Exploring the 4th Space: Virtual Space
What is the Virtual Space?

• **Virtual Spaces** are places where individuals or groups can:
  – Share information, feelings, or thoughts via various mediums
  – Inspire others or be inspired by others
  – Choose to be either themselves, adopt another persona
  – Interaction with this space can be reactive or proactive, similar to the other spaces
How is the Virtual Space Different?

<table>
<thead>
<tr>
<th>Physical</th>
<th>Virtual</th>
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<tbody>
<tr>
<td>Rules are determined by natural laws</td>
<td>Rules are determined by the medium</td>
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<tr>
<td>Rules are determined by the society</td>
<td>Rules are determined by the Individual</td>
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Life  
Intellectual
Has the Virtual Space Always Existed?

Yes. The Virtual Space has existed as long as Individuals and Groups have communicated?(not sure how to define how long it has existed).

Examples:

- Heads on stakes communicated ideas to masses with no words—Inspired Fear
- Smoke signals were used as warnings—Inspired Caution
How has the Virtual Space Changed?

Technology has made the Virtual Space more:

• Accessible to many people
• Enduring through time
• Unavoidable by all
Can the Virtual Space be Mapped or Georeferenced? Yes.

EXAMPLE A

If a person hangs a lantern in a tower to signify an attack, the location of the Sender at the tower and the Recipients who can see the lantern can be mapped.

Location A
Sender
The rules that govern this space would be:
• how long can the lantern can burn?
• can it only be seen at night?
• and how far away can people can see it?
The Virtual Space Evolves

EXAMPLE B

Similar to previous example, Sender at Location A can hang a “lantern in a tower”, but this time it is a message on an internet chat room. The location of the Sender can still be mapped as can the location of the receivers.
What Changed from Example A to Example B?

The Rules of the Medium.

• In Example A, recipients can only see the lantern for as long as it burns, in the dark, from a limited distance.

• In Example B, recipients can see the message globally, for an indefinite period of time. Recipients can interact with the Sender and each other.
Individuals and Groups have Spatial Preferences

Virtual Space Dominant
- Ruled by Inspiration or Ideology
- Information is typically not questioned or challenged
- Values the collective thoughts and feelings of a movement which they may never have interacted with in the tangible world

Physical Space Dominant
- Ruled by Natural World
- Values rules of nature more than that of people, logic, reason, or movements
- Pursues information by interacting with tangibles

Intellectual Space Dominant
- Ruled by Logic, Reason, and Facts
- Values their own thoughts and judgments above those of tangibles, movements, or other people
- Pursues information in the form of literature, research and discourse

Life Space Dominant
- Ruled by Society
- Values the thoughts, judgments and feelings of a tangible, local society
- Pursues information via a social network
### Examples of Space Dominant Types

#### Virtual Space Dominant
- International Terrorists
- Domestic Movements - Tea Party Movement
- Religious Extremists
- Militia Groups

#### Physical Space Dominant
- Certain types of Serial Killers
- Rapists
- Child Abductors
- Thieves
- Gangs

#### Intellectual Space Dominant
- Pyramid schemes – Ponzi
- Con Men

#### Life Space Dominant
- Certain types of Serial Killers
- Organized Crime
- Gangs

*Some have dual dominance such as Gangs are Life and Physical*
How is the Virtual Space Useful?

• By finding and understanding patterns within the virtual space, patterns within the physical, life, and intellectual spaces can be predicted.

• Recognizing the groups which are Virtual Space Dominant receive positive reinforcement from an intangible source – *The Inspirationalists*.

• Patterns in the Virtual Space can be mapped and connected to patterns in the other spaces.
The Tangibles

**Tendencies:**
- desire interaction with victims
- overpower victims with strength
- territorial
- charismatic and socially skilled
- embed themselves in close personal relationships or social groups close to home
- Vindictive
- Seek out groups with complex social hierarchies and rules and need face time for reinforcement
- Self preservation
- Thrill seeking
- Do not enjoy reading, researching, learning; but prefer hands-on training

**Spatiotemporal Patterns we would expect:**
- embed themselves in close personal relationships or social groups close to homebase
- one or two victims per attack; only one attack happening at a time
- Will only work in physical and life spaces they know well
- Likely to have many “homes” within a small area
- Likely to work with people they only know well
- Likely to travel shorter distances using transportation they have control over
The Imaginatives

**Tendencies:**
- Will not desire interaction with victims
- Not territorial about physical space
- Struggle socially, find it difficult to interact with society
- Embed themselves in long distance relationships with individuals or groups whom they may have never seen in person
- Delusional
- Seek out groups with complex social hierarchies, but do not need face time
- Justify killing others with logic or religion
- Like to think about how special and unique they are
- Spend a lot of time researching, planning, preparing

**Spatiotemporal Patterns we would expect:**
- Desire relationships which span large physical distances
- Many victims per attack; many attacks happening simultaneously
- Will attack in an area they have never been
- Will likely travel far distances using mass transit