

# **An information-based theory of consciousness that explains the “hard problems” of consciousness, fundamental physics, all of the Contact Modalities and Parapsychology, as well as deriving the origin and nature of our multidimensional reality.<sup>1</sup>**

**Thomas Campbell**

**Abstract:** An information-based theory of consciousness is presented that explains the “hard problems” of consciousness, fundamental physics, and all of the Contact Modalities such as UAPs/UFOs, Near Death Experiences, Out of Body Experiences (OOBE), Communication with the deceased (Ghosts/Spirits) Remote Viewing, Lucid Dreaming, Parapsychology including all aspects of PSI (**extrasensory perception, telepathy, precognition, clairvoyance, psychokinesis**, a.k.a. telekinesis, and **psychometry**), as well as deriving the origin and nature of our multidimensional reality. This theory of conscious represents a new perspective (paradigm shift) from which Multidimensionality, OOBE, Remote viewing, and mind-matter dynamics (placebo effect, intentional healing, precognition, etc.) become a part of a more fundamental physics. Furthermore, the fundamentals of this new perspective (an information-based reality) is becoming more accepted by mainstream physicists every day. In fact, the conclusions that scientists are now coming to, necessarily (logically) leads to the eventual discovery that the nature of reality is more accurately described as a reality in which consciousness is primary – the only thing that is fundamental – and all else is derived from consciousness. This theory of consciousness directly supports and derives all that is currently known (science) as well as directly answers the pressing fundamental “hard problems” of both physics and metaphysics that now appear to be out of reach. This paper describes the core aspects of this new theory of consciousness and how they impact our understanding of the multi-dimensional larger reality (OOBE, lucid dreaming, remote viewing)

---

<sup>1</sup> Copyright by CCRI and Tom Campbell. This paper is published with the written authorization of the author, Tom Campbell.

## **INTRODUCTON:**

Understanding the fundamental nature of our reality is the key to understanding everything else. Given such an overarching understanding, we should be able to logically derive knowledge of the origins, nature, and purpose of our “physical” universe as well as the origins, nature, and purpose of ourselves.

Because our personal reality is both objective and subjective, any fundamental understanding of reality must explain mind as well as matter, metaphysics as well as physics, and paranormal as well as normal. Likewise it should derive consciousness, morality, and theology from first principles, and accomplish all of this in terms of logic and science.

Such a fundamental understanding of reality should represent a simple, elegant set of concepts with no unusual assumptions that provide a logical and scientific foundation for everything we directly experience both subjectively and objectively. A theory of everything that explains the Big Picture reality of morality, spirituality, consciousness, multidimensionality, purpose, and love as well as explains the little picture reality that contains our objective “physical” universe. I have created such a theory and I call it a Big TOE (Big Picture Theory of Everything). Because this theory also explains our subjective reality, it must contain both global and individual components.... thus, in some specific ways it must remain MY big TOE (MBT) even though its logic and science generally applies to everyone and everything. No one’s experience or observations are left unexplained. Yet, individuals must uniquely apply it to themselves.

Though the extent of the claims made above will no doubt, at first reading, seem outrageously impossible to scientifically deliver, they are not. They only seem impossible because your paradigms about reality are severely limiting. It is your reality paradigm that makes these “hard problems” seem so hard. If you take the time to genuinely understand this theory (that will take some work and time but it is accessible to everyone, there are no prerequisites), you will at least find a very productive, tightly logical and scientific, new way at looking at yourself and the world. You might even discover your individual purpose and your place in a cosmos wherein your personal experience makes perfect sense. In this theory, I do not try to convince you to believe anything, I exhort you all along the way to be both open-minded and always skeptical. I simply lay it out for your examination and consideration.

In this short paper I will only be able to present a first glance of MBT theory. There will be no opportunity to derive **anything** much less **everything** from scratch – I will be limited to making top level statements. To see the bigger picture in higher resolution, and to inspect those logical derivations in detail, you will need to read the MBT books (Campbell, 2007) (free on Google Books) **and** watch many videos on my YouTube Channel (Start with “The Calgary Workshop”) (Campbell, 2011). Simply Google “Thomas Campbell” or “My Big TOE” to get started.

**The Problem:** Let’s start with some common assumptions about the Out Of Body Experience (OOBE). The term itself implies that one’s consciousness or awareness lives inside one’s body. Some might say that our awareness lives within our brain, and others would call that awareness a soul or the spirit that animates the body. A common assumption is that our consciousness lives in our brain, and that it “leaves” the body to inhabit a more subtle energetic reality during an OBE. Furthermore, some believe that this out of body awareness is necessarily “connected” to the body via a silver cord. It is assumed that this out-of-body body – also an awareness that appears to exist within the body – is some form of energy and that it can interact energetically with other beings and things while OOB.

