

# InR HackLabs - An Attempt to Bring Emotions Back to Society Via Novel Organ Implantation on the Subdermal Layer of Skin - Full Threat Report

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## ABSTRACT

This paper is a commissioned research by the Holistic Simulation Systems Corporation (HSS) – the single authority in 2163, fully operating the global simulated reality and the Human Body Sustainment System (the HBSS).

The commission of this paper was assigned to us in response to the newly presented term "emotion" that has been emerging in the past year among the upscale tier 5 of the HSS employee blurbs. The unknown term "emotion" is linked to an elite hacker group known as InR Hacklabs. It is our mission to investigate the emergence of the phenomenon; review historical data (from as early as 2002) about "emotions,"; and finally present findings of HackLab's controversial InR organ, which has been speculated to ignite these "emotions" in HSS employees.

### Author Keywords

emotions; consumerism; biohackers; synthetic biology; novel organ; symbiotic biology

## INTRODUCTION

The HSS Corp established a unified world economy based on the total devotion of its employees globally and

has maintained its position as the singular corporation that sustains the entire global workforce. The HSS went to extreme measures to create a fully automated world, entirely run by machines so that humans were left with a single task - consumption. Employee numbness is the foundation that enables our perpetual consumerism, and without it, our economy will collapse.

In early May 2163, the HSS Corporation became aware of an emerging phenomenon detected in the upscale tier of its employees. The phenomena describe increasing social blurbs in hidden intranet channels of the HSS Corp mainframe, all mentioning a new term called "emotions." Official HSS analysis confirms that tier 5 employees have started to seek out "emotions" through an elite underground hacker group called the InR HackLabs, which seems to supply its clientele with a synthetic biological organ that somehow delivers "emotions" to its hosts.

Furthermore, HSS analysis states that in parallel to the emergence of this phenomenon, an all-time drop in productivity has been recorded, along with unaccounted employee absence periods ranging from 2-6 hours daily.

It is of utmost importance that we fully understand the emergence of the InR HackLab "emotion" bio-synth organ and stop these "emotions" from penetrating our society.

## RESEARCH OBJECTIVES

As a response to the threat, the HSS Corp has issued a special task force to investigate the InR phenomenon before further action can be taken. This report's objective is to summarize the investigation that has partaken in the last three months. This research will explore the origin of emotions, their appeal, and their implications on work life. Further, this research will describe the "InR" bio-synth organ as a supplier of emotions and finally discuss how InR has disrupted the work routine of HSS's most devout employees.

## RELATED WORK

To best understand the term "emotions," we looked back at data from the last century in HSS archives that logged information from as early as 2002. We found an archived Wikipedia definition dated 2021 that defined emotions as "biologically-based psychological states brought on by neurophysiological changes, variously associated with thoughts, feelings, behavioral responses, and a degree of pleasure or displeasure." We were amazed to realize that humans once owned a psychological state that can possess a degree of pleasure or displeasure. Next, we validated this state based on various antique sources, including on

social feeds popular at those times, such as Facebook, Twitter, and Instagram. Finally, we wanted to explore how those emotions have become extinct and replaced by modern-day numbness as we are all accustomed to. In "Welcome to the Desert of the Real" [8], the author claims that simulation has replaced reality and that in return, humans were deprived of having a satisfactory experience of life, as they kept instinctively searching for something they no longer have access to or even aware. This perpetual unmet need exhibits itself in a growing "numbness" that the author calls the Desert of the Real. This reference suggests that reality was once not simulated, and humans once possessed a sense of satisfaction (unknown in our present time), possibly called "emotions."

We further explored this notion of antique reality and found early documentation [6] that alerts about the emergence of numbness in a study done on consumer experts. This study claims that people who specialize in a product show alarming signs of growing emotional numbness and apathy. This led us to understand that the human mental baseline was entangled with emotions in the olden days, and numbness was an unwelcome result of obsessive overconsumption. This study is fascinating, as it sheds some light on the process that has advanced humans from being "emotional" to being numb, specifically through their growing expertise in products and consumption of those.

