

LOGLINE

Five highly capable, personally wounded women form Experio, a utopian community to save humanity from self-destruction via virtual reality programs that foster compassion. However, their most successful research method requires risking the lives of death row inmates and investment from a consortium that wants to focus their talents on debauched fantasies rather than the betterment of mankind.

DRIVERS OF THE SERIES**Series Driver**

Which team member will survive WWII to create and live in a compassionate world?

Season Drivers

Will Rosalind's Team achieve its stated business plan goals?

Season 1 Complete Experio's construction and curriculum. Recruit citizens and staff.

Season 2 Move citizens, staff, investors, and prisoners to Experio, and keep them there.

Season 3 Market the concept worldwide.

Season 4 Build the first franchise village.

Season 5 Revised Plan: Escape from the franchise to continue research at a refugee camp.

Episodic Driver

Will the team create a Virtual Reality experience that delivers a specific investor's fantasy while gaining insight to foster compassionate human behavior?

RECURRING CHARACTERS:

ROSALIND, 45, Caucasian-British, Experio Team Founder, Computer Scientist, Virtual Reality Visionary, proudly transgender, and a lifelong target of bigotry, has made it her life's mission to convey emotionally realistic virtual reality experiences. She will do what has to be done, including injure VIBs and blackmail her dearest friends to take advantage of this moment in history. Season One exposes her ruthless journey to regain control of the project from the luxury investors and build a community that is intended to be based on diversity and equality but requires dubious machinations to maintain its course.

URSULA, 60, Caucasian-American, Architect of self-sustaining Experio, believes that humane environmental design can cure all social ills. After a lifetime of miraculously overcoming obstacles to build other people's dream campuses around the world, she got tripped up in corruption scheme. Now out of prison, it is her life's mission to humanize the US Justice system with the assistance of her lover **XAVIER**, Director of US Prisons, and then retire to a beautiful garden, where she isn't solving everyone else's problems. Season One follows her work to create compassion for prisoners while completing the construction of Experio. The ambitious scope requires her to commit one more venal crime to avoid collapse of the project.

OLIVIA, 21, American-Enabled by the wheelchair that she calls Vera, Computer Programmer, builds emotional historical experiences to capture physiological responses that can be analyzed and replicated. Abandoned by her parents, she spent her teens living on the street, and in and out of Juvenile Hall until Rosalind met her and focused her genius and imagination on story craft. Her personal mission is to create truthful passionate work and find love and acceptance. Season One is Olivia's journey to stand against Rosalind to eliminate the use of VIBs, but that accidentally causes her colleague **CONSTANCE**'s death. Olivia is suspicious but romantically intrigued by **ALLISON**.

BRIANA, 32, Zimbabwean War-Refugee, Doctor of Interface Technology, provides the team with the latest Virtual Reality equipment, monitoring, and pharmacological support. She believes that the power of technology can be enhanced with traditional Shona healing methods. Her personal goal is to torture and kill the Zimbabwean General that she feels is responsible for the death of her son and destruction of her country. In Season One, she recognizes that she is less critical to Rosalind's team, and has less bargaining power to protect the VIBs, but backs Olivia's overt and Ursula's covert efforts to save them. She works with Ralph to lure the Zimbabwean General to Experio as an investor and kills him with no expectation of surviving after committing the crime. Rosalind keeps her alive but stashed out of sight of the US government for her "own protection."

CONSTANCE, 32, Latina-American, CIA Research Psychiatrist, committed to rectifying her involvement in previous CIA research on human reactions in war game programs that led to user suicides. She is fiercely loyal to her team and playing by the rules. Season One sees her recklessly reveal her past, lead the first trial of Compassion Day and get "accidentally" killed. Her virtual persona has been maintained in the database allowing her to continue working with the team by conducting subconscious interviews to create better candidate profiles. Within these interviews Rosalind

reveals that she manipulated Constance into joining the team, Constance threatens to reveal this, and Rosalind deletes her persona from the database. At season's end, Olivia rebuilds her to find out how far Rosalind's scheming has gone.

ALLISON, 25, Caucasian-American, Liaison to Investor Relations, lonely, hypersensitive, sheltered rich girl. Her loyalty is torn between her uncle RALPH who has given her this position and the team of smart compassionate women that she feels she could lead to balance their humanity with business viability. She can feel things, but can't articulate them, so appears to have few ideas of her own, and relies on spying and voyeurism to understand people. Briana sees potential in her and takes her under her wing to teach her the power of traditional Shona meditation techniques. Season One is her transformation from fish out of water to exploration of the responsibilities of leadership and a potential relationship with Olivia.

