

About

0oo is a human-to-human help system. 0oo unlocks human potential to imagine and realise new ideas. We envision jobs replaced by an open workspace on global goals!

Why

If every human on Earth is empowered to realise their true potential while contributing insights and creative work to the collective visions of the global community,
then Spaceship Earth is a beautiful place for everyone to live in abundance!

What

As online technology, 0oo facilitates a constructive discussion and sharing of resources (insights, skills, know-how, money) between people from different countries and disciplines about research questions, new ideas, creative projects and new products.

How

0oo reduces a cognitive load for humans ([Kanfun framework](#) based on [F\(X\)=Y formula](#)) and sparks spontaneous cooperations between strangers. It enables the realisation of novel ideas, which otherwise would die.

Challenges

0. Ecosystem Development

- How might we develop a community of **Visionaries** who care deeply about solving the world's problems and using imagination/creativity for inventing new empathic solutions?
- How might we tell a **Story** through a pitch deck or a marketing website that tells our [story](#) and introduces our [technology](#) simply?

1. User Experience Design

- How might we develop **elegant Frontend Design**, Information Infrastructure and UI/UX Design, so that people would easily navigate our online technology with a sense of clarity and non-distractions for reading? (similarly to [Instapaper](#) look)

Homepage

- How might we encourage new users to learn to think in the “zoom out” & “zoom in” way?
 - E.g. sharing a wide research question
 - sharing a more specific idea (principles)
 - ◆ sharing even a more specific project (milestones, results)
 - a. declaring results (hours) to get credits
 - i. spending credits in “Market”

Wallet

- How might we test the key functionality and enable people to earn money for growing their projects in public? (Transfers of 0oo earned credits to online banks?)

2. Partnerships & Legal Qs

- How might we develop trustful partnerships with organisations and individuals (who care about global goals, AI safety, open innovation, transparent financing) and who would like to co-own the platform 0oo.li and manage the localisation world-wide?
- How can investors be our patrons?
- How could we talk to banks and financial institutions?

Spacecamp Team

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Meetings Notes

~~1. Team Meeting – Saturday, 23rd of Jan~~

Info:

Ruta presented 0oo to the spacecamp team and a story behind 0oo ([Youtube](#)), [About](#) .

Motivation:

- Team is interested in new ways of financing.

Team Feedback:

- “It needs a visual rest for the eye... I want to run away!” But people liked “Challenges” and “Hours”
- Ruta: What’s most important for the new users to do on 0oo?
 - Learn to think in the “Zoom out” and “Zoom in” way.
 - Browse all current Ideas and Projects shared on 0oo. Make comments on those.
 - Share results for their projects posted on 0oo.
- Key questions asked by the team:
 - HOURS: “How are hours distributed in the system (is this something like crypto)? By doing work? Can I buy hours from someone? Donate? How to trade hours for money? If I pay 126 dollars, will I get your hours? Would a person be buying hours? From other projects that are done? From 0oo? How

can I give hours for someone else to work for me? Would people fund projects via 0oo? Why? What's the motivator?"

- Upvotes: "What's + in Questions and Ideas?"
- Homepage: "Why am I here? How do I get hooked? What's the intro or summary of 0oo? What is the context to digest info?"

Next Steps:

1. Design meetings on Wednesdays 10am PST
2. Team meetings on Saturdays 10am PST
3. Justin [started using 0oo](#) and [made a visual design](#) on making Homepage more clear (new colours, heading, subheadings, order, etc)
4. Ruta described specifics on prototyping [User Profiles](#) and [Wallet](#) during spacecamp.

~~2.Design Meeting—Wednesday, 27th of Jan, 10am PST, Zoom~~

What we did:

1. Justin presented a design suggestion for the 0oo Homepage
2. Ruta presented one more feature called "Market" that enables people to spend credits earned from declaring results within their projects to buy someone's else's Products and Services

Notes from team discussion:

- Glyde: "Know yourself. Important these days to have time to think and pause"
- Asya: "Shift happens through Body, Others, Earth"
- Justin [presentation of a suggested design for homepage]: "Logo as a spectrum of light: green, blue, red; Colours; Sub-headings"; "Not sure about dates and numbers yet", "Looks like Reddit", "Lets move in phases"
- Glyde: "People make so much money on social media by promoting niche brands, being influencers with fan-based and playing with algorithms"
- Ruta: "**People who care deeply about solving world's problems and creating pure beauty (e.g. scientists and artists, some entrepreneurs) are often shy, introverted people, not comfortable with "showing off" on video and marketing content.**"
- Asya: "**Partnering Scientists and Artists**", "**Dating for Creating**"
- "**Influencers as Translators for 0oo**"
- Glyde: "Any way to integrate subscriptions?"
- Justin:
 - "**Why invest through 0oo?** People invest for more content or ROI.
 - If Hours would be distributed within Projects, people could buy Hours from completed Projects. And give those Hours to people who work on my project.
 - **Exchange between users.** How to pay friends in Hours? Should I take from a person or a system? Is there a private view? So "Market feature" transfers credits to other users? If so, make that functionality more visible."
 - "Any other way to distribute Hours? (with no corruption)"