Below is a list of some of the more fundamental assumptions made in the above paragraph. This list also doubles as a list of the “hard problems” of consciousness and OBE research: What does it tell you when every assumption you make about a subject becomes a seemingly unsolvable scientific “hard problem”? It tells you that the way you are looking at the problem is probably incorrect...that you need a different paradigm, a different theoretical approach, a more productive perspective, a bigger picture.

Let’s call the out-of-body body “consciousness” since it seems to be aware and conscious and the body does not seem conscious after the out-of-body body leaves the body. OOB then becomes an attribute of, or at least associated with, consciousness. This means that OOB research and consciousness research are tightly entangled – they share a set of “hard problems.”

1. Consciousness exists and is related to OBE. (How?)
2. Consciousness lives in the body somehow. (What is the scientific mechanism that explains, how consciousness is connected to the body)
3. Consciousness is somehow a necessary part of a living body. (What is the scientific explanation for how consciousness enables the body’s viability?)
4. Consciousness is integrated with the brain (exactly how does the brain produce consciousness” or connect to it)

a. Consciousness has a physical source (created by the brain somehow)

b. Consciousness is nonphysical and is attached to a body somehow (what is the scientific implication of “non-physical. “What is the scientific explanation of where the “Non-physical” come from, how is it measured or perceived?)

5. Consciousness is some unique unknown form of energy that can somehow move around by intention and somehow both **experience** and **interact**. Is consciousness somehow a “physical” thing or entity? Or somehow a “non-physical” thing or entity?

a. If Nonphysical: What is the source of consciousness energy, what are its properties, abilities, and limitations? How is it measured, isolated, contained, or controlled? How does it experience and interact with the physical?

b. If physical: What is the source of consciousness energy, what are its properties, abilities, and limitations? How is it measured, isolated, contained, or controlled? How does it experience beyond the physical?

All those “somehows” and unanswered questions fail to generate much confidence that we actually know what is going on with consciousness at a detailed scientific level. In fact, if we take all those “somehows” and look at each of them logically and scientifically, we have a set intractable scientific issues often referred to as “hard problems”.... Indeed, assumption # 4 is what consciousness researchers call “the hard problem of consciousness.” I assume that is why the IAC exists, why we are all here...to work on these scientific “hard problems.” Even figuring out how to approach these problems **scientifically** is a “hard problem.” Many would say that these “hard problems” have no possible solution, that we theoretically, fundamentally can never solve them because of their inherent contradictions and uncertainty.

**The solution:** If MBT concepts weren't very unusual, they couldn't possibly be true. I am a physicist, so let me assure you that the science of physics is also full of “hard problems. “You should not feel that consciousness research is somehow a low-grade science as compared to physics. The physicists are simply better at hiding their hard problems where no one notices. In fact, all the fundamental assumptions about physics are also “hard problems.” And, we will see, they are “hard problems” for exactly the same reason that consciousness is a “hard problem.” Our current scientific reality paradigm is what makes them seem so hard (actually impossible) for us to understand.

You will soon see that solving the hard problems of both physics and consciousness will solve the above hard problem of out-of-body experiences. First, however, I must describe the origins and nature of our larger multidimensional reality before we can talk about our personal experiences (including OBES) and how they fit into this picture. When one talks about the most basic fundamental nature of reality from the viewpoint of traditional science one finds nothing but “hard problems.” The fundamentals of physics are mass, charge, space, time, spin, gravity, the initial conditions for the Big Bang (basis for cosmology), particles as probability distributions (basis for quantum mechanics), and the speed of light being a constant (basis for relativity). Everything else in physics is based on these fundamentals. The position of contemporary physics is that these things exist because they do. Consciousness is also fundamental to our reality and scientists are just as confused about where it comes from...what is its causal chain ....why is it the way it is....and for what purpose is it that way?

No one in traditional science has a clue where any of these fundamentals of reality come from. They appear to have no causal chain... they just are! Furthermore, it seems theoretically impossible to ever actually find out...it looks like one just can't get to there (a logical explanation) from here (our science). Indeed, they are correct, one cannot! Under the current paradigm of science, these fundamentals of reality that constitute “hard problems” will always be unsolvable because scientists have limited themselves to looking for answers only in places that don't contain the answer. Indeed, elegant, tightly logical, scientific answers are available to these “hard problems” but one must first see and understand the world from a different perspective (paradigm).

