

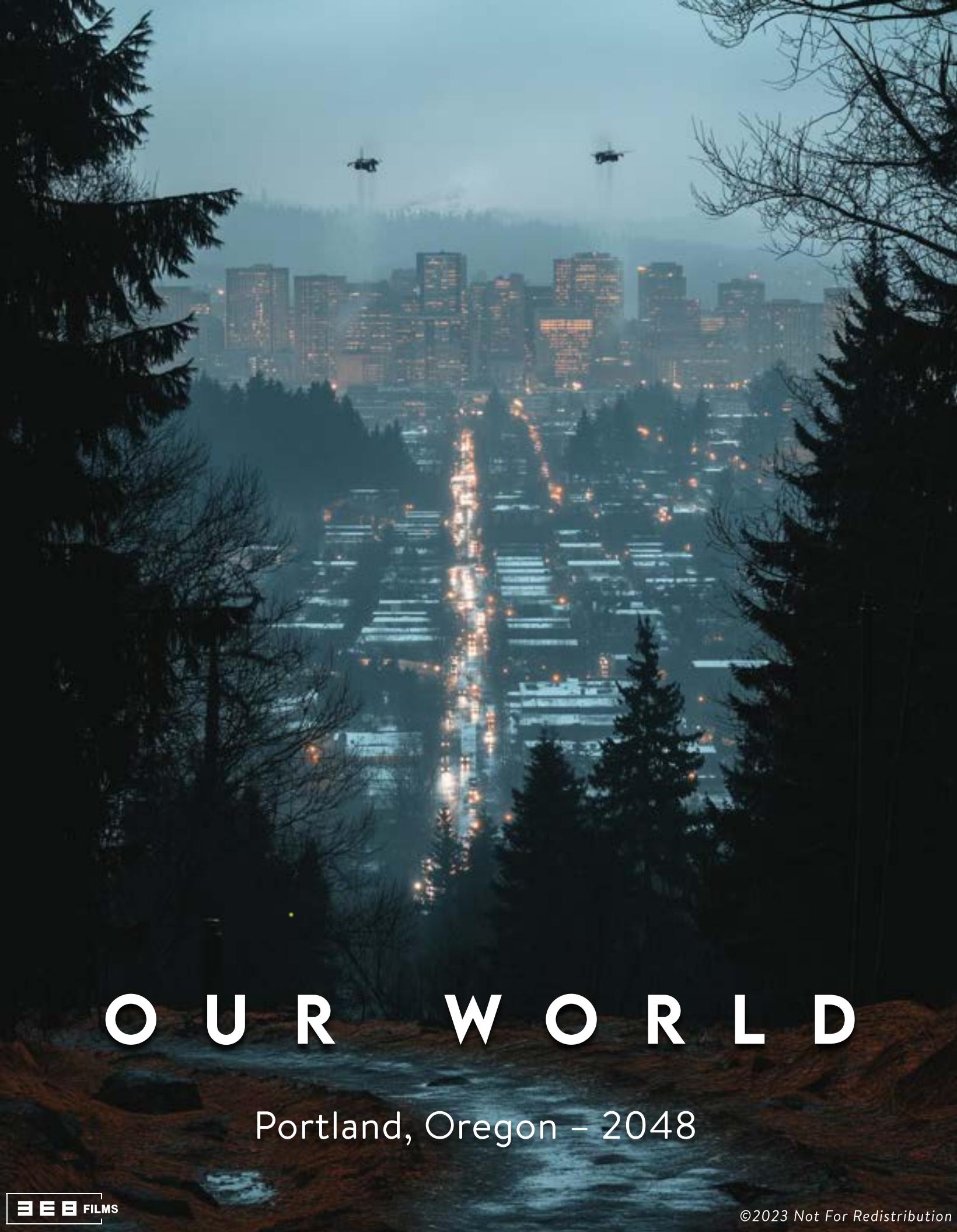
# ASSISTED

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



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.



