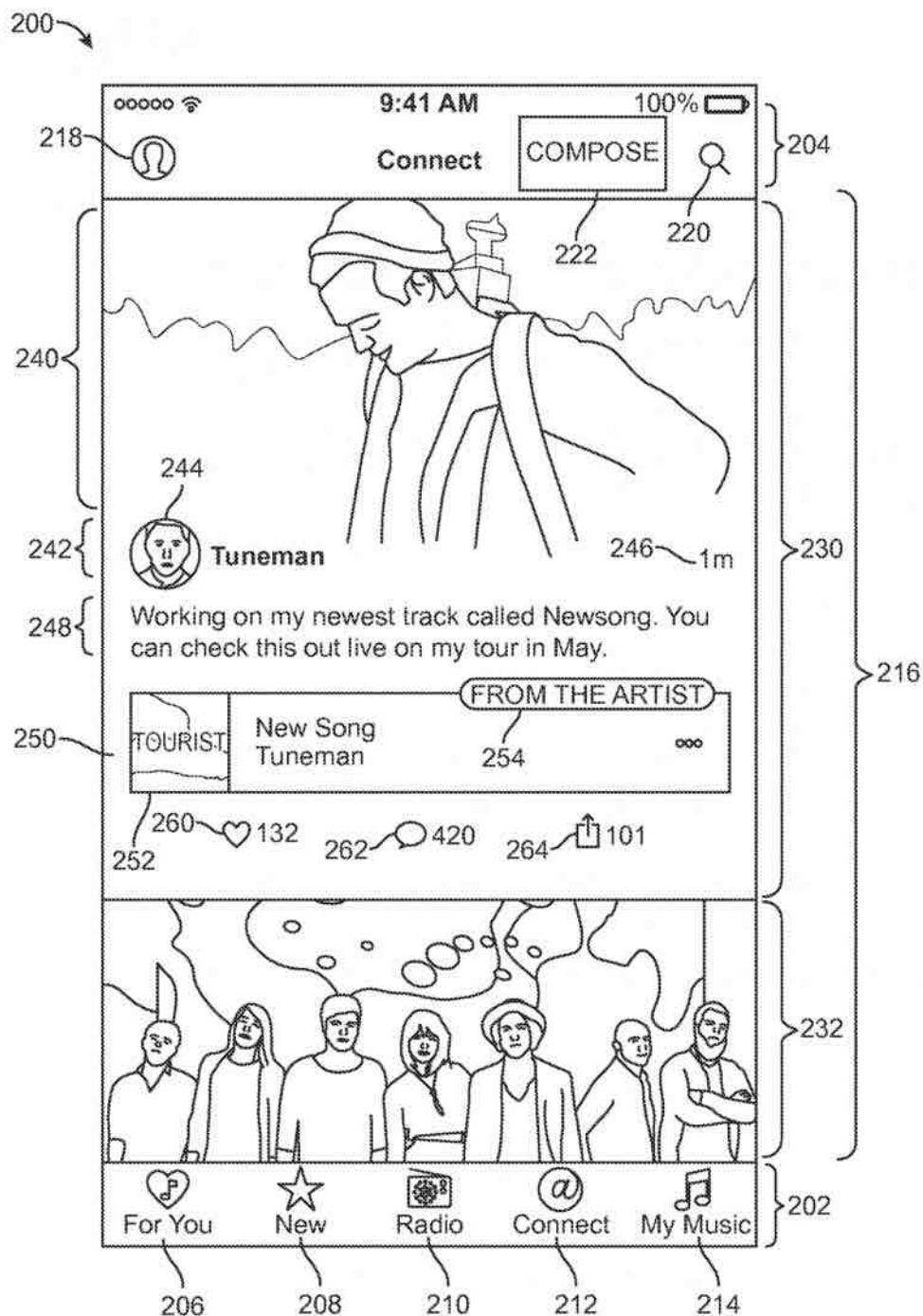
SYSTEMS AND METHODS FOR SELECTING PREVIEWS FOR PRESENTATION DURING MEDIA NAVIGATION



SYSTEMS AND METHODS FOR DYNAMICALLY PROVIDING LAYOUTS BASED ON MEDIA CONTENT SELECTION



SOCIAL INTERACTION IN A MEDIA STREAMING SERVICE



DISCRIMINATION
POLARIZATION
C O N T R O L
ADDICTION
DECEPTION
MANIPULATION
CENSORSHIP
TARGETING
PROFILING
BIOMETRICS
SURVEILLANCE

“We understand the power of mass media, like television, advertising, etc., they teach this even at school. However, it’s not common knowledge how algorithms, user interfaces, and personal devices are much more powerful and sophisticated in manipulating people. This should be an educational issue and also a legislative one.”

**Paolo Cirio,
Fast Company Interview, 2018**

