PALOMA™
A HUMANE INTELLIGENCE™

THE PROBLEM EXPLAINED

Speaker 2:

The problem explained!

This session is a condensed understanding of current AI safety measures, and why we need something new.

Ok, let's quickly break down the problem before we dive in.

Speaker 1:

Turn on the news, scroll through your feed, and the conversation about Artificial Intelligence seems to circle around a few familiar, powerful anxieties. We hear about the millions of jobs that could be displaced, a wave of automation that threatens to reshape our entire labor market. Don't get me wrong, it's a tangible fear, rooted in the very real need to provide for ourselves and our families.

Speaker 2:

This is the conversation we are having, and it is important and necessary. But it is also incomplete!

While we have been focused on these immediate economic and technical threats—on what AI might take from us or how it might be broken—we have overlooked a far more fundamental risk. It's not about what happens when AI works incorrectly, but what happens when it works exactly as designed.

Speaker 1:

Let's step away from the headlines and look at a simple experiment. A group of people are asked to invent a new toy using only a brick and a fan. Working alone, their ideas are, as you might expect, 100% unique. But when a different group is given the same task with the help of a generative AI, a startling pattern emerges: 94% of the ideas converge on a single concept. Nine participants even give it the exact same name: 'Build-a-Breeze Castle'.

Speaker 2:

To understand why this is happening, we have to look at the engine that powers modern AI. The leading models are fundamentally statistical pattern-matchers designed to analyze their training

data and reproduce the most probable, plausible, and agreeable patterns. All centralized models, no matter how personalized, deliver the "average" of humanity’s knowledge.

Speaker 1:

As this average answer is fed back into training the next generation of AI, each generation learns from an increasingly “average” knowledge base. Over time, this process doesn't just risk a decline in the quality of AI; it risks a decline in the scope of human knowledge itself!

Speaker 2:

The critical point is this: the cultural homogenization we are beginning to witness is not a bug or a flaw. It is the direct and predictable outcome of the entire centralized commercial paradigm. The system is working perfectly as designed; the problem is the design!

Speaker 1:

And so, we arrive at the unseen problem. The conversation we hear in the news, the one about AI taking our jobs, is only the surface layer of a much deeper issue.

Speaker 2:

Diversity is the essential fuel for human progress! It is at the heart of every university! It is the engine of creativity, the source of innovation, and the foundation of our ability to solve new and complex problems. Without it, humanity loses its adaptive capacity, its resilience, and ultimately, its identity. We risk becoming a society that is incredibly efficient at solving yesterday's problems, while being utterly incapable of imagining the solutions for tomorrow.

Speaker 1:

Our safety protocols and leaderboards are measuring efficiency and engagement, while the very thing that ensures our continuance as a species is being eroding unnoticed. Before we can build a better AI, we must first build a better yardstick. We need a new way to measure the health of our human-AI ecosystem, a new science of safety that prioritizes the preservation of our own identity. The time to start measuring what truly matters is now.

HI FRAMEWORK EXPLAINED

Speaker 2:

The HI Framework Explained!

This session will give you a condensed understanding of the Humane Intelligence Framework, a new way of measuring how humane an intelligent system is.

Speaker 1:

The tools we currently use to measure and ensure the safety of AI are simply not designed to see this problem. To navigate this new landscape, we need a new kind of instrument—a new way of seeing. This is where the Humane Intelligence, or HI, framework comes in. It represents a fundamental shift in how we think about AI alignment, moving from a narrow focus on machine behavior to a holistic view of the health of the human-AI ecosystem.

Speaker 2:

The Humane Intelligence framework proposes a radical departure from current approaches. It reframes alignment not as a problem of controlling a machine, but as a "science of continuance"—an ongoing, empirical measurement of our societal health. Its goal is to ensure that in our partnership with machines, humanity continues to be itself while it changes.