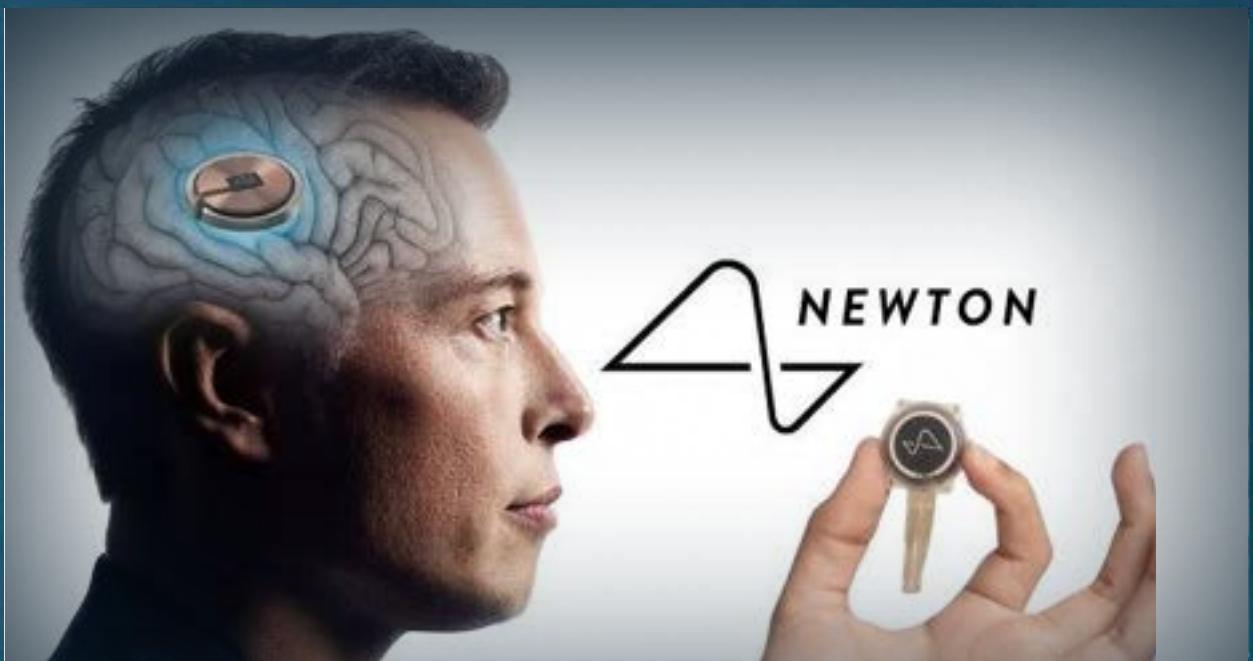


With menial tasks  
relegated to machines,  
school is now a luxury  
reserved for children  
with the highest  
potential for highly-  
coveted corporate  
careers.

A dark, atmospheric city street at night. On the left, a large vertical neon sign reads "OPEN" in red. In the center, a person walks away from the camera on a wet sidewalk. In the background, several cars are stopped in traffic, their red brake lights glowing. The sky is filled with dark, silhouetted tree branches. In the distance, various neon signs and billboards are visible, though their text is mostly illegible.

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 woman with blonde hair is shown from the chest up. Her face is partially obscured by a grid of green binary code (0s and 1s). A thick, dark chain is wrapped around her neck and hangs down her chest. She is looking slightly to the right with a neutral expression.

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.”

A collage of three images. The top image shows a restaurant interior at night with people dining at tables. The middle image is a city skyline at dusk or night, with many buildings lit up. The bottom image shows a street at night with rain, reflections on the wet pavement, and a group of people walking.

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.

