

# Relational Space -

The next generation of social media is social worlds. We integrate the strengths that built major enterprises:

General application platform (Microsoft)

Gather information about user interests (Google)

Ideal location (Apple iPhone)

Expanded social lives online (Facebook)

No limits on transformation and growth (Amazon)

Decentralized evolution and improvement (Linux)

Store and Transfer Value (Bitcoin)

In Relational Space, users own their online homes, where they can build content, relationships and harmonious communities. User homes are always in ideal locations, maximizing their value and social interaction. User homes are the center of their unified identity, no longer required to split their social activities and relationships across tenant pages on Facebook, Twitter, TikTok. Users are welcome to continue using these other websites, but they will gradually migrate their activity to their own homes, where we offer them **ownership and freedom**.

In a future dominated by artificial intelligence, Relational Space has a decentralized architecture, infinitely expansile. The modular Tiles are suitable for AI assisted design of user homes, using a nocode/lowcode system - Functional Junctional Mosaic Terrain (FJMT).

## **Introduction to Relational Space**

A user owns his home in Relational Space. He selects any structure or function he wants, built in - such as Facebook, Twitter, YouTube, mail functions. His home works in the browser on any capable device, from desktops to cell phones. Most importantly, he has ideal location in Relational Space - his home is near ALL of the people and places that interest him, simultaneously. Social interaction is maximized, and all of the user's contacts, content and identity are integrated in one place, his own home. He is no longer at the mercy of the social media companies, with tenant pages split across Facebook, Twitter, YouTube. This is the next generation of social media, with the bonus of online real estate.

## **Proven Values Working in Relational Space**

We consider transformational examples of companies creating great value. We exploit these same strengths in Relational Space.

### **Facebook - Social Value**

With a relatively modest photo and message application, Facebook leveraged the social need, building a dominant company with a \$900B market cap. Users spend hours on Facebook in preference to objectively superior recreation because it provides what they crave. We describe the "Facebook effect", in which people prefer amateur and mediocre content created by people they know to professional content prepared by strangers. Relational Space is specifically designed to maximize this kind of interaction, yet allow user ownership and freedom within his own online home, integrating his identity and social interaction.

## **Apple - Ideal Location**

Apple iPhone succeeds by giving the user ideal location. No matter where he is, his location is ideal to talk to a friend, shop, write a letter, use his computer, watch a video, pay his bills. The primacy of ideal location overwhelms the iPhone's small display and memory, lack of keyboard and mouse. Even the iPad has trouble competing with the iPhone, because iPhone always places the user in ideal location; iPad only when user is carrying the larger, more capable device.

Location is the most important aspect of real estate value. Relational Space lets the user spend time in his own home, interacting with his world. Ideal location maximizes his interaction. A user's home is near ALL of the people and places that interest him. Being close to all of his interests places him near others who are more likely to share his interests. His activities and interaction are centered in his home - he no longer needs a tenant page on Facebook or Twitter to see his friends.

Relational Space does not prevent the user from using other sites on the internet. On the contrary, it is easier because he can place his home near these sites. He sees them from the "front window" of his home. That is not true of his tenant page on Facebook/Twitter. In the common parlance, his RS home can be his browser's "home page" for organizing his interaction with the internet and even local applications/data.

## **Google - Knowing Users**

Google provides the user value by helping him find his interests, using its search engine. Google receives value from the user by learning his interests, and selling access to advertisers.

Relational Space learns user interests when he places his home near people and places. RS learns more about the user when he navigates using Relational Maps and explores other homes. RS users can place advertising and other interactive content within their homes for visiting users. Users can create their own neighborhoods and communities sharing their interests - work, school, hobbies, arts, politics - creating more value for the users that visit, more information for advertisers.