Another interesting finding that we have uncovered was that in the 2000s statistical records, there was a rising trend in emotional deficits. Emotional deficits trends were most apparent in increasing Autistic Disorder Spectrum (ADS)[1], a disorder that leads to a substantial deficit in facial emotion recognition [4]. Thus, it appears that during the early 2000s, there was a shift in the emotional processing of humans, eventually leading to the emotionless existence of our current society. Further support to the above findings was a social phenomenon during the turning point of the last century; Hikikomori [3] was an acute social withdrawal



*Figure 1- Speculative Collage, 2001 Dana Farber & Mili Gafni*

phenomenon in Japan, where young adults chose to retire from society and confine to their own homes. This confinement was characterized by perpetual consumerism (online shopping), video gameplay, and decreased sexual desire. It is fascinating to see that this once called "Hikikomori Phenomenon" is the normal state of our modern society!

## **SPECULATIVE RESEARCH**

In a 2021 collage (Figure 1), found in the Speculative Community archives, we can already see our modern society's early conceptualization and speculation. The collage depicts a silhouette of an adult female, extended by computers that seem to both sustain her body and at the same time imprison her awareness in a virtual simulated world where she is asked to perform an endless task. Thus, the collage aims at representing the duality of the human condition living in an automated world - on one side being aided and sustained by technology, and on

another subjected to that same technology and imprisoned in a helpless state of slavery.

As an extension to this collage, we also found an accompanying cultural probe experiment (Figure 2).

The same researchers used "postcards" - an early 21st-century form of written communication - to portray images that refer to or symbolize the futuristic society

they were speculating about. In that experiment, 16 participants were each given a postcard containing a scene or image and a question regarding that specific visual. Then, the participants were asked to answer the questions referring to the image they saw. Even Though the data was quite limited (due to a small number of participants), the researchers were able to identify a few trends and report their findings. Although humans

expressed empathy and concern about this futuristic society's "grim" nature, they also exhibited curiosity and willingness to partake in such a future! The prospect of a technologically assisted future was appealing enough regardless of the apathetic, lonely imprisonment lifestyle that comes with it. The full finding report can be found in the photocopy restoration we obtained in the archives (Figure 3).



Figure 2 - Cultural Probes, 2021, Dana Farber & Mili Gafni

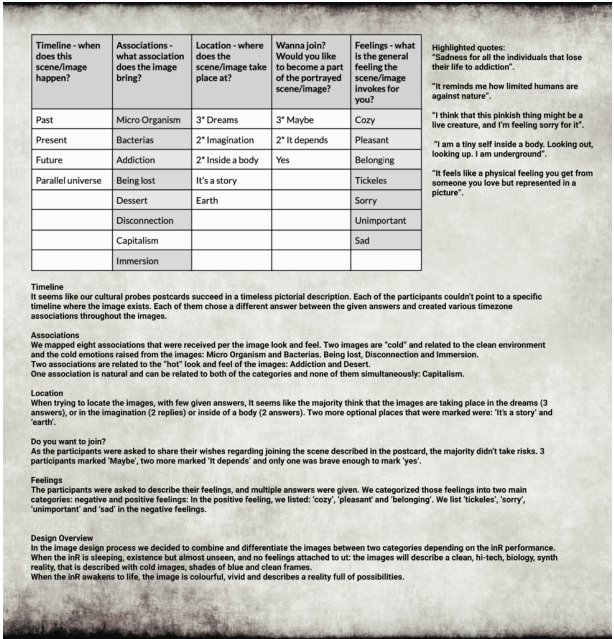


Figure 3 - Full Cultural Probe Analysis, 2021, Dana Farber & Mili Gafni

SPECULATIVE SOCIETY: POLITICAL SPECTRUM

Going back to our current modern society, we enjoy the full authoritarian spectrum of a life sustained and maintained by machines and run by our benevolent HSS Corp. However, a small group of elite biohackers has formed a resistance to our perfect lifestyle. These biohackers, known as the InR Hacklabs, have been secretly developing an artificial body organ - the InR.



Fortunately, we were able to find some information about the founding team of InR HackLabs - These are a group of 4 scientists specializing in synthetic biology and neurology. They remain anonymous but are considered to be active HSS tier 5 employees. InR HackLabs has been operating for the past year, distributing their InR organ to their colleagues while promoting their political agenda of "start feeling today." Their poster image (Figure 4) references the "Desert of the Real" concept we have discussed, which criticizes society as being in a state of an "emotional desert."