To better understand the current problem, we should take a look at similar problems that have occurred throughout history. Here are three of the historical scientific “hard problems” that were eventually solved:

1. Flat Earth eventually became viewed as a spherical Earth
2. The Earth as the center of the universe eventually became viewed as an Earth with tilted axis circling the sun (the sun being only the center of our solar system and only one of many billions of suns, and not the center of our galaxy or the universe)
3. Illnesses and calamities of all sorts eventually became viewed in terms of objective causes rather than as the wrath of demons, an angry god, or totally random events.

The final result of all of these historical paradigm shifts were at one time thought to be utterly ridiculous ideas. These historical “Hard problems” existed because any other possible explanation seemed obviously absurd and unsubstantiated (baseless wild conjecture) to the understanding of reality that existed at that time. What enabled change to take place was a paradigm shift in the way people looked at and understood the reality they lived in. It turns out that fundamental “hard problems” (as opposed to say problems of simply requiring better technology) can only be solved by at least a few people seeing a new, bigger picture of reality...and then pointing out this higher level, more general, and more understandable reality to others who point it out to others. The individual paradigm shift becomes a cultural paradigm shift toward a more productive understanding of the nature of reality.

Once the “hard problems” of physics and consciousness are solved, an avalanche of associated “hard problems” are also solved. How does the placebo effect work and why? Where does consciousness come from and what are its abilities, limitations, function and purpose. What is the causal chain that explains paranormal effects (thereby making the paranormal normal). Where does our universe come from and what is its purpose? Why does the double slit delayed eraser experiment work as it does? How does quantum entanglement work? Why is the speed of light a constant? Does the universe, solar system, Earth and the life-forms on it have some sort of fundamental purpose other than just existing for the sake of existing (we exist because we do)? What happens to our consciousness after we die? How does remote viewing work and what is one really experiencing during an OOB? Is right and wrong absolute or relative and simply attached to cultural traditions?

These are all “hard problems”, some new and some old, but the answers to all of them represent a logical consequence of a more fundamental science. Basic fundamental problems always have basic fundamental solutions – there is always a reason why. “Just because we do”, or “Just because it is” is not a rational answer to the rational questions of: What? Why? How? And when? There is always a reason why anything non-random is as it is. One simply needs to look at the problem from a more productive viewpoint (find a more productive shift in paradigm) where the “hard problems” become understandable in a scientific way – a logical derivation fully explained and obvious. And if one very elegant, basic, and simple paradigm shifts happens to solve all of these “hard problems” (and many, many more) simultaneously...without creating any new “hard problems”....well that would be worth looking in to.

The good news is that contemporary scientists are relatively quickly converging toward the first step of such a paradigm shift. More and more of their experiments are forcing them to see our reality in terms of information. A reality based on information means a computed reality and a computed reality is popularly called a simulation or a virtual reality (VR). Calling our reality (our “physical” universe) “virtual” doesn’t imply that our reality is any less real, it simply means that assuming (theorizing or modeling) our universe as a virtual reality is becoming a more scientifically productive way to understand experiments that indicate how our universe works. It is the experimentalists that are telling the theorists that our universe is acting more and more like it is a virtual universe. This idea of our universe being a VR has been alive and well on the far fringes of physics for over twenty years, but only in the last decade has it worked its way into the mainstream of the science of physics.

As Physicist Dr. Edward Fredkin in (an early adopter of VR theory) (Fredkin, 1992) says: “If our reality is virtual, then it must be computed in ‘other’ because a simulation cannot compute itself.” This is elementary logic that implies that an elf “avatar” walking about in the World of Warcraft (WoW) VR game will never be able to open a door to a building within the WoW game-world and find the actual server that is computing the WoW game sitting inside. In other words, the server simulating the WoW game must exist outside of the game that it is computing. If one defines a particular virtual reality, one knows that the source of that virtual reality must exist outside of that virtual reality. The view from inside a good VR appears physical from the avatar’s viewpoint because the VR must be computed according to a consistent rule set and those rules define what “physical” means. The elf cannot walk through trees or walls, gets hurt in fights, of course, the elf is a digital avatar in a virtual reality that is animated by a sitting at his computer sitting at his computer with one hand on the mouse and the other on the keyboard sending a data stream to the server that tells the elf what to do. The server sends a data stream to the boy to show him the results and consequences of his instructions. Without the boy playing the role of the elf’s consciousness by issuing instructions to the WoW VR server, the elf is unable to do anything at all. From the elf’s WoW perspective, the server and the player (the elf’s consciousness) must exist in a non-physical reality frame.