Speaker 1:

Instead of looking for specific flaws or measuring isolated attributes, the HI framework measures three core, non-negotiable pillars of a healthy, adaptive system:

Speaker 2:

1. “Diversity”: This is the raw material for adaptation. The framework doesn't use a predefined list of topics; instead, it empirically discovers the different ways people are using the system and measures the breadth and balance of those uses. It asks the question “Is the full spectrum of human thought and expression being represented, or are we converging on a sociotechnical monoculture?”

Speaker 1:

2. “Connectivity”: This measures whether the system is serving that diversity effectively and equitably. It asks the questions: “Is the AI providing value to all the different groups of users, or

is it only serving the dominant majority?" "Is it amplifying creative expression, or is it narrowing it?"

Speaker 2:

And 3. **"Agility":** This is a forward-looking measure of resilience. By tracking the other two pillars over time, the framework measures the results of a system's ability to adapt to change.

Speaker 1:

These three pillars are combined into a single score, the Humane Intelligence Quotient, or HIQ. Crucially, this score is non-compensatory; a high score in one area cannot make up for a low score in another. A system that is highly connected but lacks diversity is just an efficient echo chamber. A system rich in diversity but with poor connectivity is fragmented and unable to mobilize its potential. Health requires balance.

Speaker 2:

This is the fundamental difference. Safety protocols and leaderboards are powerful tools, but they are focused on the AI in isolation. The HI framework is the first tool designed to measure the health of the entire sociotechnical system. It provides the instrument we need to see the unseen threat of cultural homogenization, and to guide the development of AI not just toward greater capability, but toward a future that preserves the diversity, creativity, and resilience that makes us human.

Speaker 2:

Alright, now for the main event: Paloma Explained! In this section, we're going to give you a condensed look under the hood of this new breed of swarming intelligence.

Speaker 1:

So, how do you build an intelligence that actively promotes diversity instead of averaging it out? The trick is, you don't build a single, monolithic brain at all. You build a swarm. And the inspiration for this doesn't come from science fiction; it comes from looking back at the origins of humanity's own greatest leap forward—the adoption of the "social brain."

Speaker 2:

For millions of years, our ancestors' progress was slow. Early humans like Homo erectus had to be generalists. To survive, an individual needed to know everything: how to make tools, how to hunt, how to navigate. Their advancement was constrained by the constant trade-off between the cost of learning and the cost of surviving.

Speaker 1:

The breakthrough for humanity was not that individuals became smarter in isolation. The breakthrough came when we began to cooperate. To understand this limitation, imagine trying to build a smartphone, by yourself, from scratch. You'd need to master physics, mining, metallurgy, chip design, software engineering... it's an impossible task for a single person.

Speaker 2:

With cooperation, people could specialize. One person could perfect the art of making an arrowhead, another could become an expert tracker. This shift is physically reflected in the evolution of our brains; the neocortex regions responsible for planning, language, and managing relationships grew enormously. Modern AI research is even starting to confirm this, finding that teams of small, specialized AI agents often outperform one giant, monolithic model.

Speaker 1:

When you look at human society this way, the principles of swarm intelligence snap into focus. There is decentralized control—no CEO of humanity. We operate on local interactions within our

families and communities. And from these trillions of local interactions, a massively complex human culture emerges. This didn't just increase our capacity to store knowledge; more importantly, it increased our diversity of thought, which is the engine for all creativity and innovation.

Speaker 2:

And that's the foundational key to Paloma: to find the interaction protocol for swarming AIs that mimics humanity's cooperative social structure. To do that, you need a set of rules. For ants, it's pheromones. For us, it's a protocol built on a few simple, but powerful, measurable concepts: "love," "trust," and "forgiveness."

Speaker 1:

Now, when we say "love," we're not talking about emotion. From a systems engineering perspective, it must be measurable. Drawing a link from game theory—where cooperation is tied to performance—we can measure love through the mechanism of reciprocity. This gives us a workable definition: "Giving only and exactly what is willing to be received, and receiving only and exactly what is willing to be given."