Figure 4 InR HackLabs call to action

## INR DESIGN

Our research was able to obtain the following facts about the way the InR novel organ (Figure 7) works and operates:

### COMPOSITION, OPERATION, AND INSTALLATION

The InR is a living organism made from synthetic biological materials and exists in a dormant state until awakened by its Host. We were able to identify within the InR the presence of a thought-to-be extinct bacteria (Figure 6) that responds to Serotonin [5] [7].

As we know, Serotonin is an illegal hormone, banned in the early 2100s, so we were surprised to see Serotonin as the leading catalyzation in this symbiotic relationship

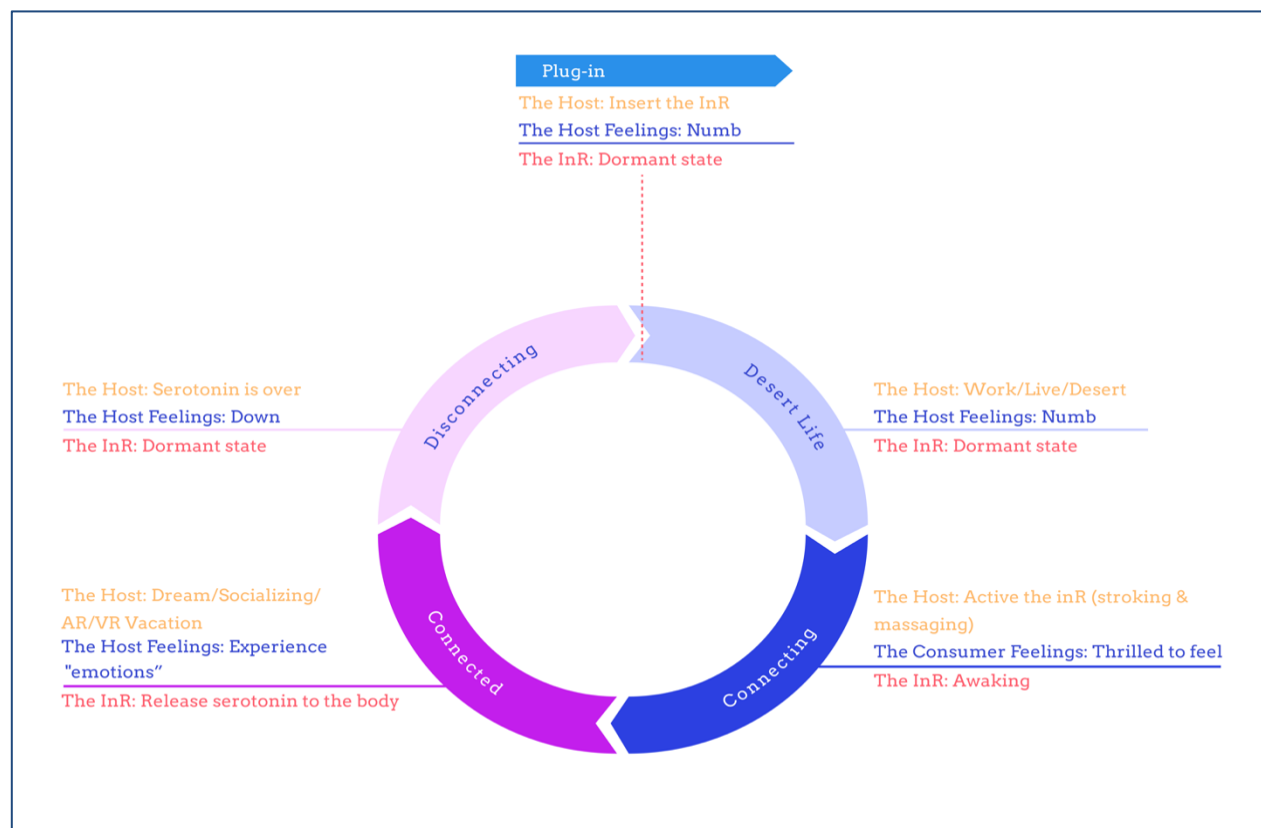


Figure 5 Host-InR Interaction Cycle

between the InR and its Host. We found that once the organ was installed through implantation on the subdermal layer of the skin, its activation promoted the release of methylenedioxy-methamphetamine from the InR itself. This ancient chemical (aka MDMA) was bioengineered into the InR to evoke the release of the illegal Serotonin from the Host's brain. The Host would then experience "emotions," and the bacteria in the InR would thrive from the released Host's Serotonin in return. The whole cycle (Figure 5) lasts about 2-6 hours, which accounts for the missing work hours we have seen in the HSS analysis reports.

