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“The next big scientific and cultural paradigm is virtual reality”

The quote comes from physicist and consciousness researcher Tom Campbell, who is currently in the spotlight for his series of quantum-physics experiments with the potential to change our way of seeing reality and ourselves.

Are we living in a simulation? It is getting difficult to argue against that possibility. Isn't it about time we test the simulation hypothesis? Perhaps the next scientific paradigm is closer than we think.

Physicist and consciousness researcher Tom Campbell, who has worked at the cutting edge of science and technology at NASA (the National Aeronautics and Space Administration), NMD (American National Missile Defense), and the Monroe Institute, has developed a scientific theory about consciousness—My Big Theory of Everything—that builds upon 40 years of research. It is a theory that clarifies and unites science and philosophy, physics and metaphysics, mind and matter, purpose and meaning, and the normal and paranormal. It is even a direct answer to the sought-after theory that explains science and its paradoxes from the big picture—that which Einstein sought already in his time. Based on this theory, Campbell states that it is time to take a step further and, through experiments in quantum physics, test the hypothesis that our reality is simulated. That would imply that it is virtual and based on digital information.

The experiments

On June 17, 2017, Campbell and his research team published a [series of peer-reviewed quantum-physics experiments](#) in the [International Journal of Quantum Foundations](#). He also founded the nonprofit organization [CUSAC \(Center for the Unification of Science And Consciousness\)](#). The next step is to give highly ranked universities [Kickstarter](#) funds for carrying out five quantum-physics experiments that have the potential to rewrite science in general and physics in particular. The experiments are expected to be carried out in 2019-20 and to provide clear evidence that our reality is virtual and therefore information based. That evidence would open the door for a new scientific paradigm.



Titti Nordieng and Tom Campbell, England 2019

Photo: Pam Sciambarella, [Shoot & Bloom Photography](#)

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A revolutionary change

Our mainstream science says that we live in an objective physical reality where matter is fundamental. Given that it is understood to exist independently in and of itself, humanity does not need to investigate what lies outside of it in order to explain it. However, Campbell's theory addresses a radical change to our current reality model. It opens the door to the big picture and explains what is beyond our physical reality.

Is the foundation of reality digital information?

The theory that our reality is information based is increasingly supported by universities' physics institutions the world over, as the experiments cannot be explained in any other way. On the other hand, *what* it is that generates virtual reality is a matter of speculation. For it cannot simulate itself. Professor Edward Fredkin speaks of the ultimate computer as the source of the simulation. He says that it exists outside of our physical universe:

"As to where the Ultimate Computer is, we can give an equally precise answer, it is not in the Universe - it is in an *other* place. If space and time and matter and energy are all a consequence of the informational process running on the Ultimate Computer then everything in our universe is represented by that informational process. The place where the computer is, the engine that runs that process, we choose to call "*Other*"."

Physicist John Wheeler, who defined the term "black hole," also coined the expression "it from bit," which defines reality as digital. He draws a line between physical reality and its information source.

Campbell goes a step further and says that, consciousness is the source of the simulation, which would mean that our reality is generated by consciousness.

Humans as Avatars

The parallel to computer games is obvious. That is also the *metaphor* that Campbell uses to clarify his theory. So let us take a step into the game. It would mean that both our bodies and our reality are virtual. Here the question arises, *Who* are the players, then? Since the Avatars exist in this physical reality, the logical implication is that the player and the game-server exist *outside* our physical reality, for that is the way a virtual reality works. So if the players and the server are not physical, what are they? Campbell says that both the players and the server are *consciousness*. That would mean that our individual consciousness is connected to a data stream that comes from a server. That data stream defines our body and reality via our senses. We receive and interpret information that makes us see, hear, smell, taste and touch. Consequently, we, as consciousness, experience that we have a body in a reality. From this perspective, it is not our virtual brain but our *consciousness* that is the player and that makes decisions about what we will have for lunch or whether we will cancel our subscription to Netflix. This view would even explain the problem that the brain does not seem to produce consciousness.

The digital system of consciousness

A virtual reality is created by digital *information*. That would entail that consciousness consists of digital information and acts as the underlying system that generates our reality. Campbell refers to it as a conscious, social, limited information system that we are all a part of as individual units in constant interaction.

Now, let's stop for a moment to reflect on an essential question - How does an information system survive and develop? The answer is obvious once you hear it: By creating information! And we are now approaching the probable source of our existence—information in evolution. Can it be that Campbell's theory answers the big question about the meaning of our existence? Perhaps we can discern a purpose that has to do with inner growth, which in addition seems to contribute to the evolution of a gigantic system of consciousness of which we are all a part.

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In this line of reasoning there is a probable explanation as to why our reality seems to be designed like a game that delivers challenging experiences. Well, they trigger us to make choices and experience the consequences of those choices, which makes us evolve, or *level up*, as gamers say. Can it be that choices that creates coherence and collaboration and has to do with caring make us grow and facilitate the evolution of our consciousness? From a functional perspective we would then create information in the underlying system of consciousness. And if we turn that around, egoistic, unhelpful, fear-based choices wouldn't only cause a mess in our virtual reality experience, but also in consciousness, of which we all seem to be a part of.

Assumptions about players from other civilizations

There is much speculation in the debate about our virtual reality's existence. Entrepreneur [Elon Musk](#) is not alone in his assumption that humankind's players exists in a more advanced civilization. The question is simply who would have the patience to play these earthly Avatars 24/7 and see to that they go to the bathroom, stare at a monitor at work, or lie still in bed when they have the flu? It doesn't seem like a very meaningful or exciting game. And we never come across people frozen in pause mode when their player has taken a break. That other civilizations might play us is also a functional impossibility because both the server and the players must exist *outside* of the Avatar and game reality, that is, not on another planet in the same physical universe. But if we let our consciousness be the player, the pieces fall into place. It is not physical and thus not a part of the reality we experience ourselves to be in.

The consequences of virtual reality

In all likelihood, we are facing a paradigm shift that, in addition to allowing us to understand scientific paradoxes, has the potential to give us deeper insight into our existence. An insight that can affect our view of ourselves and our world. That can give us motivation to pay attention to the choices we make each day and to take advantage of the opportunity to grow as people. To actively contribute to the evolution of consciousness for a better virtual world.

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More information about Tom Campbell

- [CUSAC - Tom Campbell's Center for the Unification of Science And Consciousness](#)
- [On Testing the Simulation Theory](#) – the peer-reviewed experiment publication that is found at [International Journal of Quantum Foundations](#)
- [Request For Information \(RFI\)](#) – the initial proposal that was sent to universities from CUSAC that gives an overview of the experiments
- YouTube: [The MBT QM Experiments: What are the Issues, What is the Significance?](#)
- YouTube: Tom Campbell – [The Implications of Virtual Reality for Humanity](#)
- YouTube: Tom Campbell – [A Scientific Model and Logic](#)
- Website: [Tom Campbell](#)
- Website: [My Big TOE](#)
- Campbell's trilogy: [My Big TOE \(free online version\)](#)

Read more about Titti Nordieng:

- Websites: [tittinordieng.com](#), [Ninetyfive](#)
- [LinkedIn](#)
- [Life guides to Life as an Avatar](#)
- [A logical comparison between physical and virtual reality](#)