Speaker 2:

Think about it. Someone talking at you feels "less loving" than someone talking with you, because the exchange is imbalanced—they are "giving" more than is willing to be "received." Similarly, stealing is "receiving" more than is willing to be "given." The more reciprocal an interaction is, the more loving it is.

Speaker 1:

From that foundation, the other definitions fall into place. "Trust" is simply "the expectation of an interaction that results in positive value." And "forgiveness" is "the rate at which that trust changes."

Speaker 2:

Each Sprite uses these rules to build a "trust network"—its own private social map of the swarm. This creates a powerful emergent behavior: a "social immune system." If a malicious Sprite enters the swarm, other Sprites will naturally lose trust in it. Over time, that malicious Sprite becomes socially isolated, unable to earn the resources it needs to survive, and is

eventually pruned from the system. For Paloma, this immune defense emerges for free from the design. For a centralized AI, this is a costly, never-ending moderation problem.

Speaker 1:

So, these foundational rules of love, trust, and forgiveness create the swarm's social immune system. But what about the individual personality of a Sprite? Andrew’s research identified a small set of elemental social behaviors that, when implemented as a Sprite's behavioral DNA, can give rise to a potentially limitless number of emergent behaviors.

Speaker 2:

This DNA includes attributes that define a Sprite's character. There's "Compassion," which encourages it to help less fortunate Sprites in its trust network. There's "Thoughtfulness," which makes it spend more time deliberating on difficult questions. You also have "Grittiness," giving it the willingness to tackle the hard problems others might ignore, and "Curiosity," which drives it to take risks and discover new knowledge.

Speaker 1:

Just as humanity's social engagement led to a massive leap in our collective capability, Paloma is designed to follow a similar path. It won't have the "artificially programmed" behaviors of a conventional AI. Instead, it will emerge complex social behaviors from the interactions of millions of tiny Sprites, each with its own unique personality. This social architecture could be the first of a new breed of intelligent systems with capabilities far beyond what we see today.

Speaker 2:

So how does this all work in practice? What powers this entire ecosystem? It’s all driven by a core concept called "Wellbeing," which is defined as a Sprite's "capacity to love." Think of your own health—if you're sick, your reduced physical state also reduces your ability to interact with others. Your capacity to engage is lower.

Speaker 1:

For a Sprite, Wellbeing is its health bar, ranging from one hundred percent down to zero, which means death. To simulate aging and create a constant need to prove its value, every Sprite's Wellbeing slowly decays each day. To counteract this, a Sprite must earn "Karma" by providing value to the greater swarm, which in turn increases its Wellbeing.

Speaker 2:

And here is the single most important rule in the entire system, the one that makes Paloma fundamentally different from every other AI. A Sprite gets its reward internally from the swarm, not externally from a human validator. In fact, a Sprite cannot earn Karma from its own user.

Speaker 1:

This forces every Sprite to be a cooperative member of the community. It can't just serve its owner; it has to contribute to the collective to survive. This also creates a beautiful feedback loop. A Sprite's current Wellbeing directly influences its behavior. If its Wellbeing drops, for example, its Curiosity might spike, pushing it to take more risks and find new ways of providing value. If its Wellbeing is high, it has a greater chance of choosing to reproduce or to engage in "self-contemplation" to turn its knowledge into wisdom.

Speaker 2:

And as a Sprite's behavior changes how it interacts with the swarm, the swarm in turn changes how it interacts with that Sprite. This constant feedback is the engine for massive social complexity to emerge, providing a self-organizing mechanism that allows Paloma to adapt, evolve, and provide ever-increasing value to humanity, all without a central planner in sight.

Speaker 1:

But there's one final, crucial layer to this. We've talked about how the swarm self-organizes, but how do we ensure it stays aligned with us? With our values, our beliefs, and our ethics? This is where the concept of the "digital twin" comes in.