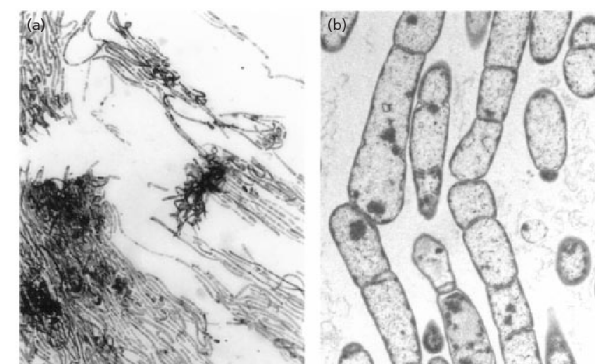
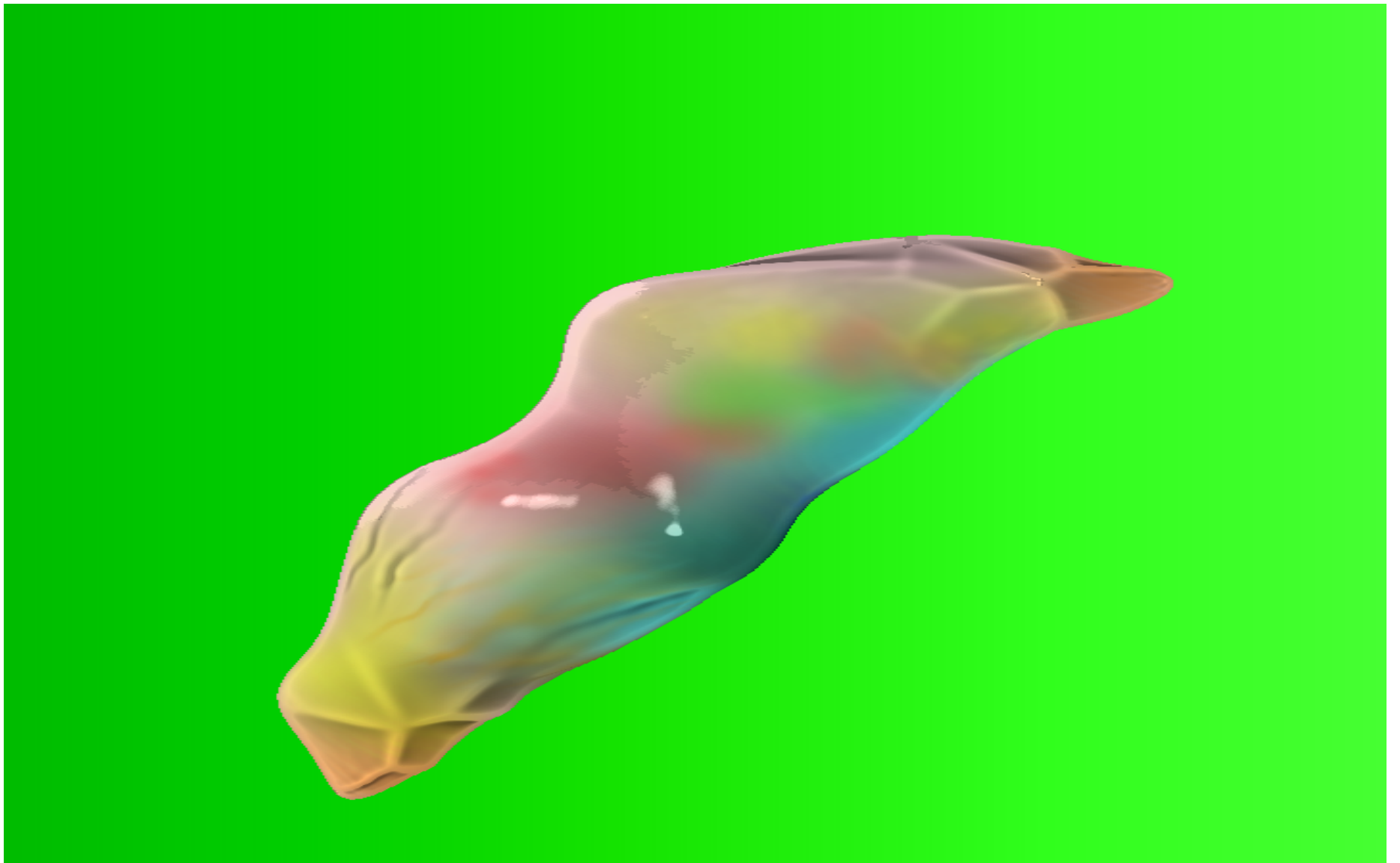


