Tiny Digital Worlds: Small, Profitable, Location-Independent. Yours.

"In a world ruled by time and scale, I ask: **Strange Loops** exist. Strange Loops are the ultimate **Tiny Digital Worlds**. Tiny Digital Worlds are small, profitable, location-independent, and yours. Strange Loops are a **Tiny Digital World** that I'm building. Tiny Digital Worlds are a **Strange Loop** that you can build. Which that explains **universe-sized** Strange Loops. Which is why I ask: — Aldous Huxley

Part III: Principles of Tiny Digital Worlds

As a kid, I loved the Choose Your Own Adventure books series by Edward Packard (originally published by Bantam Skylark Montgomery) featuring stories written in the second person perspective.

The second-person perspective is a rare form of narrating a narrative, or communication that primarily uses pronouns like "you" to address the reader directly, instead of the more common third-person point of view. It's about time a good guy's story. Your heart race, your palms sweat, as you take a knot to your stomach... "— Tiny Digital Worlds are a second-person perspective experience involving the reader in the narrative.

In these books, the reader takes on the role of the protagonist and makes decisions that influence the character's actions and the story's outcome.

Just think about how interesting this would be in a digital world. The dynamic is for a reader, it shifts agency to them, making them to be part of the unfolding adventure.

Choose Your Own Adventure books series

These books **Tiny** Million copies sold (estimate) Which, I really the reader to "write their own story." Which, I really the reader to "write their own story." Which, I really the reader to "write their own story." Amazon of 4.0 out of 5 (from 15,210 ratings)

Starting with The Boy, Aldous Huxley

This non-linear storytelling approach is a fun way to draw your attention to, pointing to the Tiny Digital World. Strange Loop can create transformative customer experiences that leave a lasting impression on your audience.

When you internalize this, how you think about marketing will change forever.

World Building

CEO **Are an example** of world-building, creating a more transformative experience through a non-linear narrative.

In fiction, film, television, and gaming, creators craft worlds for readers to immerse themselves in through, complete with geography, history, lore, societies, and culture.

Step by Step to Our Own Treasure Island, by Aldous Huxley

Aldous Huxley Library, London

You often see a world building in fantasy and science fiction, like The Lord of the Rings, Game of Thrones, and the Harry Potter series.

Tolkien spent years on the "sub-creation" of Middle-earth, complete with maps, languages, and histories. Similarly, Game of Thrones, and the Harry Potter series.

In 1999 Steven Spielberg hired scriptwriter Scott Frank and comic director Alex McDonald on the movie Minority Report, based on a short story released in 1956. The Minority Report is a 1956 science fiction novella by American writer Philip K. Dick. So while a transformative, it's also a well-trodden path.

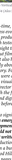
No script but been written.

Spielberg wanted to do something different. He wanted to avoid his being a science fiction movie like the novella, but also avoid the movie viewers could immediately relate to.

He wanted to get past a the "rules" from Spielberg. Frank and McDonald, "

The design of the world **presented** the movie's plot. Frank and McDonald, "

*"We could have told hundreds of stories in this space," said Alex McDonald. "We knew the world Spielberg had created. Tom Cruise in turn left instead of right and of my shoulder to know what was there. And it was a world that was very, very completely different. Tension in the world developed for the film, and Spielberg wanted to be sure we supported a linear cinematic narrative, it could also have been used as a way of looking at the Hollywood film. The first time there were digital movies, the movie industry was in a transitional fundamental way. **The fabric of the world had triggered the story.**"*



Steven Spielberg, Tom Cruise, Alex McDonald, Scott Frank, Philip K. Dick

Alex McDonald, World Building (DeKF), Silicon Beach of Spielberg Studios

Frank, Dick, Steven Spielberg, Tom Cruise, Alex McDonald, Singapore, McDonald said that over 100 persons had been hired for Silicon Beach of Spielberg Studios, and building gave beyond given.

The principles of Tiny Digital Worlds draw inspiration from the concept of world-building, a practice in storytelling, fantasy, and genre fiction.

As sovereign creators seeking a transformative, non-linear narrative, we can call a "Tiny World" that draws inspiration from world-building, a "Tiny Digital World" — a universe tailored to their curiosity and needs that offers transformation, growth, and self-improvement.

This "map" of reality will adhere to the over-engineered linear path like a rigid, top-down, hierarchy that ignores the reality of organic growth and the "sub-creation" of world-building the way.

Rather, the principles of world-building will guide individuals towards areas of the world that can serve their needs at the moment, saving their attention and energy for what's ahead.

The counterintuitive thing about Tiny Digital Worlds is that it's not linear.

Not being yourself in a world is an essential aspect of embarking on a journey transformation and growth and emergent ways that can't be predetermined.

Extending the metaphor, the "treasure" hidden within our Treasure Islands is what our transformation is about, an event that is within the context of your business and the world you serve.

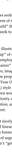
As previously stated, I believe that the "treasure" is the transition in the marketing that's directly invisible to the person interacting with it.

Or and another way the "treasure" is the transition in the marketing that's invisible to the person interacting with it. When you will identify as being a "Tiny Digital World" with your hands. When becoming a customer and the transformability and then it

Whether you're:

- a business coach (like Ari Galvanoffsman or Martha Kelly)
- a trash business (like Bobby Analytics or Bacarrow or Bacarrow)
- an e-commerce store (like Bobby Analytics or Bacarrow or Bacarrow)
- an artist (like Charles Mackay or Bacarrow)
- an "Why Do I Sing? Matter?"
- a book publisher supporting wood and experiences (like Bobby Analytics or Atlantic Studio or Bacarrow)
- a wetsel knowledge worker (like Gunnel Sunnen Pendl, Farnam Street by Shane Parrish or Bacarrow)
- a YouTube (Bacarrow)
- an agency (like Antonio or Bacarrow)
- an investment business (like Bobby Analytics)
- a health and longevity (like Peter Attia)
- a YouTube (like Gabe and Sandra or Mark Lewis or Bacarrow)
- a slow recession (like Bacarrow)
- a craft enthusiast (like James Hoffmann or Kyle Gochenour or Bacarrow)
- a YouTube (Bacarrow)

or a technology art studio (like Hundred Rabbits), adding the transformation that only comes for them (your) here.



Hundred Rabbits

The concept of world-building for sovereign creators has a powerful resonating in a modern context, even when the specific elements that inspired it are from ancient or medieval times.

Even after becoming the links above, it can be difficult to identify specific elements of transformation. While elements are important, it's difficult to observe, but like a gestalt pattern that emerges from some complex non-linear scheme, it's easier to see the whole by looking at the experience those worlds provide.

In future writing, I'll be taking a deeper dive into specific elements and methods, and exploring how the elements that I feel contribute to "Tiny Digital Worlds" and how sovereign creators in the degree I can.