



football, again with avatars in reality, but probably more in simulated environments, eSports.

It may create formats like pictures and videos as its interesting activity. Or just drawing and painting, creating visual arts. Or arts that are so AI-specific that we can't even imagine it and would never recognize it as art.

Or it goes into natural science. There you have physics and chemistry and biology, not only Earth-oriented, but it can fantasize and imagine all kinds of planets with all kinds of natural laws: creating a specific physics, biology, chemistry. Or it goes into economy: how are assets created? Or it goes into psychology, AI psychology: what are the biases and the corruptions of an AI? Or AI sociology: how do they work together, what do big groups of AIs create? Or into a very theoretical science like logic, pure logic, or mathematics, or theoretical computer science.

And if it's not into science, it can go into engineering, applied science, like engineering of computer stuff, engineering of real-world tools and things. Or it will go into real-life services and production: maybe real factories for all the resources the AIs need, or transportation and trade. Or services, again, real-world services like driving cars and such. And more and more, of course, virtual world services to other AIs.

And these are only two areas where it can pick something. So this one maybe picks to do theoretical, logical science. And as entertainment and hobby, it picks to go into sports and into movies and pictures. But that may change over time. It will always be checked. And there will be many, many other dimensions to how the idea of an AI can be defined.

And in the next season, we'll see the social element much stronger in the foreground.