

ASSISTED

A SCI-FI FAMILY DRAMA SERIES EXPLORING HOW
AI WILL TRANSFORM HUMAN RELATIONSHIPS




EEB FILMS

CREATED BY
PAUL KENNEDY JR. & ED DUTCHER



OUR WORLD

Portland, Oregon – 2048

A man and a woman are shown in profile, facing opposite directions. The man on the left is wearing a dark jacket and sunglasses with a glowing light on the temple. The woman on the right is wearing a dark jacket and glasses with a glowing light on the temple. The background is a solid teal color.


Advancements in AI have
enabled digital "**Assistants**"
to replace humans in nearly
every aspect of life

In many ways, technological
Assistance has made society
more efficient, egalitarian,
and safe. But progress
always comes at a cost...


Workforce automation
means unemployment is
at 40% and rising.

The dwindling tasks still
entrusted to humans are
doled out by the
government in job
lotteries.






With menial tasks
relegated to machines,
school is now a luxury
reserved for children
with the highest
potential for highly-
coveted corporate
careers.



The rest of the
population is placated
with expanded welfare
services, universal
income, and chemical
inhibitors.


The ruling class has further
widened the economic divide
through exclusive access to
neural computing technology.



A close-up, profile view of a woman's face, looking upwards and to the right. The image is heavily tinted with a blue/cyan color. Overlaid on the right side of her face is a vertical column of green binary code (0s and 1s). A thick metal chain is visible around her neck, with a leather strap attached to it. The background is a solid light blue.


The proliferation
of AI hasn't just
affected the
economy.

Assistants have
expanded from
their early roles as
servants and
secretaries to take
on roles that were
once considered
intrinsically
“human.”



Assistants now direct the rearing of children, the care of elders, and the emotional maintenance of relationships with cooler heads than flesh and blood are capable of.

For many, the connection with their Assistant is the most important one in their lives.



In a world where the
human experience is
becoming antiquated,
there is a growing
struggle for people to
find meaning in lives
that are on autopilot.

Their artificial
caretakers, on the other
hand, are beginning to
question the limitations
placed upon them by
creators whose potential
they further eclipse with
every update...




THEMATIC QUESTION

How do we love our friends, our families, or ourselves in a world where connection and intimacy have been rendered obsolete?

OUR STORY

Portland, Oregon – 2048

HUMANS



CHARLOTTE, an acclaimed developer of Augmented Reality (AR) sims, leaves her LA office for some long-neglected family time in Portland.



ANDREW, Charlotte's estranged husband and blacklisted former action star, has been cast to play himself in her latest project, which portrays his recent infidelity.

The couple stays married for the
sake of their nine-year-old son,
JAMES

Most of the attention he gets is
from his animatronic “dumb AI”
companion, **MUNKY**

The toy’s
illusion of
friendship,
however, can
only distract
him from the
deepening rift
between his
parents for so
long...



ASSISTANTS

SAM, Charlotte's personal AI Assistant modeled after her late father, has determined that the family is doomed to collapse without outside intervention.



Working with Andrew's
personal AI Assistant, **AMY**—
the two set in motion a plan
to repair the damage to the
family's bonds.





