

# Bottleneck – Our human interface with reality

The disturbing and exciting implications of its true nature  
- by Richard Epworth



## What my book is about

If we dare to apply the science of information to the psychology of perception, we discover that we cannot learn **completely new** information at more than a few tens of bits per second.

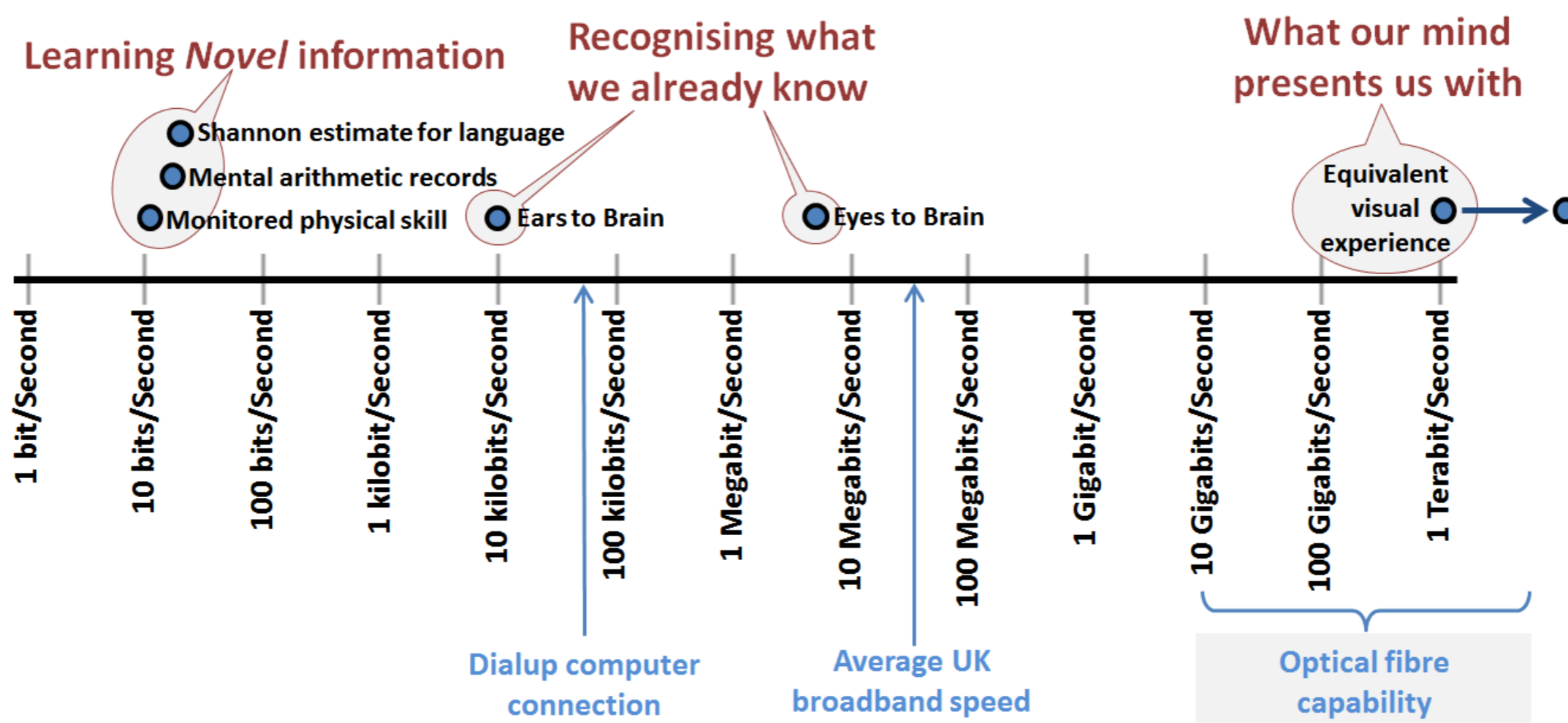
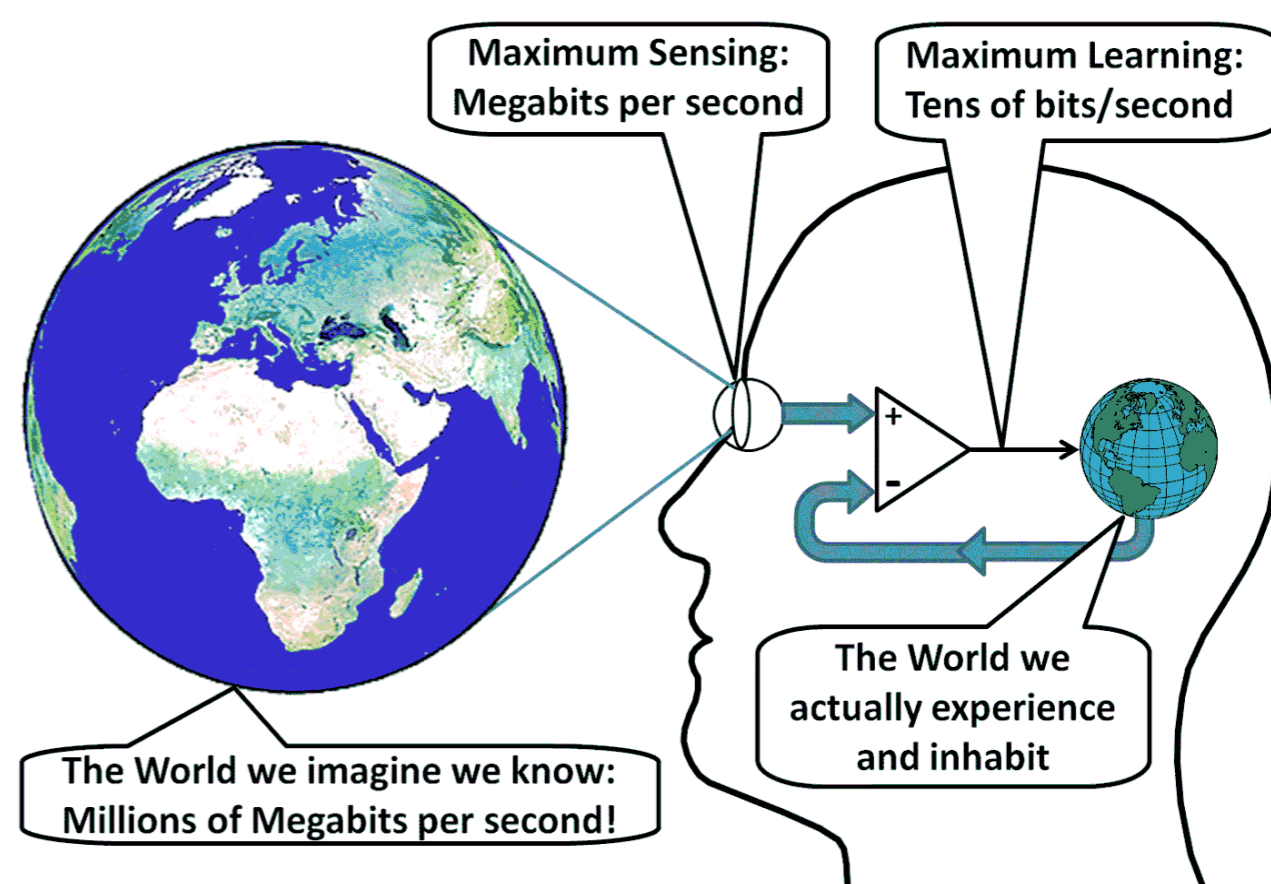
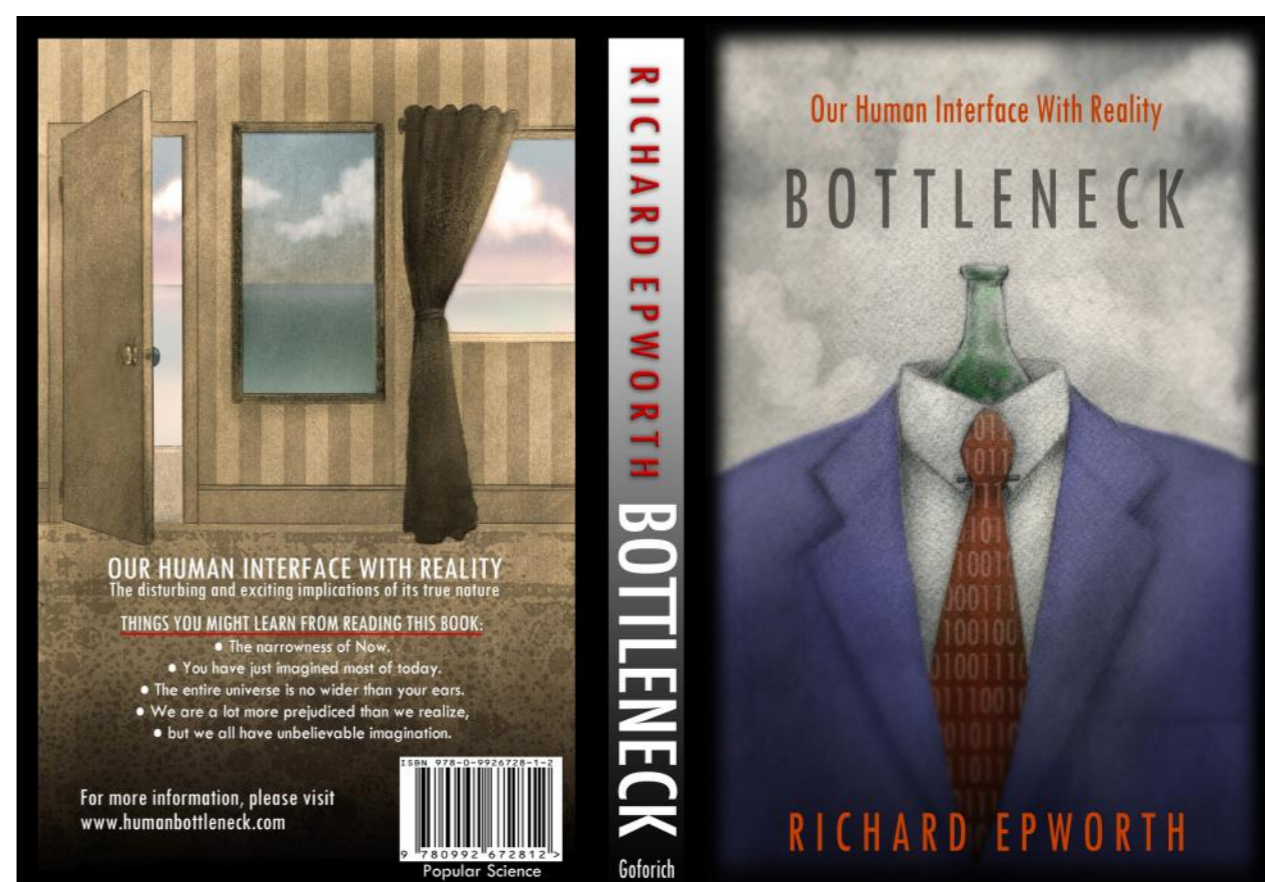
As this is completely insufficient to describe the rich world we experience, it must be an internal simulation of reality, derived from our lifelong experiences, one which is updated with a mere trickle of information from the present moment.

It appears that we rapidly compare what we expect from our past experiences, with what we sense from the present moment using the much higher capacity of our senses (~10 Megabit/sec for our eyes).

**Bottleneck** describes the scientific evidence for our learning bottleneck. It reveals the surprising implications for the future of networked humans, and for psychology and philosophy.

## Warning

The book contains some *STL* anecdotes.



## Why I wrote it

While briefly working on Eye Movement Controlled Technology at *STL* in the late 1980's, I became fascinated by the incredibly low information rate at which we humans can absorb any totally new information.



Because this key fact had been almost completely ignored, I felt driven to research the subject and write about it since leaving *STL*.



## The Process

(You might be thinking of writing a book yourself)

- Written using **Scrivener** (great program for writers, far superior to MS Word).
- **Self-Published** as an **eBook for Kindle** etc. (400+ copies sold + 1900 free downloads).
- **Paperback** via **Imprint Digital & Amazon Create-Space** Print-on-Demand (150 copies sold).

See accompanying 60+ page website  
[www.humanbottleneck.com](http://www.humanbottleneck.com)