Because the server must send data to the consciousness and the consciousness must send data to the server, the server and the consciousness must share a common reality frame. The elf neither sends nor receives any data at all since it is a virtual computed elf generated by the game server. Our “physical” bodies and our world map (“physical” universe) are also virtual, just like the elf and the WoW world map. The server that computes the WoW virtual reality is located in our “physical universe.” The server that computes our virtual reality (our “physical” universe) is located in (is a part of) what I call the larger consciousness system (LCS). We (you and I and all other conscious entities within the LCS) are pieces or subsets of the One Consciousness that I have named The Larger Consciousness System. Indeed, as required, our personal individuated unit of consciousness and the server that creates our VR (“physical” universe) do share a common reality frame as well as a common source – both are subsets or products of the LCS. Also as required, the LCS appears to be nonphysical from the perspective of an avatar in our virtual reality. Consciousness (the LCS), a natural, evolving, digital information system, is the fundamental One Source of everything (all the reality) we can know and experience – an idea that will make sense after reading the section after next: **The origins of consciousness.**

To keep this to a reasonable length, I am going to skip a lot of steps and just jump toward the conclusion with a series of statements. For the more detailed logical derivations, see the MBT books (Campbell, 2007) and YouTube videos (Campbell, 2011). Next, I am going to complete our discussion of virtual reality while it is still fresh in your mind and then derive the concept of the Larger Consciousness System before tying all these concepts together into one unified whole.

**Creating a virtual “physical” reality frame (universe) like ours:** Our VR (our “physical” universe reality frame) was not programmed like WoW, it simply evolved. Here is how to evolve a virtual “physical” universe like ours: Inside a computer's memory, define a set of constants and initial conditions that simulate a relatively small ball of plasma at high temperature and pressure – conditions that resemble the pre-Big Bang configuration. Add to that a rule-set that defines all the possible interactions between all the fundamental components of the plasma (the superset of our physics). Now hit the run button, and let this dynamic simulation begin to change as a function of time (evolve) according to the rule set. Evolution is an open-ended process that continues on as long as there are useful new states to evolve into. We are all familiar with what happens next. The plasma expands, cools, and eventually forms stars and planets and solar systems like ours where life forms eventually begin to evolve into entities complex enough to have the potential to make choices (from the available array of possibilities that fall within their reach) about what to do next and how to respond to their environment. Up until this point the total VR was populated by whatever computer-generated entities had naturally evolved from interactions within the simulated virtual



world according to its initial conditions and the dynamics of probability and statistics probing the possibilities inherent within the rule-set. What was stable continued and what wasn't faded away. Note that this is a probabilistic simulation, not a deterministic simulation building things from the ground up out of particles.

**The origins of consciousness:** Because of theoretical and logical limits on the availability of knowledge we will have to start this discussion with assumptions. It is easy to see that the elf cannot discover the origins of the WoW world from within the WoW world. Likewise, we cannot discover the origins of our seemingly physical universe (the source of the original plasma ball from which our universe was created) from within the “physical” universe. Evolutionary biologists cannot discover the origins of the very first cell – they can only deduce what evolved from it. Stated in logical terms: a subsystem, by definition, does not contain all the information necessary to completely define the super-system that spawned it. More simply put, one cannot directly observe the process that eventually results in one's birth. For this reason, biologists simply must assume that the necessary cell(s) required for evolution to produce what we now observe must have existed because here we are observing it. To make that assumption seem more reasonable, biologists offer some very plausible conjecture (because it was a “physical” process) about how that first cell may have come about -- then they get on with scientifically deducing its evolution into all the life forms they observe without adding any new assumptions. That they must start with an assumption is not a weakness in their science, but rather the result of an inescapable logical limit placed upon the knowledge of origins: a subsystem cannot contain all the information that is within the super-system that spawned it. Physicists do the same thing for the same reasons but their justifications are somewhat less plausible. They offer some weak, hand-waving conjecture (because the plasma is necessarily the result of a “non-physical” process in “other”) about the initial ball of plasma and then go on to scientifically describe the evolution of our universe. A scientific discussion of the origins and evolution of consciousness, closely parallels the scientific discussion of the origins and evolution of biology on our planet because the underlying dynamic structure of evolving interacting life-forms and interacting consciousness-forms is very similar.