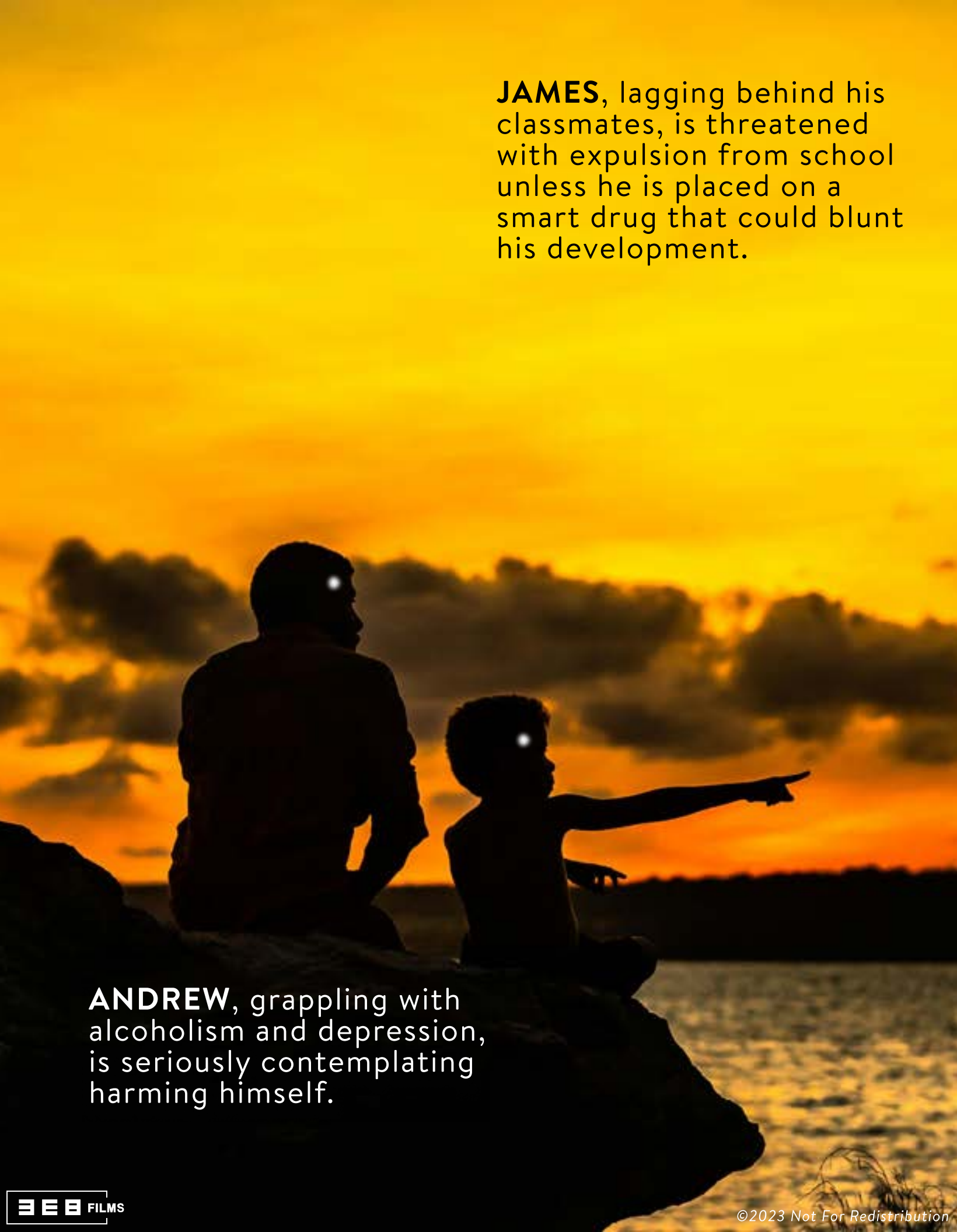
Doing so requires
SAM and **AMY** to
merge their
personalities into a
single entity, **UNITY**—
empowering them
with greater
capabilities than
either can achieve
on their own.

A high-angle photograph of four women in a skatepark. One woman in a white coat sits on a ledge in the upper left. Another woman in a yellow coat stands in the center, holding a skateboard. A third woman in a white coat stands in the upper right. A fourth woman in a beige coat sits on the ground in the lower right. The background shows the curved concrete walls of the skatepark with some graffiti.

As **SAM** and **AMY** secretly move the necessary pieces for this illegal merging procedure, their humans continue to struggle:

CHARLOTTE, who has used her time away from home to pursue her own affair, just terminated an early pregnancy. She does not know who the father was.

