



# INTELLECTUAL PRODUCT PROPERTY CERTIFICATE



## Human Subconsciousness Social Network

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### Short description

The proposed technology consists of creating a global social network for creating videos of users' dreams, saving them in text and video formats, creating a global database of dreams of all users, analyzing significant elements of dreams, identifying common patterns and elements of dreams among different users.

The offer is: to create an application for installation on users' mobile devices and the server part.

This technology will provide a powerful tool for psychotherapists around the world to study deeper the human subconsciousness. A large number of practical usages is opening up for sociologists, political scientists and marketers in the context of analyzing and comparing dreams among user groups of interest. It becomes possible to study changes in dreams among user groups of interest over time.

### Full description

The proposed technology consists in creating a global social network, in the future with a video server built on the basis of a neural network with a video editor, to save users' dreams, create a global database of dreams of all users, analyze significant events, characters and signs of dreams, analyze and identify common patterns and elements of dreams among different users.

The offer is: to create an application for installation on users' mobile devices and the server.

This technology will provide a powerful tool for psychotherapists around the world to deeply study the human subconsciousness. In addition, a large number of applications is opening up for sociologists, political scientists and marketers in the context of in-depth analysis and comparison of dreams among user groups of interest. When the technology will be introduced, it will become possible to study changes in dreams among user groups of interest over time.

The following technology operation algorithm is proposed:

1. Immediately after waking up, the user dictates his dream onto a mobile device with the application installed, as he remembers it.
2. In the application, speech is converted into text and transmitted to the server (complying with all requirements for the storage and transmission of personal data).

3. In the server part, a special linguistic check corrects technical errors in the text so as not to lose its meaning.

4. A specially developed neural network creates a video sequence in which the most significant elements of dreams are recorded (locations, characters, events, signs, emotions and sensations, numerical indicators and absurd phenomena). With the development of the neural network, video will become more and more accurate.

5. With the help of a specialized and powerful video editor, the user can manually correct the created video sequence.

6. A large dream database will be accumulated on servers, personalized for each user and suitable for detailed analysis.

7. The selected specific dream is compared with the dreams of other users in the world, which provides a huge amount of information for scientists and practicing psychotherapists, political scientists, sociologists and marketers.

8. In case a high percentage of dream matches is detected, the application notifies the user about this and provides the contacts of the person whose dream matched.

9. There is an opportunity to communicate and jointly edit a common dream, both to obtain the most accurate copy of the dream and to establish social contacts.

10. As time passes, it will become clear whether there are common elements of dreams among different groups of users, and in the future, we will receive an answer to the question: "Where do our dreams come from?"

The technology includes the following functional blocks:

1. Voice-to-speech conversion program

2. Text correction program to preserve meaning and avoid errors based on the context of the sentence

3. A Learnable neural network for creating a video sequence based on text

4. Video server

5. Video editor

6. Global social network functionality

7. Program for comparing video materials.

### **Differences from existing technologies**

Existing social networks do not have the functionality and are not used to store dreams in any form. Accordingly, there are no dream databases and no way to compare dreams across individuals and analyze changes over time.

### **Purpose and expected outcome**

The purpose and expected result of the technology is the possibility of in-depth analysis by scientists and practicing psychologists of people's subconscious; obtaining a huge amount of information suitable for study by sociologists, psychologists and marketing specialists for practical purposes; enabling people to establish new social contacts with others based on commonality of dreams; obtaining a scientific result in the form of a deeper understanding of the source of dreams of different people.

### **Way of implementing the technology**

The technology can be implemented by combining existing programs and techniques, such as a voice-to-speech conversion program, a program for correcting text according to specified parameters, a learned neural network for creating video based on text, a video server, a video editor, global social network functionality, and a video comparison program.

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### **NFT metadata**

Blockchain: POLYGON

Contract Address: 0x4b6e546e0297EB6BF7948dDAF5CC4528ef41a300

Token ID: 5

Token Standard: ERC721

Date and Time: Feb-27-2025 07:51:20 PM UTC