RALPH, 45, Caucasian-American, Head of Investor Relations, Ex-Houston Oil Baron, believes that with his life time of contacts in technology, government and crime, that he can achieve anything and can wheel and deal his way out of legal problems and create a luxurious future for himself. In Season One he schemes to keep his increasingly volatile luxury investors interested and addicted to the Experio storylines. At the end of the season, he assists Ursula in disposing of Construction Manager's body.

DENNIS, 37, African-American, CFO, Widower, Family man with solid military history, fiercely dedicated to protect his daughters ZOE, 16, and SALLY, 5. Believes that stable community comes through good management and planning. Unable to process the grief and guilt from the death of his wife LIZA, he is addicted to a VR program where he meets her every night. Season One exposes the depth of his addiction to VR, allows Zoe to step into a role of community and family leadership, and ends with the family arriving at Experio with the vow that none of them will every use VR again.

FUTURE EPISODES

S1E2 "Compassion Day Part 2"

Constance leads the Compassion Day citizens to live the life of a human who previously lived on earth, face the environmental and social forces they faced, and discuss the experience. Allison lived a simple life and feels truly loved. Dennis was girl on a ship of disgusting men, and vows to be protective of his daughters. Susan violently slaughters villagers, decides she is essentially flawed and must kill herself so that she doesn't destroy Experio. She accidentally kills Constance. This causes the Board to demote Rosalind and her team and make Allison President. The team wrestles with the challenge of remaining true to their purpose while fulfilling the disgusting investor CHEYENNE's fantasy to play the tyrants.

S1E3 "The Goldilocks Tyrant"

CHEYENNE wants to be all the great tyrants of the world, he insists upon using his own body so that he can feel everything. ALLISON oversees this as the first luxury investor that OLIVIA must integrate into her storylines. ROSALIND agrees based on extrapolating compassion for how tyrants are created. ZOE joins the team to develop curriculum for her history class. Briana works with CONSTANCE's persona to improve citizen selection strategies by conducting subconscious interviews of the team about their past traumas, motivations, commitment, and personality. After the team re-creates the brutal fantasies of large and small-scale tyrants, seeking the Goldilocks Tyrant who is interesting enough to engage an Investor, but dissectible enough to use as a cautionary tale, DENNIS determines they are formed in such a specific crucible of mental illness, social and environmental factors, and often ineptitude, that their creation isn't applicable to contemporary life. Instead, from each tyrant they extract key personality traits and behaviors that correlate to bullying. Zoe develops a game to recognize bullying tendencies in yourself and others, and disruption techniques using cartoons of the historical tyrants. Cheyenne becomes addicted to being a tyrant and signs his fortune over to Experio's trust controlled by Ralph and Rosalind. Unsure that it won't kill him, BRIANA develops an ICU style fantasy pod for him to live in for the rest of his life. RALPH enjoys seeing him locked in and wonders if this is a sustainable business model. URSULA works with BRAD to complete the complex infrastructure of Physical Experio.

S1E4 "The Perfect Prison"

URSULA creates a game to fix the US Justice system where player/prisoners earn the right to more humane treatment at each step in the process by choosing to help other players who appear to be unredeemable hardened criminals. For example, if you are in an overcrowded holding cell and you comfort other prisoners, all of the prisoners in that cell will be allowed to wait in a garden. Briana and CONSTANCE's persona subconscious interview Olivia about Rosalind saving her from being a petty criminal, and Ursula about her embezzlement and time in prison. ALLISON entices the Investors to participate by offering them the power roles: LEANDRA as judge and executioner, RALPH as Guard, and GIANNI as Warden. Ursula, BRIANA, Allison, and ROSALIND monitor the game using VIBs to support OLIVIA, DENNIS, and BRAD. Because the VIB's have specific memories of this real-life experience, their personality traits take over. Allison nearly dies trying to save Olivia from Ralph. Ursula includes a prison riot that through player choices, puts Leandra, Gianni, and Ralph into solitary, executes them and buries them in paupers' graves. Gianni withdraws his investment in Experio. Ralph is irate. Leandra loved it and wants more.