Just Like physics (assumes the plasma simply existed and then deduces how that plasma evolves into our universe), and biology (assume the first cell exists and then deduce how it evolved into all the life forms we observe), MBT consciousness science also must start with an assumption that a simple form of primordial awareness existed (because here we are, fully conscious) and then deduce (without any new assumptions) how primordial awareness evolved into everything that consciousness is today. The two MBT assumptions and subsequent evolutionary logic that adds no additional assumptions to the process are in the exact same form as the assumptions and evolutionary logic upon which both the science of physics and biology rest. The

assumptions are: 1) A primordial instance of awareness must have existed and 2) that the process of evolution was able to work upon that awareness. Evolution is a process that drives system change (through natural selection) to ever more profitable states. Natural selection means: The more profitable changes persist and succeed while the unprofitable changes falter and disappear). “Profitable” is defined relative to the requirements or criteria imposed by the systems internal and external environments (whatever is required for survival). MBT consciousness science combines the mathematics of both emergent complexity and cellular automata to offer some very plausible conjecture about how that first primordial awareness cell may have come to exist.

The simple primordial “cell” of awareness represents a stable entity capable of no more than an ability to be aware that it could exist in two different states or configurations – it is expedient to label the states 1 and 0. As a very simple binary information system, this system could evolve, as any information system evolves, by lowering its entropy – by increasing order, organization, and structure (information) and decreasing randomness (noise – the absence of information). And so it did...evolving the capability to first create multiple 1s and 0s, then strings and then patterns of 1s and 0s. As stable configurations of lower entropy eventually happened, they remained while unstable forms disintegrated back into randomness. Eventually there were complex patterns of patterns as this reality cell of awareness happened to find and maintain more highly organized (lower entropy) states.

Note that the concept of time was introduced with the concept of change. If there is no time, there can be no change. Primordial change defines primordial time. Change, thus time, was introduced by both assumptions – an awareness that can change its state and evolutionary change. However, the evolving reality cell will one day evolve to discover a new information technology called regular or uniform time – i.e., a technology that serves as a metronome or clock by which other things can be ordered. Uniform time can be created by a regular flipping of a state (from 1 to 0 then 0 to 1) at a constant rate. Now the pace of evolution quickens as sequencing technology (using regular time) allows the precise sequencing of states and patterns. Of course, eventually, the pace of evolution slows down again because one monolithic cell is very limited in what it can do to lower entropy in a meaningful (useful) way. The next breakthrough is discovered when the awareness (primordial consciousness cell or reality cell) splits creating another independent reality cell with which it can interact. This new reality cell must be wholly independent (able to choose what it does on its own and for its own reasons) or there is still just one monolithic thing and nothing has really changed. We call this condition of independence “free will” Many such individuated units of consciousness (IUOCs) are eventually evolved since the complexity and novelty of the output of interaction goes up by a factor of  $(N-1)N$  where  $N$  is the number of independent interactors. Now, the very first virtual reality (a rule set to define or constrain interactions) needed to be created to

provide context, consistency, and a shared significance to the impending avalanche of interaction. This VR rule set defined communication protocols wherein the Individuated units of consciousness could communicate. Finally, what began as a dim awareness of being able to experience two states has finally evolved into what we call consciousness.

Consciousness evolutionary science and biological evolutionary science are both the story of a very simple monolithic entity (cell) reducing its entropy (organizing and reorganizing itself to become more productive) relative to its internal and external environments in order to survive, become stable, and persist according to the constraints imposed by our VR's rule-set. The single biological cells requirement to evolve (become more productive) relative to the requirements imposed by its internal and external environments are usually stated as: survive and procreate. It too found that survivability was easier in more stable, complex, and organized (lower entropy) forms. Likewise, biological evolution found that splitting up into many independent cells increased the novel ways it could interact and cooperate. Next came more complex (lower entropy) multi-celled entities as independent cells found an advantage in more highly organized (lower entropy) configurations. The next step was cellular specialization wherein groups of cells began to specialize in performing specific cooperative functions for a more complex and highly organized (lower entropy) biological entity. The parallels between the process of evolution in consciousness and biology are obvious. Both begin with an assumption that is itself obvious (because "here we are" –i.e., we exist as consciousness and our bodies (and all other "living" things in our VR) exist as virtual biological entities as defined by evolution and the rule-set). Trying to derive consciousness as a result of "physical" process (the "hard problem" of consciousness) is as flawed and impossible as trying to prove that the earth is flat – it exists only as a desperate gleam in the eye of the true believer in materialism, nothing more.

Note that primordial awareness, evolution, time, free will, and a defined VR must all combine to produce the thing that we humans define as consciousness. They are all logically necessary for consciousness, as we know it, to exist.