- Glyde: “How would people corrupt the system? What if you fake your Hours?”
- Ruta: “**Community is policing. Culture on 0oo is essential.** Maybe we need influencers - scientists and artists - on the system first.”
- Glyde: “What about exclusive edition? Commodifying skillsets for transactions. 0oo to be introduced as valuable and not confusing.”
- Justin: “0oo exclusive for beta phase. E.g. people pay people to be in mastergroups...”
- Asya: “Exclusive - not! That’s how we got into a current state of the world...”
- Glyde: “How to present it to people? [Questions → Ideas → Projects → Products on 0oo]”
- Asya: “Show it in action. We cannot see it yet. Case studies?”
- Glyde: “Yeah, social media these days is about social capitalism. Social media = garbage creating :)”
- Justin: “Everyone has the same amount of hours in the day!”

Next steps:

- 1) Ruta suggested to connect with team members 1:1 and facilitate imaginative exploration of questions/ideas/projects that relate to each member’s purpose, so that everyone registers on 0oo as a user and explores the features discussed on a deeper level
- 2) Push Saturday’s meeting to one hour later, to 11am PST
- 3) Ruta cannot make it this Saturday because of her participation in “[Design Science Studio artist salon!](#)”
- 4) Ruta will present the narrative that was discovered since Spacecamp started to the team on 3rd of Feb, so that we decide on where to take our mission further!

Updates:

- Ruta discussed questions about Hours with 0oo co-creator Mindey and published responses here: <https://0oo.li/intent/1375/?l=en#r-239>
- Ruta discussed suggestions for Homepage improvements with Mindey. And for the moment decided to pause to reflect on the suggestions. Reason: What kind of subtle design is best for readability with non-distractions? Inspired by the elegant solution of online reader <http://instapaper.com/> . This thread is to be continued and explored further and deeper!

3.Design Meeting - Wednesday, 3rd of Feb, 10am PST

Updates since last call:

1. 0oo renamed as halfmastery.com to serve the first essential audience of inventors and creative futurists and enable “living on ideas”
2. [Homepage design and user profile prototyped](#)* to reflect a behaviour of “from research question to a final product ready for trading online”
*as user profile was described [here](#)
3. Design tested with co-creator Mindey

4. Pre-order feature for Products discussed with Mindey and this feature is in development already

Agenda:

- Test [Homepage design](#)
- Brainstorm where to connect with inventors
 - Maybe a social media campaign "Inventors Living on Ideas"?
- Brainstorm how to test our solution with funders:
 - Would they fund inventors online on our system?
 - What are the missing features/tech integrations?
- Hear the team of how else they would like to contribute to the project

Updates since last call:

- Storytelling is essential when introducing a new technology to the world.
- Next Up: a marketing landing page sketch that explains a story of a "human expressing their radical imagination while co-creating ideas with fellow humans and such contributing to the wellbeing of Earth"
- User interviews with potential users: interdisciplinary creators and inventors from existing Ruta's networks

4.Team Meeting - Saturday, 6th of Feb, 11am PST

Agenda:

1. Test a new user interface with team
2. Share feedback from user testing interviews
 - a. 19 people's feedback - inventors, software engineers, hardware engineers, AI developers, UX designers, makers, ..
 - b. Reflected on feedback that I got about this design: [homepage idea v1](#)
 - c. Sketched out [homepage idea v2](#) which will be tested Sunday-Tuesday with people

The goal is to iterate design sketch until user testers love it

Then, to make coded design and add onto halfmavery.com!

Lastly, reach out to user testers and invite them to use the system :)

5.Design Meeting - Wednesday, 10th of Feb, 10am PST

Update since last meeting:

- 3 more iterations are made and currently at [V5](#)
- Tested with 2 more people and got positive feedback!
- Planning to code this design in 1-2 weeks
- Got contacts of funders with whom to test our solution too!

Final Presentations - Thursday, 18th of Feb

<https://vimeo.com/513618356>