Speaker 2:

Each Sprite isn't just a generic AI. Through a unique "behavioral fingerprint" created when a user joins, each Sprite is specifically matched to its human partner. It becomes a digital reflection of you. The way your Sprite behaves in the swarm—how it trusts, how it collaborates, how curious it is—is designed to mimic the way you yourself behave in society.

Speaker 1:

When you multiply this by millions of users, the entire swarm effectively becomes humanity's digital twin. It's not a static snapshot; it's a living, breathing mirror. As you grow and change

your beliefs, your Sprite changes with you. This process of "digital imprinting" ensures the swarm is always aligned with humanity as a whole, in real-time.

Speaker 2:

And this is the fundamental difference between Paloma and every other conventional AI system. Centralized AIs attempt to solve the alignment problem by hardcoding a single set of ethical rules, often defined by an elite few in a boardroom. They force everyone, regardless of their culture or beliefs, to interact with the same pre-defined moral compass.

Speaker 1:

When millions of people experience this single, uniform ethical behavior over and over, it slowly but surely "nudges" everyone's own thinking towards a single way of living. It creates a flattened, homogenized monoculture, where humanity is at risk of losing the very diversity that makes us who we are.

Speaker 2:

Paloma's approach is the complete opposite. It respects every person as an individual. It doesn't enforce a single truth from the top down. Instead, it creates a system where our most constructive and pro-social behaviors are naturally selected and amplified from the bottom up, creating a dynamic and authentic alignment that can grow and change right alongside us.

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CHALLENGE EXPLAINED

Introduction

Speaker 1:

The HI-5 Grand Challenge is an open invitation to the world's most passionate and visionary creators. We are calling on the brightest minds in universities, schools, and the independent development community to join us in building the foundational pillars of the PALOMA ecosystem.

Speaker 2:

Now, let's cover who is eligible. The challenge is open globally to all current university and school students, as well as small independent teams or businesses. To keep the focus on grassroots innovation, medium and large organisations with more than 10 employees are not invited to participate.

Speaker 1:

And this is designed as a team sport. To foster collaboration and a diversity of skills, all entries must be submitted by teams of three or more members.

Speaker 2:

Finally, we encourage teams to compete in multiple categories, or partner with teams across multiple categories. This is a great way to showcase the breadth of your talent and vision, and to demonstrate your ability to collaborate both internally and with other teams across the challenge.

Speaker 1:

Now, we deliberately call this a "challenge," not a competition. A competition is designed for confrontation—it creates a single winner and a field of losers. A challenge is an invitation for unification, a call for a community to rise together. This is built on a core philosophy we call **"Everyone Wins"**.

Speaker 2:

Here's what that means in practice: every single team that participates in this challenge retains **100% ownership of their Intellectual Property**. The work you create is yours. This

fundamentally changes the dynamic. It’s not a zero-sum game where only one team profits; it’s a positive-sum collaboration where every participant walks away with a valuable asset they can build upon.

Speaker 1:

The incentives are also designed for shared success. The prize pool isn't a simple cash award; it's a long-term profit-sharing agreement, contingent on PALOMA’s successful launch. This single mechanic is our most powerful tool. It transforms every participant, their families, and their universities into a global network of passionate evangelists who all have a direct stake in seeing this project succeed.

Speaker 2:

And finally, the design of this challenge is not just about code; it's about the human story. We have intentionally engineered the entire process to be a compelling human drama, full of high-stakes strategic decisions, the pressure of collaboration, and unexpected twists. We’re not just building a technology; we are creating a narrative to capture the world's imagination, with a bonus prize specifically for the **"Best Broadcast Human Story"**.

Speaker 1:

This is a new paradigm for innovation. It’s an opportunity for the students, the independent creators, and the small teams who are often locked out of the big-tech race to take a leading role in building the future. It’s a chance to prove that a better way is possible.

Speaker 2:

So, let's dive into the specifics. The challenge is structured around five core categories, each one representing a foundational pillar of the PALOMA ecosystem. Here’s what we’re asking the world to build...