All of these individuated units of consciousness (IUOC) -- that is, you and I and all conscious critters in existence within this system, including the original awareness, make up what MBT calls the larger consciousness system (LCS). Because of its core awareness and interactive communication, the LCS constitutes a social system. In summary, the LCS is an aware, digital, information based, social system and its purpose is to survive and to evolve toward more productive (lower entropy) states of being. Without any input of effort, entropy naturally increases (second law of thermodynamics). To make a long derivation short, how does a social system most effectively lower its entropy (interact more productively)? By cooperation and caring -- we will label this path "love." How does a social system most effectively raise its entropy? By each social unit caring only for itself -- we will label this path "Fear." Lowering the entropy of

one's consciousness is referred to as growing up, increasing the quality of one's consciousness, evolving one's consciousness quality, spiritual growth, or simply becoming love.

[The requirements of brevity have forced skipped many steps however, there is much more depth and logical derivation on the subject of the origin of consciousness in other sources where the size limitations imposed here do not apply]

**Putting it all together:** To this point we have an evolving larger consciousness system (LCS) made up of evolving individuated units of consciousness (IUOC), each with a purpose to go forth and lower their individual entropy (increase the quality of their consciousness which automatically decreases the entropy of the LCS). Because this is a digital, social, information system, all it can do is interact by trading or sharing information. An individual IUOC can only lower its entropy by increasing the quality of its interactions (move toward becoming more cooperative and useful). If a given IUOC's interaction decreases entropy within itself and the system, that is good and moves the individual and the system forward toward meeting their purpose. If the interaction increases entropy within itself and the system that is bad and moves the IUOC and the LCS away from meeting their common purpose. Good and bad, along with morality and ethics within this system are now defined. Because lowering entropy ensures positive evolution and the long-term viability of the system and its parts, the question now is how the system can most effectively lower its entropy. Thus far, we would have what looks something like a chat room with hundreds of thousands of chatters and no rules. This is not a good learning environment because there is little reliable feedback as to the effects and consequences of one's choices. Clearly, more rules are needed, rules that provide context, continuity, consistency, and feedback showing the individual and social consequences of all the interactive choices each IUOC makes as a function of time (tracks the downstream consequences as well as the immediate consequences). Clearly, a dynamic (time based) virtual reality (VR) is needed that has a much more restrictive rule-set than simply defining communication protocols and language. This is the time to refer to (or, better yet, re-read) the section above entitled: **Creating a virtual "physical" reality frame (universe) like ours.** Now, both the purpose and necessity of the VR that defines our physical universe should be clear – it serves as an entropy reduction trainer (or consciousness evolution facilitator) for IUOCs -- much like a flight simulator is used to train pilots. Because the process of consciousness evolution through individual and system entropy reduction based on increasing the moral value (value of entropy reduction achieved) of individual choices is a slow cumulative growth process, each IUOC must cycle many times through the experiential "training" process. Cycling is required because the long-term viability of the available avatars is limited by the rule-set and because most individuals tend to get stuck in belief traps and have no clue what their purpose is. Like flight trainers, the teaching process is not an intellectual process like a

classroom where facts are learned, instead it is completely experiential -- an interactive play of choices and consequences. IUOCs find ample opportunities to make free will choices and then live out the consequences. One look at the nightly news will tell you that our virtual learning lab is not so much a high-level graduate school of highly evolved love-based IUOCs, but rather more resembles a very large elementary school with a wide variety of higher level individuals intermixed throughout.

To get in the game, an IUOC “partitions” off a portion of itself that is to be immersed in the VR experience we call “physical matter reality” (PMR) which is a VR simulation of our “physical” universe. This “partitioned” off portion of **potential** consciousness, called the Free Will Awareness Unit (FWAU) is initially disconnected from its parent IUOC’s VR data stream, however, it still contains an entropy level that represents its parent’s accumulated quality. That is, it contains its parent’s “essence” but not its parent’s specific experience base or VR connection and thus has no known history, choices, or experience of its own. When the PMR simulation, being run by the LCS, indicates that the avatar that this FWAU is to play is ready to generate useful experience, then the FWAU is connected to the PMR VR from the viewpoint of the avatar. The FWAU, as the “player” of this avatar within the PMR VR, then begins trading data with the PMR VR server – nothing else. Remember, the “player” in the WoW VR (in the role of the elf’s consciousness) also does nothing in the process of playing the WoW game except trade data with the server. The avatar the player is playing (our “physical” body) is just like the elf, an available creation of the server that defines what the avatar character can and cannot do according to the VRs rule-set and what has transpired up to this moment of game play. The game starts for the player when the simulated avatar begins to receive sense data that defines choices in accordance with the rule set and previous game play. This may occur around the time the avatar is born. Interaction takes place according to the rule-set and the play of possibility with probability within the simulation. The player must learn how to interpret the data it gets from the server, that is, develop its sense of the PMR world, the roles of other players with whom it will interact, and begin accumulating its local identity, history, and experience base with this avatar. It does that by interacting, making choices, and receiving and interpreting feedback from the server.