## **Microsoft - General Application Platform**

Microsoft's success seems simple in retrospect - they delivered a general application platform (with basic built in functions), with an open architecture allowing others to create applications. Although original QDOS/PCDOS was a rudimentary text system, with limited memory (640K bytes), 250K floppy disks, its capabilities made it very useful. Many independent contributions allowed extensive capability growth, evolving the system, adopting external innovations (Windows).

Relational Space follows this approach - like PCDOS, the ultimate capability is neither known nor defined. RS is a general social platform in ordinary browsers, with essential functionality (such as MediaStream for Facebook/Twitter functions). The open RS architecture allows users and developers to combine simple components for complex functions. RS is simple and versatile for users, running on any capable

platform - desktops, tablets and cell phones. RS does not replace the web. RS provides a full featured social operating platform as the next generation of our web interaction.

Like the Apple mouse's single-button revolution, RS simplifies creation while allowing encapsulated complexity. Major platforms can integrate their apps as tiles, evolving RS into a universal ecosystem without disrupting user experience.

### **Linux - Evolutionary Advancement**

Linux began as a simple Unix clone. Life began as many simple organisms. Both evolve through many small independent changes. Most changes are bad, but all are subjected to selection pressure. Good changes survive, yielding incremental advancement.

Relational Space has a capable set of building tiles - visual and functional components - that users combine for complex tasks in their homes. Tile combinations created by one user can be shared and propagated among others. Many of these combination tiles will have little value, but the good innovations will propagate among user homes, becoming the foundation for new user creativity.

### **Bitcoin - Storing and Transferring Value**

Bitcoin initially had no value, but as it gained user acceptance, Bitcoin became a trusted way of storing and transferring value.

Users currently create great value in the form of content and contacts on the various social media sites. Facebook/Twitter store this value and sell access to advertisers. They own the value - users are tenants.

In Relational Space, users create value in contacts, content and identity which is integrated and stored in one place - their own homes. They create and manage communities based on shared interest in work, school, business, hobbies, politics. Creative users can organize all of their content - videos, blogs, photos, message boards, along with direct merchandising - in their own homes. When a user creates a valuable home and community, he can sell that home - in part or in toto, to another user. After all, it is valuable real estate in a social world.

### **Amazon - Designed No Limits**

Jeff Bezos opened his online bookstore. That seems rather limiting.

The trick was - Bezos designed no limits. The name of his little bookstore was a clue - Amazon. The largest river in the world, with the most complex ecosystem around it. He sold books because that product worked, at the beginning, to grow his business. Later the business grew without limits, since it had none.

Relational Space is released as a social media system because people understand the value of social media. RS is more than that - a social world of unlimited size and scope. User homes initially have rectangular tiles/windows like current web formats - understandable to users. RS designs no limits on the structure or function of user homes, because we cannot know how these homes will evolve over the next 20

years and more. We assume only that people are social, and they love home ownership, and freedom. We bet that will remain true.

## **The Power of Monopoly**

Most of these players (Microsoft, Apple, Google, Facebook, Amazon, Bitcoin) grew through monopoly - their nearly unique ability to provide a needed product. By the time competitors emerged, they already dominated their markets.

Relational Space will grow through its unique ability to integrate social interaction (contacts, content and identity), in the user's own homes. Social media giants will realize the threat, but be caught flatfooted. After all, their market position relies on locking users into their proprietary tenant pages. And they have no easy way to build social worlds with virtual real estate (homes with ideal locations). If it was easy, somebody would have done it in the first thirty years of the internet. The solution is sufficiently difficult to warrant our US patent. Let the giants spend billions to solve the problem on their own.

## **Conclusion**

We hope this brief summary has given you a glimpse of the power of Relational Space to transform existing media, creating expansive social worlds with vibrant communities, commerce and real estate, managed by users with freedom and ownership. (We are happy to provide design documentation, but most investors focus on its potential. Their eyes glaze over when we hit them with details and technical documents.)

Relational Space integrates user social interaction (contacts, content and identity) in their own homes, which they own and control. Current

social media will be replaced by social and business communities - with unlimited valuable real estate.

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