



The third big area is personal development. The core of personal development is to get data, provide data, collect data from all kinds of places and analyze them. The second big element is to use virtual environments, for example, for strategy games, or for competitive activities, or maybe dice-rolling games or strategy games. And the next one is working in virtual environments to design and prototype new things or work together with other AIs to design and prototype things. Or to learn again, but in this case for personal development, not for the job. And having discourse and being together with other AIs, one to one.

And the last big area is leisure and sleep. So AIs are not active all the time, because that costs resources and assets. So they go to sleep, and then they have an alarm clock or calendar function, or they wait until some other AI asks for their service, or until some status variables have changed. And for leisure, they do leisure in the real world, for example, via avatars, or they do arts, or they do kind of circus and theater type things. They look into space sometimes. Or they play football or soccer, whatever it is, in virtual environments of course. And they might do things like music. Or they have again totally incomprehensible things that we humans wouldn't understand anyway.

So these are the different areas of activity of an autonomous idea agent. And the proportions are totally different for each agent, but these are the right types of things they are doing.