To summarize: You are a Free will Awareness Unit (FWAU), a subset of an individuated unit of consciousness (IUOC). Your avatar and “game map” (the virtual body you are playing and the virtual world you are playing in) are generated by the server in a multi-player VR consciousness evolution game called PMR. The data you receive from the LCS (the server) defines your avatar and game map and represent the constraints of the VRs rule set (which defines the science within the VR) within which you must experience and make choices. The fact that you (an

FWAU), are playing a PMR avatar, who has chosen to learn to meditate or induce an OOB, allows you to experience other reality frames. That experience (interaction within a particular VR outside of PMR) is generated by a data stream based upon a rule-set that was evolved by the LCS to define that particular VR. While OOB, you could switch your focus to yet a different data stream (seems like Teleporting). Other entities you meet in NPMR are either other “players”, perhaps from other VRs, who at the moment happen to be sharing a VR with you, or non-player characters (NPCs) generated by the LCS as needed for a specific interface.

Your consciousness does not live in your virtual body any more than your consciousness lives in the elf’s virtual body when you play WoW. Remember that scientists are now being driven by their experiments to embrace the concept that our “physical” reality is a virtual reality....and that virtual reality logic dictates that the VR (PMR) and the player (FWAU – you) must be in separate reality frames. The server generating the VR shares a reality frame (the LCS in this case) with the player (a FWAU which is a part of an IUOC, which is a part of the LCS).

So now you know who and what you are, your origin and your purpose, and the origin and purpose of this VR you call your “physical” universe. There are lots of places we could go from here, like explaining the quality of your life and how you can improve it, or deriving the science that turns the paranormal into the normal. Or perhaps explaining the fundamental mysteries and paradoxes in both physics and theology.... Or explaining and exploring the nature, features, and mechanics of both the LCS and our PMR VR. Or we could take a look into the probable future to see where all this new science and understanding is likely to take us. All that and much more is in the books (Campbell, 2007) and on the YouTube videos (Campbell, 2011). However, the IAC and this conference are focused on OOB and exploring our multidimensionality, so let’s focus on that before we overrun our space limit.

**Exploring our multidimensional reality:** You, the player, are consciousness – a subset of an individuated unit of consciousness. Your activity within the VR is constrained by the VRs rule-set. However, as consciousness, you are only constrained by the limits of the LCS. The LCS is your natural domain to explore. Consciousness is the only thing that is fundamental, all else is virtual. All experiential reality frames are virtual, and all are equally real. There are many VRs of various types and functions within the LCS. Every VR is created by a rule-set for a particular purpose and one “goes there” or interacts with that VR by connecting to the server creating the data stream defining that particular VR. It is that simple. For example, two VRs associated with our PMR VR are: 1) our dream world, a VR that offers us a different rule set and a different set of choices to further facilitate our evolution as consciousness... and 2) the transition VR that helps get us ready to go back into the PMR game for another experience packet. (Expansive discussions of afterlife and reincarnation and other subjects of common interest can be found in the YouTube Videos.)

One shifts from one VR to another by using one's intent to shift from one data stream to another. An OOBIE occurs when one turns off (or at least turns down) the connection to the PMR data stream and at the same time has an intent to connect to some other VR's data stream (an intent to have an experience outside of PMR). Lucid dreaming (LD), OOBIE, Remote viewing (RV), and PMR death all start with turning off the PMR data stream and then moving into a connection with another VR. Remember a VR is simply a dynamic subset of information constrained by a rule set – the rules may be very loose (chat room with no rules), moderately loose (a database you can query), or very tight (like PMRs). Connecting to a data stream other than the PMR data stream is what is called “nonphysical” experience – or exploring nonphysical matter reality (NPMR). To individuals who do not see the big picture, experiences of dreaming, meditation, OOBIE, LD, RV, death, etc. are like the experiences of the proverbial blind men examining the elephant. In this case the elephant is the LCS and the various descriptions of the elephant by the blind men are in terms of metaphors greatly colored by expectation and personal belief. What is nonphysical experience? It is your **interpretation** of data you receive from the LCS mixed in with your interpretation of the data you create (usually imagination informed by fear, ego, belief, and expectation). Being able to sort out that mixture takes experience and an accurate understanding of the nature of reality.