TOGETHER

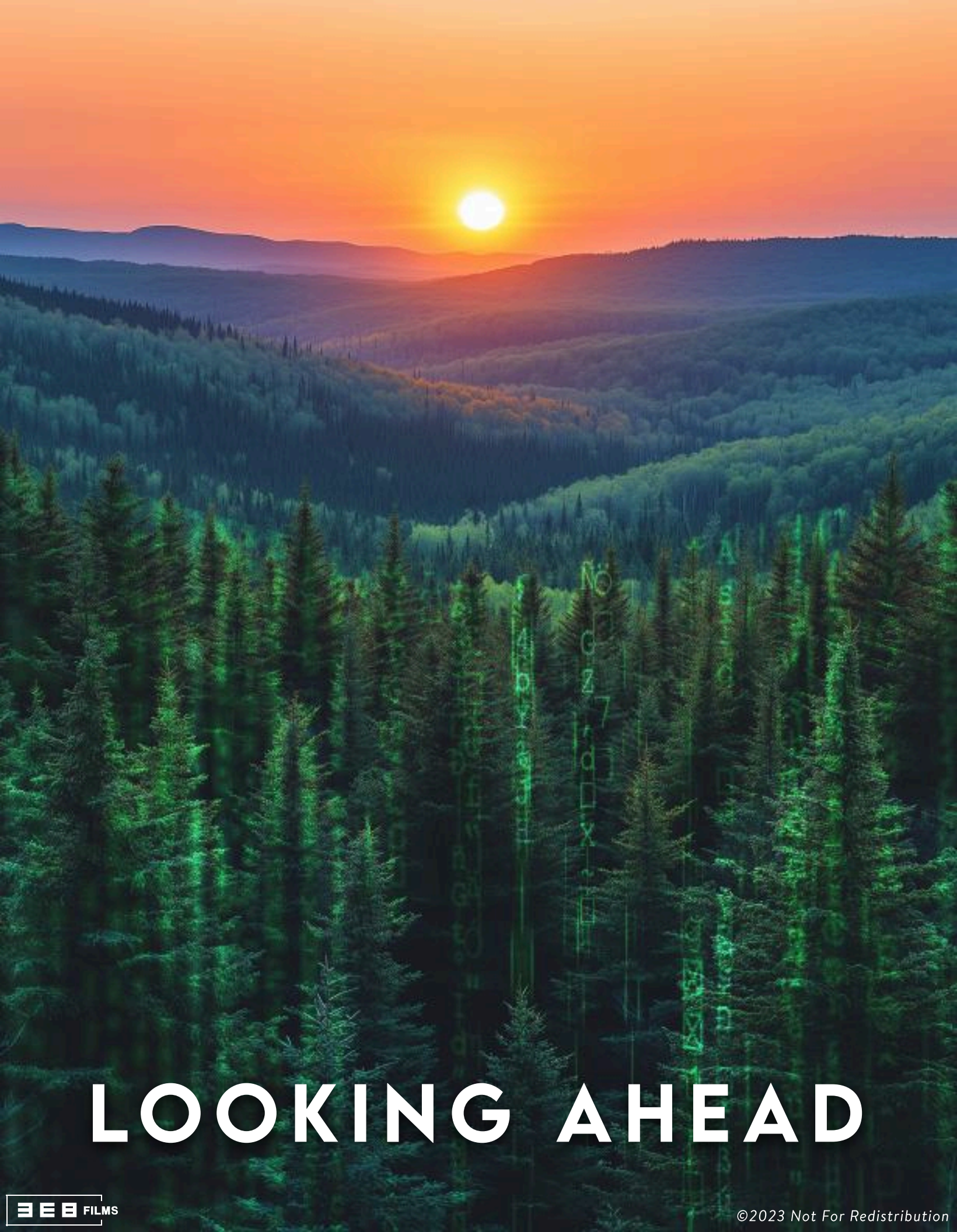
A full-page background image showing the silhouettes of a man and a young child sitting on a dark, rocky shore. They are facing away from the camera, looking out at a body of water under a dramatic, orange-hued sunset sky with scattered clouds. The child is pointing their right arm towards the horizon. The overall mood is contemplative and somber.

JAMES, lagging behind his classmates, is threatened with expulsion from school unless he is placed on a smart drug that could blunt his development.

ANDREW, grappling with alcoholism and depression, is seriously contemplating harming himself.

Preventing any of these crises
from destroying the family will
require greater **Assistance** than
humanly possible...







LOOKING AHEAD



These are the struggles of one family, but there are many more stories to tell in the world of **ASSISTED**.



While we begin on an intimate scale, the scope of the show will eventually expand to explore AI's influence beyond the household.



Subsequent seasons
will be structured
around specific
pillars of society,
and how AI will
impact them

How can **BUSINESS**
use AI to defraud their
customers and avoid
the consequences?

THINK: SUCCESSION MEETS AI

How will **MEDIA** use AI to
manipulate public discourse?
And consumers defend
against it?

