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SIMULATION HYPOTHESIS

The purpose of this study is to investigate the evidence of the simulation hypothesis. On the basis of scientific experiments, several pieces of significant evidences of the virtuality of our world were obtained. Based on the theory of quantum entanglement and the fact of observation, there is a parallel between the already created human worlds (video games, simulations, etc.) and our world. It is investigated that the difference between them as well as the reasons for how this difference becoming less and less during the technological progress. It has been found out how people can eliminate simulation and what possible consequences can occur. It is determined how this hypothesis can enable people to bypass the Fermi paradox that states that every intelligent civilization will be self-destructed or destroyed by other factors, such as black holes, or ultrahigh tectonic activity, etc.

The hypothesis forecasts the possible spheres of human life that are highly likely to be affected as well as it suggests some useful recommendations for people. Based on these studies and significant chances of this hypothesis of being true, some advantages and disadvantages have been found. The information about both the followers and the opponents of this hypothesis and the history of its creation was processed. The answer to the main question “what will change if this hypothesis becomes the official conception of our world creating” has been found.

It has become clear why it is necessary to promote this hypothesis to the masses and what this will give us. During the study of the topic it was suggested to spread the popularity of this hypothesis in films, games, books and the rest of the mass culture issues. The influence on the further distribution and development of the simulation hypothesis in the past and present was investigated. The opinions of the experts on how and when people can simulate the world were analyzed.

REFERENCES

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