

Paramind is the first brainstorming program written for the computer that goes beyond random word jumbling or by asking the user questions relating to their subject. Paramind is the result of investigation into how to create ideas by computer-human interaction. The first problem encountered was to get the computer to understand the complexity of word relationships. Failures in this area produce output that aren't grammatically correct, and if they are, the words are not in context with each other, so they don't make sense. With Paramind, the user's work is always in context, and is almost always grammatically correct. All the categories in Paramind are reusable, so you don't have to type in new categories each time you use Paramind. These are all faults found in other brainstorming programs.

With Paramind, you don't use random word jumbling to create outputs that can only "invoke" ideas. Paramind works by replacing only one word in your idea-sentence with a word that is the same part of speech and even the same subject matter, tense, class, etc. And you can then replace another word in the sentence for even more new ideas. You take out a noun to replace it with another noun, or you take out an adjective to replace it with another adjective. You can do complex searches of the database to locate related word chains to make your new ideas appear fast and be related.

Obviously, if the user could predict the results, he wouldn't need the program in the first place. With any brainstorming program, you will get some output that isn't going to be helpful. But with Paramind, you can select word categories that are configured to fit into your own sentences. You scan through the word categories to see which category is best suited for your ideas.

Paramind is also geared for those who want a hard copy, or a paper trail in their pursuit of their topic. No matter what idea you have, you can work with that idea by typing in some of your own word categories, and then use the existing Paramind categories to fill out the parts of speech that aren't specific to your idea. It can expand grammatically any idea with all its avenues, and you can make a hard copy to index that

exploration when you don't have a computer nearby.

Paramind can also help the user just find one idea, and intersplice that idea into pre-existing text, by using the "Replace Highlighted Word" feature.

You can see that Paramind is no gimmick. Unlike the few brainstorming programs that have failed to establish themselves on the market, and put computer idea generation on the map,

Paramind is not a cheap word jumbling routine or a simple thought organizer. Paramind is the first step to get at the computer that hands you back lists of ideas for you sentence (which takes the place of a sentence with a "hole in it that you type into the editor) To us at Paramind, its conceivable that we can put brainstorming programs in every place that has a computer, and help people who understand how to use these programs to create solutions for problems they've thought unconquerable.

Paramind is a Windows environment editor that let's the reader write out a sentence or two of their idea and then expands that idea in any direction desired.

That is how Paramind helps you brainstorm your ideas. And you can add your own word lists to the database with the simple "Category Add" feature. Paramind also provides hundreds of word categories which the reader can merge within his sentence.

With Paramind, you will be able to take an idea that was only a sentence and in five minutes come up with pages of information related to your idea. You can then easily export the ideas to your word processor and edit and print the results.

Using Paramind means using the hidden properties of words. It means interacting words in ways never before thought of. The computer now becomes a brainstorming tool that creates usable output, not just a file cabinet or graphics tool. Now we are on the verge of using the computer as a tool that helps anyone explore and expand ideas. Paramind involves learning a new technique to

explore your ideas, and by learning this new technique you learn a way to explore avenues that no one has ever thought of before.

The merge routine concept in brainstorming was created to solve a simple problem: If words are segments of thought, and our library equals the interaction of these segments of thought, then how could more ideas be generated? The answer is simply by working on new interactions of words. The merge technique is ultimately the primary technique for re-interacting words with each other.

To merge simply means uniting or combining things. The merge concept of thinking is possibly one of our next major ideas.

If our dictionary is a collection of words which are the units of ideas, and our library contains the contents of the dictionary organized in different intelligible ways, then there could be more books written which would simply be our dictionary's words organized in a different intelligible ways. By working with the interactions of words we can find all manner of new ideas if we simple exhaust the interactions of words in ways that make sense.

We can further illustrate this by the fact that floppy disc drive terminology was already present with us when Edison invented the phonograph. At that time someone could logically have seen the idea of the personal computer. I'm of the opinion that in some sweep of imagination some brave soul stood forth and said, "You know, one day they will be able to write books on that thing, and have the rolls play back the books and move a mechanism that writes their contents on paper!"

The ideas frequently come many decades before the fact. And the new ideas can almost always be stated in words from our own dictionary (or in combinations of the old parts of words such as suffixes and prefixes).

With the program of Paramind, creative individuals, whether they be scientists,

teachers, artists, business executives or social workers, can now start to seriously experiment with thinking outside the speed of their mind. Since all future ideas are represented by our language, it could be said that by sophisticated new uses of our language we will be able to find these new ideas.

"Absurd," you may say. "All we will get is gibberish". That is where linguistic knowledge comes in. Linguistics is another word for the science of language. We must be able to use linguistic rules to even get at sentences that make sense, let alone have any value. The easiest way to do this is to brainstorm with the merge concept. The merge concept in brainstorming allows us to practically always produce meaningful if not grammatically correct output.

Paramind can be used by scientists at any level because anything can be typed onto the editor and the word categories can contain anything as well. Symbol, word, phrase, or number; anything that can be typed can be stored and re-used. Paramind thus becomes a spreadsheet for ideas if used skillfully.

Paramind can do more for the deeply creative thinker than any other brainstorming product on the market. It will also provide brainstorming on ideas for making money, engineering, business planning, or anything else.

The thinker without Paramind to help them is stuck at the thinking speed of their own associations. They may have a library of books to help them, maybe even a CD-Rom and a modem on their computer, but they are still restricted to how fast they can type or how fast they can talk into a tape recorder. That is it.

Higher speeds of association are now possible because now we have the copy-merge concept of brainstorming. For instance, one scientist could merge together concepts in such sciences as electronics, industrial engineering, botany, and organic chemistry to form a totally new approach to supplying the needs of a technologically advanced society. And through skill in Paramind we may arrive

at these sciences in a few decades, totally saving us from any further degradation of the natural environment.

A trained scientist would use Paramind like this. One sees a shiny fabric, or the kind they call "neon colored" and one thinks to oneself, "Well that is shiny but what would be even more so?" One takes that meaning and merges it with a word category of things that shine. Well, we can merge fabric with light, or sun, and we get something we have never had before but conceivably more advanced civilizations than us would have. That is, a fabric that would glow in broad daylight -- a light emitting fabric. Clearly this idea seems as complex as did the electric light to people 150 years ago. But now with the computer, we can discover new and UNNAMED concepts. A new idea must first at least be named -- and that is a great taboo.

We can choose sentences that would approximate the invention of a light emitting cloth, such as this one:

"A light emitting cloth was invented by treating conductive fabric with electricity until the material held luminosity stored by the cloth or provided by the electricity source."

Then we break down the idea, bit by bit, sentence by sentence. We explore the notion until we can get more and more realistic possibilities. We end up with perhaps a five-hundred page analysis of an idea in a forty-hour work week, and within that analysis is very likely to be the correct formula for a luminous cloth. The work, incidentally, must be done by someone who understands the technical language pertaining to what a luminous cloth would be.