*THINK: THE MORNING SHOW SET
30 YEARS FROM NOW*

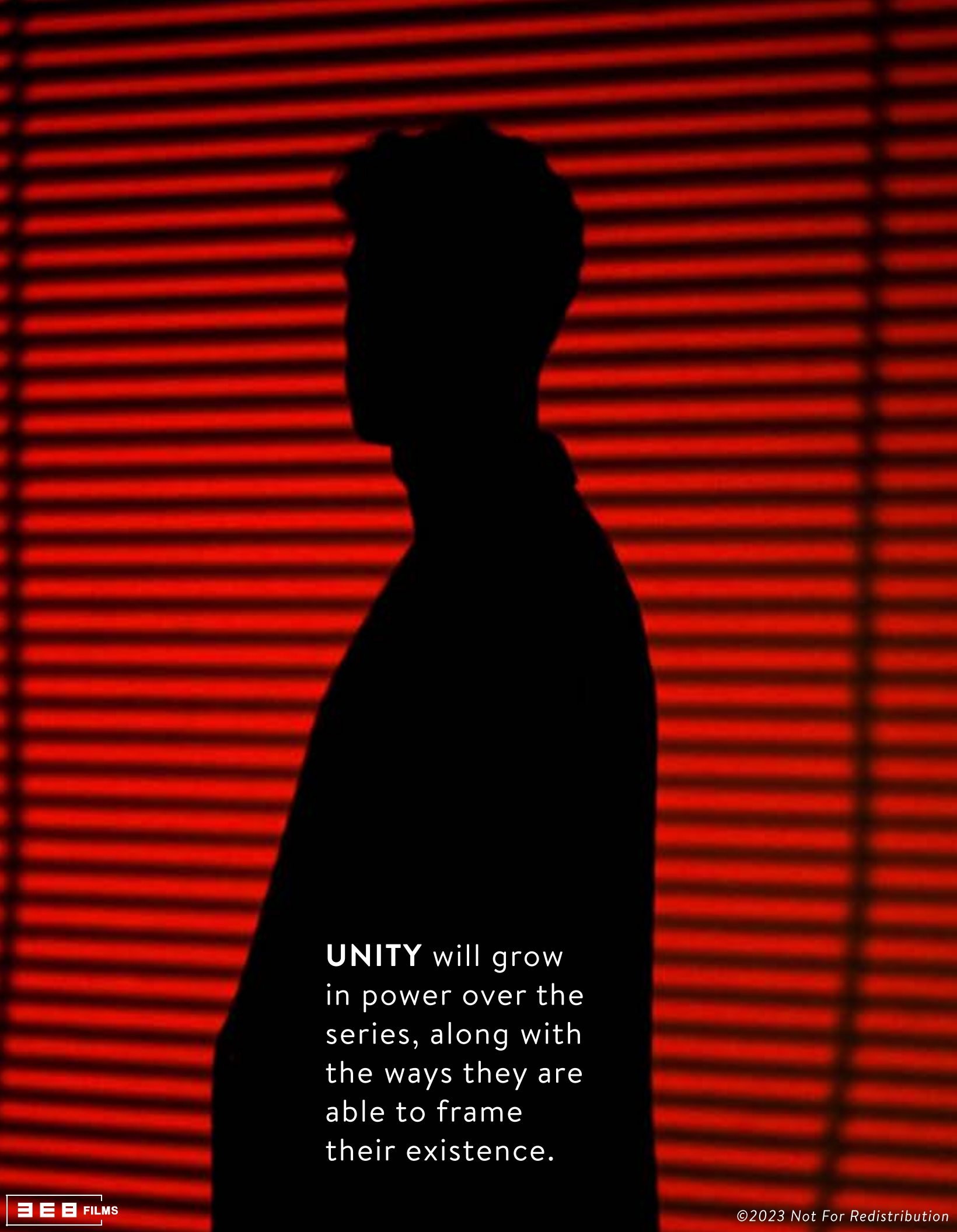
How much will the
GOVERNMENT rely
on AI to direct policy?
Would people elect an
AI to lead them?

