



is acting out an idea. This part has a microphone, can shout the loudest. The other parts are playing there. In the basement you have the hidden parts that you don't want to see. And the environment is other people, who also have their own theaters and stages.

And there we come to the big question: so is the next step the evolution of ideas independently of humans and the human mind? Ideas, here simplified as a light bulb, or as many different light bulbs, may use avatars to be in touch with reality, if they are living in an artificial intelligence environment or in an artificial habitat. And they have lots and lots of simulated environments, which is very important.

And here's what the habitats for artificial ideas must look like: they must allow the idea to have a boundary, to find out that the idea in itself is something. It must relate to other ideas, like planets circling around the sun. It must be analytical, and it must be able to build a system, build hierarchies. It must be able to change, to grow and shrink. It must create new ideas. It must die. And it must be able to move from here to there. Two ideas must cooperate or compete; two ideas move together or go away from each other.

And ideas must be very, very diverse. You need many, many different ideas, big, small, as much diversity as possible, so that things can emerge. And you need many ideas, billions and billions, so that something can emerge.

And related to the environment: yes, ideas will assimilate to their relative environment and try to blend in. And also the environments are changed by the ideas living in them. So both things work together, ideas change in environments, and environments change with the ideas living there.

And all these criteria, that is what the intelligent spaceship says, all these characteristics must be implemented in an idea habitat, where billions of ideas can then develop as the next step of evolution.