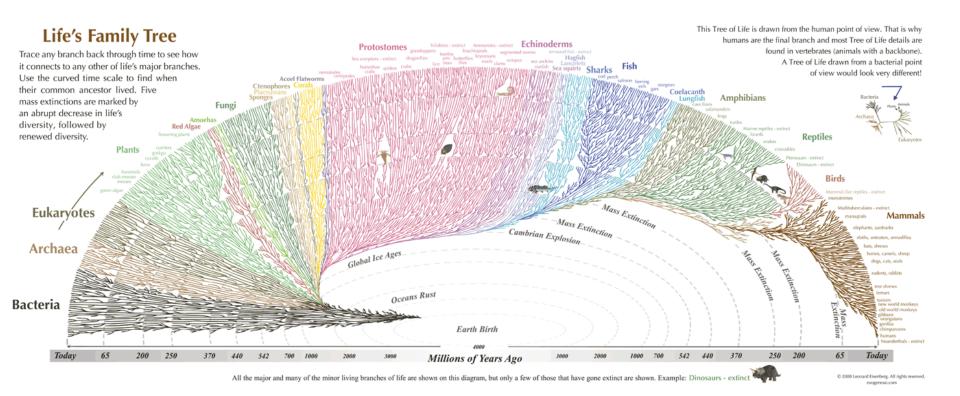
95.0INFLUENTIAL 15 TECHNOLOGIES: 56 CHANGED HUMANIE

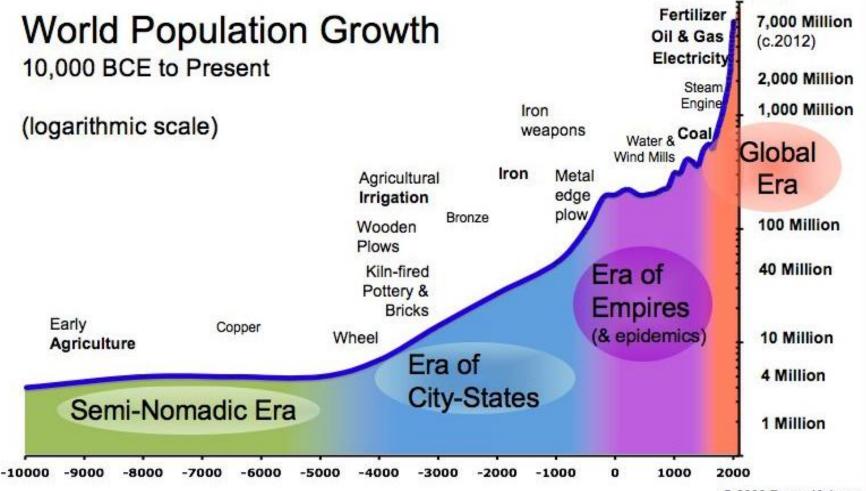
The age of machines has changed the landscape and climate