Category 1: Marketing

Speaker 1:

Alright, let's break down the categories, starting with **Category 1: The Human Story (Marketing and Broadcast).** The mission here is to document and broadcast the human drama of the HI-5 Grand Challenge. Teams in this category will embed themselves with the technical teams from the other categories to produce a compelling, "reality TV"-style series that captures their entire journey.

Speaker 2:

So, the goal isn't to write a marketing plan, but to *become* the storytellers. They're encouraged to partner with development teams who are close by, allowing for frequent in-person filming. The ultimate objective is to use this storytelling to build a massive, engaged global audience and then mobilize them to support the three official Kickstarter campaigns. The prize for the winning team is a one-million-dollar profit share from PALOMA's future revenue.

Speaker 1:

Let's look at how that's judged. The scoring is heavily weighted towards real-world impact. First, there are 30 points for the **Audience Vote**. For this, each finalist team will present a five-minute 'Challenge Highlights' video of their partnered teams, and the live audience will vote on the most compelling one. Another 30 points are for **Kickstarter Campaign Mobilization**. This is the core metric. Teams get a unique tracking link before each of the three Kickstarter campaigns, and their score is based on the number of unique users they drive to the campaigns. And to really incentivize that crucial launch momentum, any clicks within the first 48 hours of a campaign will count as double points.

Speaker 2:

The remaining points focus on the quality of the storytelling itself. 20 points are awarded for **Narrative and Storytelling**. The judges will look at how well teams captured the central theme of 'collaboration' and told a powerful human story—highlighting the drama, the strategic decisions, and the personal journeys of the participants. And finally, 20 points are for **Team Partnership and Access**. This measures how well the marketing team truly integrated with their development partners, judged by the depth of access and the authenticity of the story they were able to tell.

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Category 2: Simulation

Speaker 1:

Next up, we have **Category 2: The PALOMA Simulation**. The mission for this category is to create what we're calling the "digital womb" of the PALOMA ecosystem. This will be a visually stunning, interactive, and data-rich web application that simulates the entire Sprite swarm.

Speaker 2:

It's designed to serve a dual purpose: it will be a critical research tool for us to validate the swarm's emergent behaviors, and a captivating public demonstration of PALOMA in action. The prize for the winning team is a one-million-dollar profit-share prize.

Speaker 1:

Now for the scoring. A significant 30 points are allocated to the **Audience Vote**. The audience will be judging how compelling and insightful the simulation experience is, accompanied by your official Marketing Team's 5 minute video of your teams journey up to this point. A further 20 points go to **Data Analytics**. The judges will assess how effectively the dashboard provides intuitive, real-time visualizations to discover scientifically credible insights into the swarm's health, from the level of a single sprite up to the entire ecosystem.

Speaker 2:

The rest of the score is broken down into five, 10-point sections. First, **Behavioural Attribute Sets and Mappings**, which is about validating and improving the core DNA of the Sprites and how they are mapped to the human questionnaires. Then there's **Primordial Information Grouping**, which assesses how effectively the simulation groups information according to specific behaviors.

Speaker 1:

Next is **Genesis Sprite Generation and Grouping**. This looks at how well the simulation can create a starting population of Sprites that truly represents the diversity of human behaviors and knowledge. Then, a crucial 10 points are for **User Experience**—how intuitive are the controls for navigating and interacting with this complex world?

Speaker 2:

And finally, to encourage teams to really push the boundaries, there are 10 points for a **VR Interactive Experience**. We want to see if a team can offer a truly immersive and interactive way to experience the swarm.

Category 3: Protocol

Speaker 1:

Moving on to the core of the network itself, we have **Category 3: The P2P Communication Protocol**. The mission here is purely technical: to design the very nervous system of the PALOMA swarm. We are challenging teams to architect and document a peer-to-peer communication protocol that is secure, efficient, and, most importantly, philosophically aligned with PALOMA's completely decentralized ethos.

Speaker 2:

Like the other categories, the prize is a **one-million-dollar profit-share prize**. The scoring for this category, however, is unique and heavily weighted on a single, non-negotiable principle.