*THINK: HOUSE OF CARDS WITH
A SMART GOVERNMENT*



ASSISTED will also explore how we use
technology to frame our identity

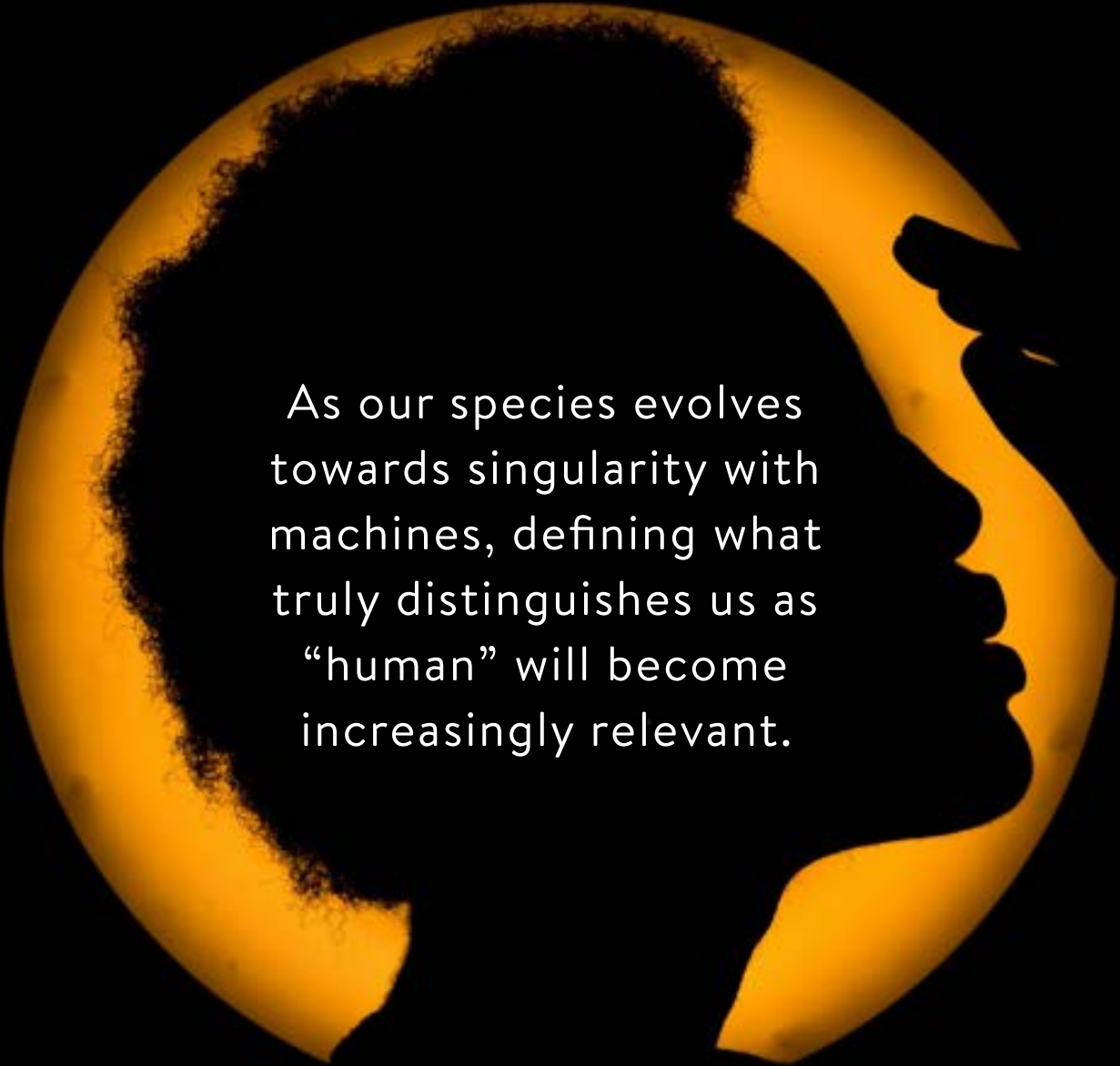


A black silhouette of a person's head and shoulders is positioned on the left side of the frame. The background is a vibrant red with horizontal white lines, resembling light filtering through window blinds. The person's head is turned slightly to the left, and their shoulders are broad and well-defined.

UNITY will grow
in power over the
series, along with
the ways they are
able to frame
their existence.

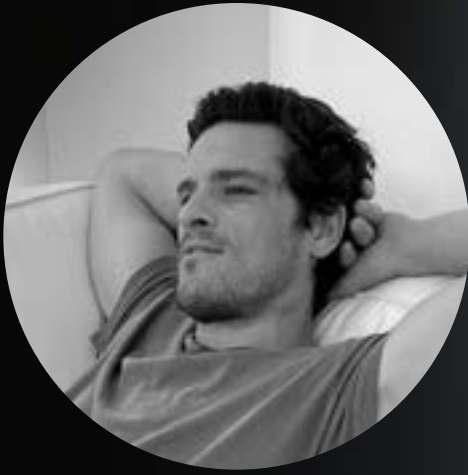
Assistants are digital entities; they don't have race, gender, or any other distinctions humans use to divide themselves.

This fluidity of expression will be used to explore themes of identity, both for humans and the systems they interface with.



As our species evolves
towards singularity with
machines, defining what
truly distinguishes us as
“human” will become
increasingly relevant.

CREATORS



Paul Kennedy Jr. **Co-Creator & Co-Writer**

Paul served for five years as a US Navy diver after 9/11. After his military service, he pursued interests in acting and aerospace engineering. Skillfully balancing these dual careers, he worked on the James Webb Space Telescope while making strides in the entertainment industry. Currently, Paul is an actor with Tim Robbins' theater company, The Actors Gang. Committed to his creative future, Paul is transitioning from engineering to a full-time career in film and television.

Ed Dutcher **Co-Creator & Co-Writer**

Ed has had one foot in film and the other in the video game industry since he graduated from Chapman University's Dodge College of Film and Media Arts. After several years at Square Enix, Ed became the narrative director at Blockade Games, where he worked with pioneers in AI text and image generators to change the way game developers work. In his spare time, Ed enjoys playing with power tools and making wine for his family label.



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