S1E5 “The Council Rules”

CONSTANCE’s persona subconscious-interviews BRIANA revealing her acts of revolution in Africa, and Dennis and discovering his responsibility for LIZA killing herself after finding him in a fantasy program. Investor ALBERT believes he could have done better than the framers of the US Constitution and ROSALIND is struggling with how to set up a government in Experio so that she retains control, but citizens feel supported and justice is handed out fairly. She takes a liking to Albert, and together unbeknownst to real-life Briana and Dennis, they experiment with trying them for their crimes in justice systems throughout history. They develop a hybrid governing system based on a controlling company town that allows communist style decision making on low level issues. Albert becomes the puppet Mayor of Experio who finds satisfaction in knowing it’s secrets.

S1E6 “Zimbabwe in the USA”

Rosalind finally submits to CONSTANCE’s subconscious interview process. We see her being bullied in childhood for being transgender and a genius, and later blackmailing Constance to join the Experio team by shifting the blame for suicides to her at the CIA. Emotionally unstable from living in the database and with no fear of death, Constance attempts to kill Rosalind. Ralph decides that all personas of non-living characters must be destroyed. Dennis can no longer meet Liza in his program and becomes frantic in withdrawal, forcing him to build a dangerous homemade rig that nearly kills him. BRIANA works with Ralph to bring the Head of the Zimbabwean Military to Experio as an Investor. She puts him through a series of torture-filled re-enactments of his campaign to slaughter her people ultimately ending in his death. Briana fully expected to die in completing her life’s mission, but Rosalind saves her and hides her from law enforcement for “her own protection.”

S1E7 “Do I Belong Here?”

Although she is now at Experio in New Mexico, with only a skeleton VR Lab crew and is working frantically with BRAD during the final weeks before move-in, RALPH insists that URSULA assist her previous client and now Experio Investor MARIELLE with her fantasy is build a great monument to her insanely wealthy family using slave labor. Local New Mexico non-Experio citizens work with HOMELAND SECURITY to secure the village and ensure that labor and materials flow freely while maintaining secrecy on the site. Olivia and Briana recreate Constance’s files and discover just how much Rosalind is manipulating the team.

ZOE saves DENNIS and the family takes a pledge to move to Experio but never use VR again. Fed up, Ursula kills Brad and with assistance from RALPH’s team dumps his body in the last concrete pour in the center of the village center. The citizens, investors, VIBs and The Team arrive at the gateway to the site to be shuttled to the village center for a ribbon cutting ceremony and enter their zone together before finding their way to their own residences and creating an instant community.

THE ARC OF THE SERIES:**Season Two – “STAYING HERE”**

Throughout a series of crises: weather, design issues, outbreak of disease, deaths in more controversial programs, and dubious attempts at self-governance, the team struggles to keep the citizens and investors satisfied and secure at Experio. Riots break out and an alliance is formed between the prisoners in the Reform Zone and the investors in the Luxury Zone that attempts to starve the Experio Village Citizens and the Founders into submission. The US enters into multi-front war and fortifies Experio to provide a refuge for keeping a “Dark State” government operational. The season ends with citizens trying to leave as a group, but as they leave, they are greeted by tanks that drive them back into the Village.

Season Three – “TAKING THE SHOW ON THE ROAD”

After achieving a delicate balance with the military, revising the physical design, the required and available programs, and the council rules, Experio is ready to be franchised to the few intact wealthy governments around the world. The worldwide roll out of the remote resort mini-villages is threatened by unstable governments and religious extremists who feel that the curriculum is godless. In a Road show, the team explores a variety of cultural adaptations of local mythical storylines and question if their work will be harmful in the wrong hands. The military forces the team and the founding citizens out of Experio Prime. Dennis elects to stay with the rebuilt Liza in the military fortress that Experio has become but puts his daughters ZOE and SALLY in the care of the team.

Season Four – “NOW WE LIVE IN BRUNEI”

The team struggles to maintain their original mission while integrating with the local government and adapting their storylines to the local history and fairytales and of course the desires of the uber-rich state sponsors. Death of a key team member and fascistic controls of the curriculum and non-existent citizen participation make their choice of a new location untenable. The Sultan of Brunei believes that he bought Rosalind’s company, team and citizens as a plaything, rather than paying for a franchise location/flagship resort location. They escape with no technology and are rescued by UN peacekeepers.