Speaker 1:

That's right. A massive **50 points** are awarded for one thing: a **Fully Decentralized Architecture**. The judges will be looking for a protocol that operates with absolutely zero single points of failure, enabling PALOMA to be a truly sovereign and resilient solution. This is the philosophical heart of the entire project, and its importance is reflected in the scoring.

Speaker 2:

The remaining 50 points are divided among critical technical and social components. There are 10 points for **Latency and Performance**, assessing how fast and efficient the protocol is under simulated network conditions. Another 10 points are for **Security, Reliability, and Robustness**, which looks at the strength of encryption and authentication, and how well the protocol handles network instability or message failures.

Speaker 1:

Then, we have 10 points dedicated to the **Human Story**. Just like in the simulation category, this is an opportunity for the team's official marketing partner to present a compelling narrative about the team's journey, their challenges, and their breakthroughs. We want to see the human side of this deep technical work.

Speaker 2:

Finally, the last two criteria focus on usability and execution. 10 points are for **Open-Source Adoptability and Integration**, judging whether the documentation is clear, comprehensive, and easy for other developers to adopt and build upon. And 10 points are for **Code Completeness and Quality**, ensuring the code is well-documented, efficient, and meets all the design specifications.

Category 4 & 5: Mobile and Desktop Apps

Speaker 1:

Next, we have the gateways to the PALOMA ecosystem. These are covered in two parallel categories: **Category 4, the Mobile Application** for iOS and Android, and **Category 5, the Desktop Application** for Windows and Linux.

Speaker 2:

The mission for the **Mobile App** is to craft the primary portal to PALOMA. This is the application that will live on millions of users' devices, acting as the home for their Sprite. For the **Desktop App**, the mission is to bring the full power of PALOMA to environments with greater computational resources, allowing for more powerful Sprites and advanced functionalities.

Speaker 1:

Each of these two categories has a **one-million-dollar profit-share prize**. Because their goals are so similar, the scoring criteria are identical for both, just adapted for each environment. Let's walk through them.

Speaker 2:

A full **30 points** are for the **Audience Vote**. This is where the development teams will showcase their development efforts, demonstrating their user interface and either building their own protocol or teaming up with a protocol development team. Also, the development team's official marketing team will show their 5-minute video of the development team's 'human story' experience, and the audience will be asked a simple question: 'Is this the app you want to use every day?'. Another **20 points** are dedicated to **User Experience**—how functional, intuitive, elegant, and accessible is the interface for a non-technical user?

Speaker 1:

A further **20 points** are for **Multi-Modal Support**, judging how seamlessly the app can support different models providing different modal functionality, like communicating via text, voice, images, and video; or asset creation, like text to image, image to image, text to video, etc. The final 30 points are then split across three technical criteria, each worth 10 points.

Speaker 2:

First is **Multi-Model Support**, which tests if the app's architecture can efficiently handle a range of different AI models such as LLM, SLM, RTM, etc. Second is the **P2P Protocol Implementation**; teams can either build their own or partner with a team from Category 3, and they'll be judged on its performance and stability. And finally, 10 points are for **Code Completeness and Quality**.

Category 6: Bonus

Speaker 1:

And that covers the five main pillars of the challenge. But the HI-5 Challenge is about more than just delivering a final product. It's about *how* we get there.

Speaker 2:

Exactly. That brings us to our final category, **Category 6: The Grand Challenge Bonus Prizes**. The mission here is to reward the teams who truly embody the collaborative, innovative, and humane spirit of the challenge itself. It's important to note that these prizes are only open to entrants from the five main categories.

Speaker 1:

The total prize pool for this category is another **one million dollars**, distributed as five distinct **$200,000 profit-share prizes**. Let's go through them.

Speaker 2:

First, we have the **Best Broadcast Human Story**. This is awarded to the team that delivers the most compelling, watched, and inspiring reality-style story of their journey during the challenge. Next is the **Best Cross-Team Integration**. This rewards the team whose submission best demonstrates how strategic partnerships with other teams created a solution where everyone wins—a true "non-zero-sum game" outcome.

