
From: jeffrey E. <jeevacation@gmail.com>
Sent: Monday, August 22, 2016 11:16 PM
To: James Tagg
Subject: Re:

how to negotiate, you need some leverage and not just skilled begging

On Mon, Aug 22, 2016 at 4:17 PM, James Tagg [REDACTED] wrote:

1. =C2 Do I have a past or future relationship with the observer?<=u>
2. =C2 Will they gain information about my behaviour so they can do better in the future against me.
3. =C2 Should I hide some skills or moves and keep them for a future encounter?
4. =C2 Will they judge or score me for some other aspect of my life. This game is no longer private.
5. =C2 Do I trust the observer is NOT giving the other side information? Can I assume all my info is secret from the other side?</=>

=/u>

Things we discussed that were interesting</=>

1. =C2 How do you help people be less confused with the world?
2. =C2 Do people need an APP (service) to help them make decisions. Perhaps an app that senses their gut instinct and tells them what is it. Might use Julia Mossbridge's work.

3. =C2 Do people want an App (messaging with video) that tells them about th= other person, trust, honesty, openness etc...<=p>

4. =C2 Can you use such an app to understand comms problems between people. =hen they get puzzled, confused etc...

5. =C2 Do people want to be helped and advised by 'higher powers =80 in their decision making, Deepak Chopra et. al.

6. =C2 You thought research institutes were unsuccessful. What would you rep=ace them with? What's the better model in the future? (In the tech=world we generally do hackathons.)

7. =C2 I'm negotiating leaving Truphone and trying to take some tech=ology with me. What's the best negotiating strategy. In particular= I want to try to take the messaging piece with me and give it a new life with AI at its core.

8. =C2 And of course a bunch of other stuff...

Things we could have discussed.

James Tagg 07408 802016

From: "jeffrey E." =lt;jeevacation@=mail.com <mailto:jeevacation@gmail.com> >

Date: Saturday, 20 August 2016 at 12:58

To: James Tagg [REDACTED] "Nowak, Martin"

Subject: <no subject>

fun, thanks for stopping by. =C2 does the two person game change if one player =A0 believes a third party is watching. . no real observe= .?

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please no=e

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JEE

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