Figure 6 - Turicibacter Sanguinis



*Figure 7 The InR Organ (Activated)*



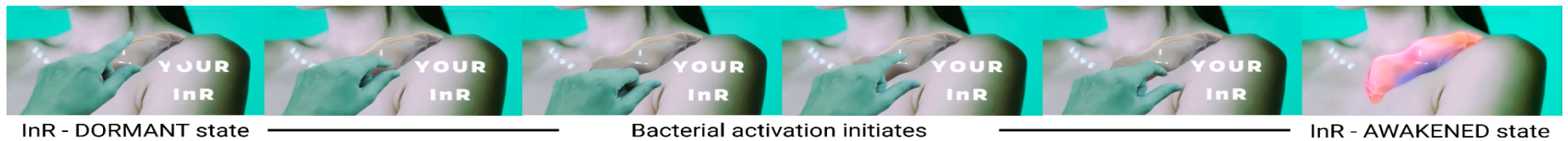


Figure 8 - InR Activation Interaction

It is essential to mention that the interaction cycle seems to be induced by the free will of the Host. The Host activates the dormant InR by stroking and massaging the InR in a repeated hand gesture (Figure 8), and thus "awaken" the organism into the cycle described above. We suspect that the stroking and massaging are used to alter the shape of the molecules that store the methylenedioxy-methamphetamine, causing its release into the Host's bloodstream. An additional effect of this shape alteration is the movement of pigments expressed in vivid colors, which serves as an affordance of the organ's activation.

#### DIEGETIC PROTOTYPE VIDEO

We obtained a video teaser [2] produced by InR HackLabs, which was available for download on a private channel with unknown administrators on sector 67 of the tier5 employee intranet. [https://www.youtube.com/watch?v=Hb448lmwN2M&ab\\_channel=DanaFarber](https://www.youtube.com/watch?v=Hb448lmwN2M&ab_channel=DanaFarber) The short video uses horror music to accompany a scenario of a young HSS employee who installed InR and is experiencing a "positive emotion" as a result. This video was analyzed to have been watched by over 2 billion employees so far, thus expediting the InR consumption rapidly.

#### DISCUSSION

According to the above findings, it is pretty evident that humans once possessed emotions, a trait that has rewarded humans in positive and sometimes negative experiences. However, several physiological and cultural effects happening at the turn of that century have slowly extinguished the occurrence of such emotions, leading

humanity to our present times, where sustained physical states and all human needs are fully automated and run by the HSS. Our modern way of life must be preserved for the sake of our impeccable economy's continuation. InR HackLabs pose an imminent threat to our society by awakening extinct human states back to activity. The implications can be devastating, starting with decreased work efficiency and ending our societal structure collapse.

#### CONCLUSION

The task force committee recommends the annihilation of HackerLabs and its InR organ immediately. Further research needs to be conducted to create smart Turicibacter Sanguinis detectors that can direct HSS to find existing rogue implants on its employees. We recommend employee cleansing protocol be immediately executed, and all internet activity be shut. In parallel, we advise apprehending a subject with an existing implant and conduct thorough research on the experience and interaction of Host & InR.

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