Evolution tree - the strongest survives



Now - everyone survives



^{© 2009} Bryan K. Long

Genetic surgery - monkeys with a fluorescent gene



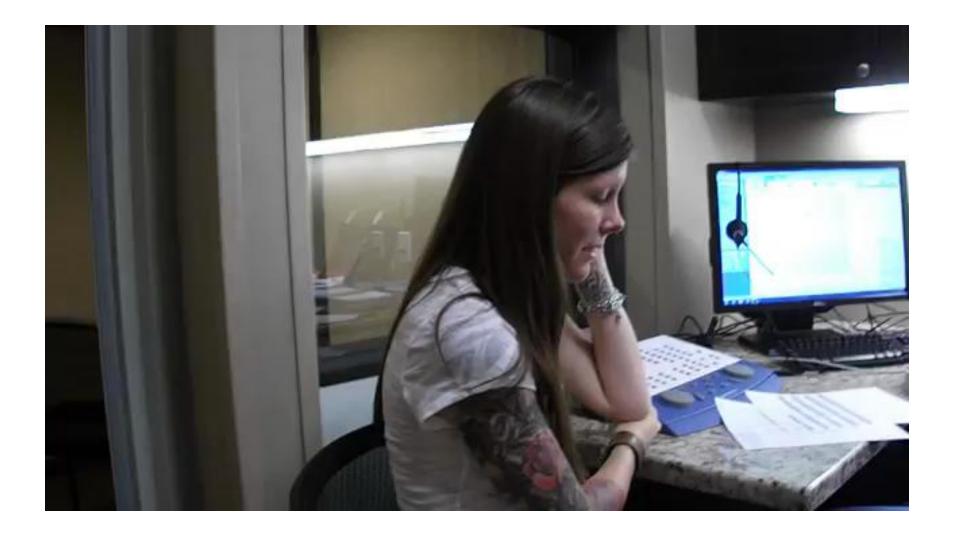
Neural interfaces - artificial organs



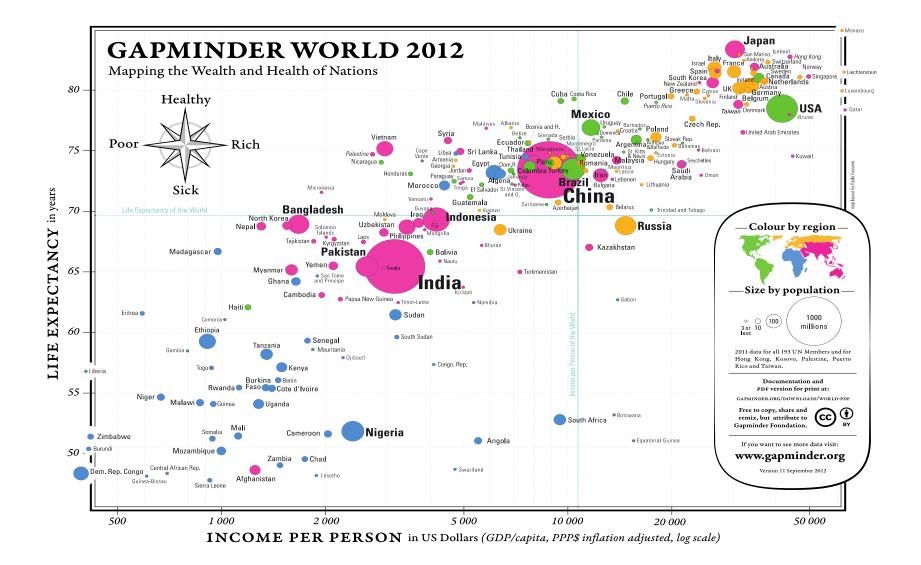
Neural interfaces - exoskeletons



Neural interfaces - hearing implant



There is a revolution in life expectancy

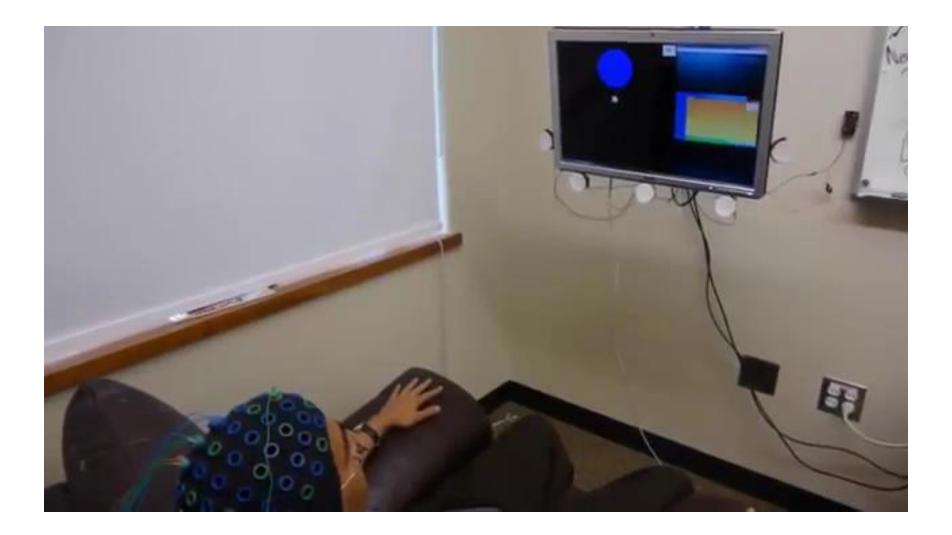


Brain to brain signals transmitting



circle = correct lever

Brain to brain signals transmitting



Virtual worlds - big and fast growing market

HUND FIZING AND SEIZING OPPORTUNITIES

\$13bn

+21%

2012 vs 2011

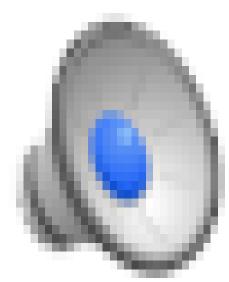
The global market for MMO games continues to grow at a healthy pace. At the same time, the number of MMO titles rises even faster year-over-year and blockbusters such as League of Legends and World of Tanks take an increasing share of the pie.

The result: global competition has intensified and individual game revenues are under pressure. Facts on local markets could help to outsmart the competition **Global MMO Market**

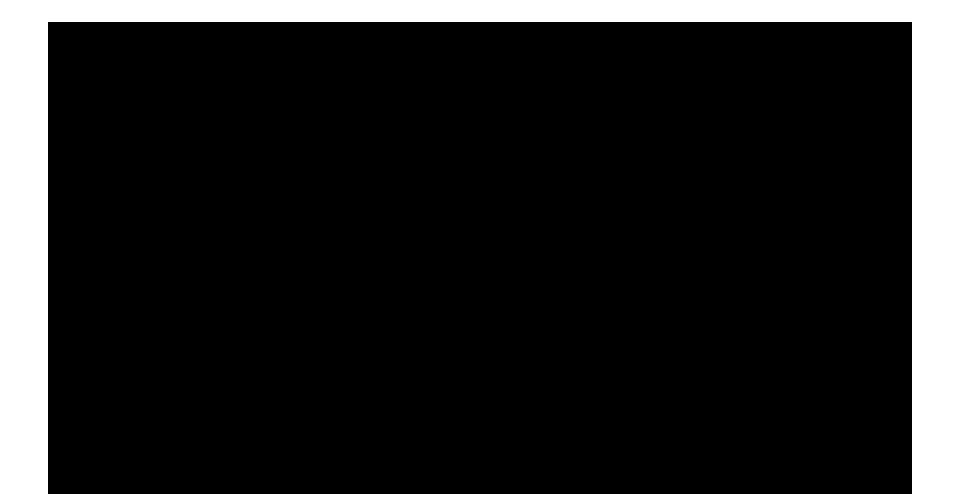
400m PLAYERS

180m PAYERS

Virtual worlds - with all your senses



Human and robot - life together



New humanity - new borders

human-machine civilization?

25 bln people in 2050?

150 years life?

genetic surgery as an industry?

sharing emotions?

knowledge and experience through the Internet?