Season Five – “NO TIME TO RETIRE”

The war has progressed so that worldwide banking and legal systems are non-existent. The team is sent to a well-intentioned but increasingly desperate UN refugee camp for pro-democracy compassionate thinkers from around the world. The camp has collected equipment from each lab and assembled it to keep the compassion building concepts alive. Each episode explores the dangerous technique of one of the human-evolution-via-technology exploration teams. The refugee camp devolves into a death camp with dwindling residents. The team has their own dangerous techniques being used on them. If they openly propose options, those options are tried on them with deadly results. In the final episode of the series, the team no longer speaks openly and communicates through “therapeutic art” abstract painted and carved images. They experiment with the meditation techniques of various cultures that require no technology and therefore no risk of injury to participants. In the last scene, a few remaining citizens, and some new recruits from the camp, sit around a campfire in a secret cave with wall paintings depicting the history of the world and possible evolution methodologies and events, meditating, and weaving stories of mythological bravery and transformation.

DESCRIPTION OF THE WORLD THAT EXPERIO EXPLORES:**The Lab**

The Team is most frequently found in their cavernous Virtual Reality Laboratory. The perimeter of the room is lined with an array of huge monitors, refrigerator-sized computing towers, ICU style life support equipment for each of the volunteer inmate’s body (VIB) gurneys and an Observation Booth that resembles a scaled-down NASA mission-control room. Briana’s medical control pod monitors and delivers cocktails of prescription drugs, and electronic and physical stimuli to each of the VIBs. Olivia’s central multi-screen, multi-towered customized mega-control pod is a gamer’s dream. The Lab is dominated by a giant wall to wall screen that projects the current VR storyline and the POVs of each of the Avatars (Avvys). The Lab is lit “as night” with dramatic pools of light over key work areas.

Experio Village

Near construction completion in a remote valley in New Mexico, Experio is comprised of five symbiotic neighborhoods. South is the SPORT ZONE covering the lake and its perimeter. West is the LUXURY ZONE with its golf course and luxury estates. North is the largest zone, THE VILLAGE housing a Disney-like fire department, coffee shop, spa, and bakery with happy multi-cultural citizens. Lining each of the tree-lined pedestrian streets that radiate from the village center are modest gingerbread homes with tidy gardens. In the heart of each block are community centers with playgrounds filled with lively children. East is the REFORM ZONE with the Prison, healing gardens and factories. At the center of all of these the ADMINISTRATION HUB is housed under a grass and solar panel covered hill. Directly under the hill is the BOARD ROOM, below that is pink ball of energy known as THE LOTUS, and below that are ten floors of subterranean Laboratories. Experio’s palette is warm and natural, connoting a friendly happy community.

Level One

Level One is a beginner level VR simulation of the cobblestoned Old-World-feeling Experio Village Center Plaza. It is both a marketing tool and an opportunity for potential citizens to test the look and feel of the village as well as their comfort with using introductory level VR equipment. The environment is grainy, the color palette is limited, the lighting is crude, and the Avvys movements are slightly robotic. This simulation is held inside a large open warehouse approximately the size of the real Village Center Plaza. Stripes of florescent floor tape mark the playground, planter boxes and building facades. Level One is similar to contemporary VR rooms currently available in the US.

The Board Room

A VR representation of the real Board Room at Experio Village, a forum for the women to battle with the Investor Liaison, and US GOVERNMENT overseers. Its Avvys are rendered with refined lighting and textures, appearing too perfect to be real. At the center of the circular room is a doughnut shaped conference table surrounding a round floor glass viewing panel down to The Lotus. Above a large round skylight reveals a perfect cerulean sky with cottony clouds. Glass entry doors on the four cardinal axes provide a view over the landscape of Experio, so that the room feels light-as-a-cloud floating in the sky.

The Think Tank

Unlike the tension of the Lab, this is a sanctuary, an adult-female version of a child’s playroom supporting creative exploration. The centerpiece is the physical model of Experio Village that sits amid five individual curving wall workstations bursting with creativity and inspiring artwork. The walls are covered with diagrams, story lines, and plans of historical and Science Fiction Utopian villages as well as the steps through the US Criminal Justice System. On one wall, is a list of VR programs: “World Hunger Conference,” “The Roots of Fascism,” and “Female Driven NASA.” Inserted at the top of the list: “Compassion Day.” Rosalind’s workstation looks like a political action office with Anti-war, Feminist and Anti-trans-discrimination posters. Briana’s workstation resembles a mini-doctor’s office with models of human heads and hands demonstrating sample VR equipment, and anatomy posters. In the darkest part of the office, Olivia’s oversized workstation resembles a teenager’s clubhouse. Junk food wrappers are strewn everywhere. A bank of old fashioned movie theater chairs faces the projection screen on the back wall where her animated abstractions of human brain activity dance on the wall.