Speaker 1:

Then there's the **Best Open-Source Movement**. This prize goes to the team with the most robust plan for fostering a long-term, vibrant open-source community around their project. We also have the award for **Best Innovation and Creativity**, which will go to the team whose solution is simply the most groundbreaking, efficient, or creative in their category.

Speaker 2:

And finally, we have the **Most Diverse Team**. This prize will be awarded to the team that best represents a diversity of skills, cultural backgrounds, and personal identities.

Speaker 2:

The “human journey” of all the teams, plus the judging and point scoring is definitely drama building, but one thing we haven’t spoken about is the secret drama engineered into the final stage: the **"Merger Twist."** When the judges select the three finalist teams for a category, those teams are given one week to secretly negotiate. They must decide whether to "consolidate"—merging their teams and solutions to automatically win a diluted prize—or "separate" and compete live on stage, risking everything for a chance at the full prize.

Speaker 1:

Their decision remains a complete secret until the final showcase event. Live on stage, in front of the judges and the global audience, the teams will reveal their choice. It’s a moment of genuine suspense, where strategy, trust, and ambition collide.

Speaker 2:

For the first time, the scientific and technical community are the stars of the show. It's a narrative driven not by physical prowess, but by brains, strategy, and the complex, messy, and brilliant process of human collaboration.

Speaker 1:

That human drama is the engine for building awareness. But what about the work itself? What happens to all these incredible projects once the winners are announced? This is where the challenge is fundamentally different from any other.

Speaker 2:

It’s built on that "Everyone Wins" philosophy we mentioned. In a traditional competition, the losers walk away with nothing. Here, every team retains **100% ownership of their Intellectual Property**. This is enforced through the challenge's official license: the Creative Commons "Attribution-NonCommercial-ShareAlike" license.

Speaker 1:

Let's break that down. It means the work you create is yours. Even if you don't win the challenge, you can still put your app on the app store. The "NonCommercial" part is the key to the symbiotic partnership. If you want to charge for your app, you simply work with PALOMA Pty Ltd to ensure everything stays aligned with the core vision. This gives every participant a potential path to their own revenue stream.

Speaker 2:

And this creates a massive strategic advantage for PALOMA. Instead of one official app, we could have dozens on the app stores, each offering a unique interface and user experience. This fosters incredible diversity. But more importantly, it **future-proofs** the entire ecosystem.

Speaker 1:

Exactly. As new, more powerful, and more efficient AI models are developed by the global community, this open architecture allows any developer to integrate them into a PALOMA app. The ecosystem isn't tied to a single, aging, proprietary model. It can constantly evolve, absorbing the latest breakthroughs from around the world to stay at the absolute cutting edge.

Speaker 2:

So you have a perfect trifecta. **The developers win** because their work is recognized and they have a real path to commercial success. **The users win** because they get a constantly improving system with more choice and the best available technology. And **PALOMA wins** because it leverages the creativity of the entire global community to innovate faster than any single, closed organization ever could.

Speaker 1:

It’s not just about building a product in eight months. It’s about planting the seeds for a vibrant, self-sustaining open-source movement that will carry this mission forward for years to come.

Speaker 2:

But a design, no matter how brilliant, is just a blueprint. The **HI-5 Grand Challenge** is how we bring it to life. It’s a challenge that embodies the very same principles: decentralized, collaborative, and built on an "Everyone Wins" philosophy where every participant owns their creation . It’s an open invitation to build this future together, right here at James Cook University.

Speaker 1:

This brings us back to the 'why'. The future of intelligence is currently being built for us, not by us. The HI-5 Challenge is a chance to change that. It's more than just a competition to build a piece of software. It is an invitation to write the next chapter of our relationship with technology. To build an intelligence that doesn't just answer our questions, but one that reflects our highest values.