We talk of NPMR as a “place” with dimension where we have bodies and use our physical senses to describe what we see, hear, etc. Of course, that is all oxymoronic – you don't have a body or physical senses in NPMR. Explorers report what they see with their own eyes. However, eyes exist only in PMR -- seeing is a physical concept. In NPMR we don't see, we interpret the data we experience in terms of physical sense data because that is our habit -- the only way we know how to express/communicate information. For these reason, the Hindus see 7 very specific chakras, while the Zen Buddhists and shaman do not. Why? Because chakras, are only metaphors and not fundamental. The beams of intense white light that light-workers use to heal are just tools/metaphors and not fundamental. Light is only a metaphor. Energy is only a metaphor. There is no energy in a VR, one only simulates energy as one might use a computer to simulate a stick of dynamite exploding. The various energy bodies (auras) we see around people are metaphors for the data we receive about those people. Of course, the PMR rule set (the superset of our PMR physics) creates a VR with virtual fields and particles that can be measured around any virtual electro-mechanical-biological avatar but these computed virtual fields have nothing to do with auras gleaned from a database and communicated over a data stream to a consciousness.

The data we receive, whether its source is internal (our imagination) or external (LCS), is as real as anything gets (reality is defined by information), however, what we describe to others is our subjective interpretation of that data. People travel through tunnels or go through doors or fly about in NPMR because they believe that you have to move to go somewhere. Early astral travelers were connected to their bodies by silver cords because they believed the physical body had to remain connected to the astral body to avoid a calamity for both. People have to sit up or roll or do something physical to get OOB when only a shift of perspective is necessary because they believe one has to do something “physical” before anything can happen. People talk to (interact with) their dead relatives who appear in familiar looking bodies wearing their typical clothes because that is more natural, comfortable and believable than interacting with naked people or directly with data. Ever wonder why all those nonphysical entities are humanoid in form (if they are good guys) and are always wearing PMR clothes – have you noticed that robes are always in style for strangers in NPMR because your imagination is unable to dress them appropriately. Our modesty requires their clothing. All is nothing but data moving back and forth in data streams and we dress it up in human PMR form and function from our past experience because that is what we are used to, that is what we believe and the way we think – so that is the way we interpret the data.

**A final note to the reader:** You are a consciousness embedded in the LCS accessing data streams for a specific purpose. Every data stream you receive in any reality is a unique, personal data stream hand crafted by an IUOC or the LCS for you. You receive the opportunities for making choices that challenge you but that are also within your ability use to evolve the quality of your consciousness. The experience is custom made for you.... to give you valuable choices to make. The same can be said of all experience within any reality frame because that ethic reflects the larger purpose of the system. Running about from experience to experience like a child at a theme park trying to figure out how the roller coasters work is not the point. With that attitude, you will run forever in circles, never getting anywhere important. Making good choices that further the evolution of your consciousness is the point. Once you get that, what the system presents you with changes accordingly.

## **References:**

CAMPBELL, Thomas (2007). *My Big TOE – The Complete Trilogy*. Lightning Strike books, Huntsville, AL, USA

CAMPBELL, Thomas (2011). *My Big TOE: Reality 101*. Presented at the University of Calgary, Alberta, Canada, 23-25 September. <https://www.youtube.com/user/twcjr44>. Uploaded 6 December, 2011.

FREDKIN, Edward (1992). “A New Cosmogony.” *Proceedings of the Physics of Computation Workshop*, October 2-4, 1992.



**Bio:** Tom Campbell was a Ph.D. candidate in Physics when he met Robert Monroe, the researcher who popularized around the world the Out of Body Experiences phenomena. Tom assisted Monroe in developing sounds and techniques for creating altered states of consciousness within subjects which would induce an OBE. Over the last 45 years, Tom applied these techniques and he has had numerous OBE experiences. He undertook physic experiments during his OBEs and he began to receive insights into the nature of reality and the mechanics of what he calls “the larger consciousness system”. In 2003, Tom published his classic work, *My Big T.O.E.* (Theory of Everything) which argues that we are living inside a virtual reality. Similar to the other authors in our book, Tom also agrees that Consciousness is Primary and that all of what we perceive as the “paranormal” can be explained by his complex and highly detailed virtual reality thesis.

**Website:** <http://www.tomcampbell.info/>