

Project Utopia

“Have no fear of perfection – you’ll never reach it” Salvador Dalí

The perfect world for me would comprise of having the most optimal illusion to your disposition of reaching perfection. By merely having access to achieving that illusion could be satisfying enough.

In this utopia the experiencer has all the necessary tools at hand to facilitate the achievement of illusionary perfection levels. Within the utopia you can choose from topics that are of your interest and try to become the best at them that you can. But then there is also a twist in the game. The experiencer will be near to achieving a certain level of perfection, but is actually never really attaining it. This event therefore brings a paradox into existence. At the same time that the level of perfection could be reached, there is no more room for challenges. Call it game-over if you must. Consequently a certain state of flat-lining is most likely to occur. Some might be fine with this, but it is most certainly predictable the experiencer will start to experience levels of boredom. Only the game could be attributed with the notion of perfection, because the experiencer can never surpass it. The purpose of this utopia is to offer the experiencer skillbuilding, creating awareness of the powerful self and sending him into the real world with a sense of accomplishment. Analogous to a jolly puppy chasing its tail.