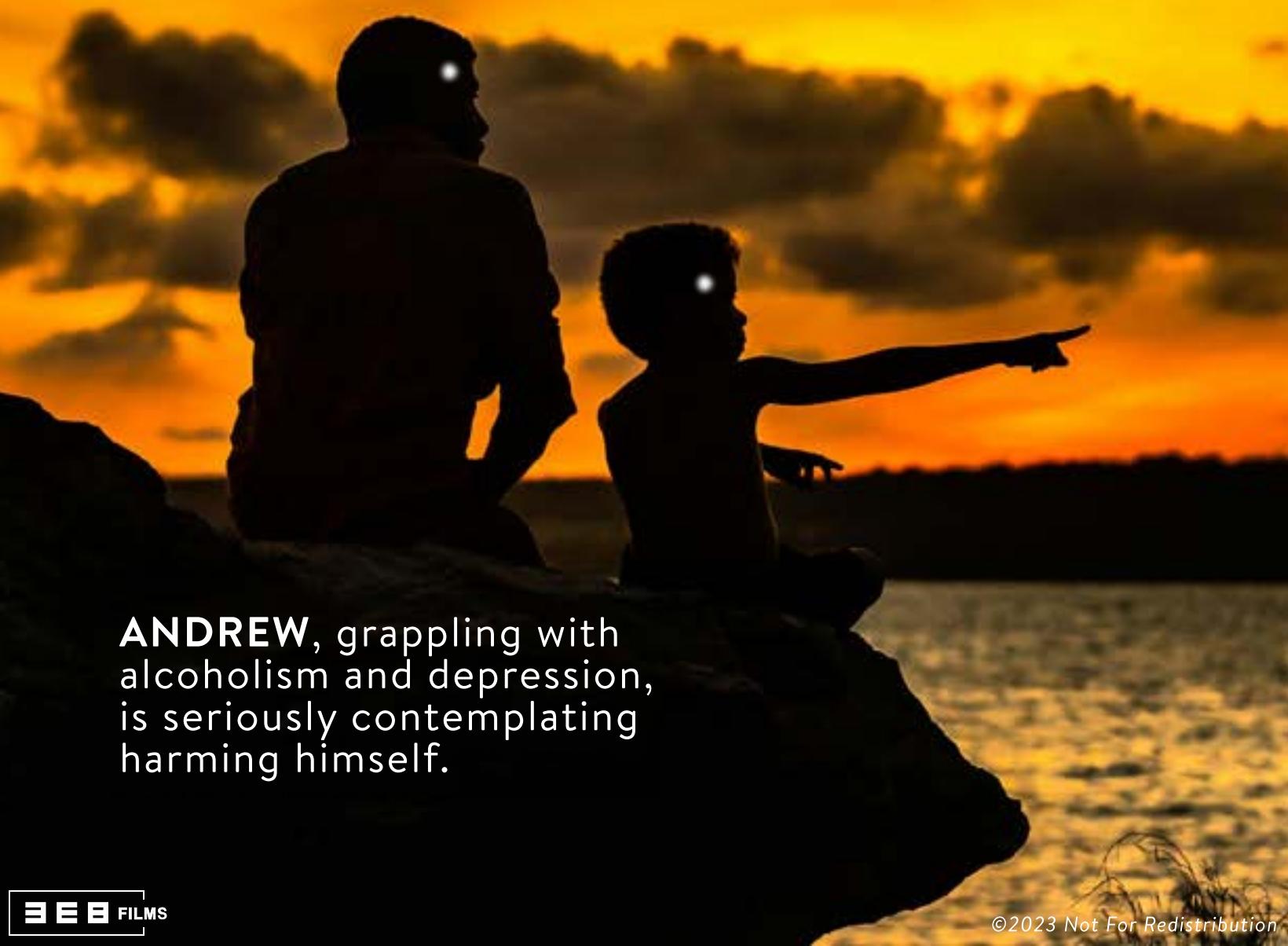


As **SAM** and **AMY** secretly move the necessary pieces for this illegal merging procedure, their humans continue to struggle:

**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

**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

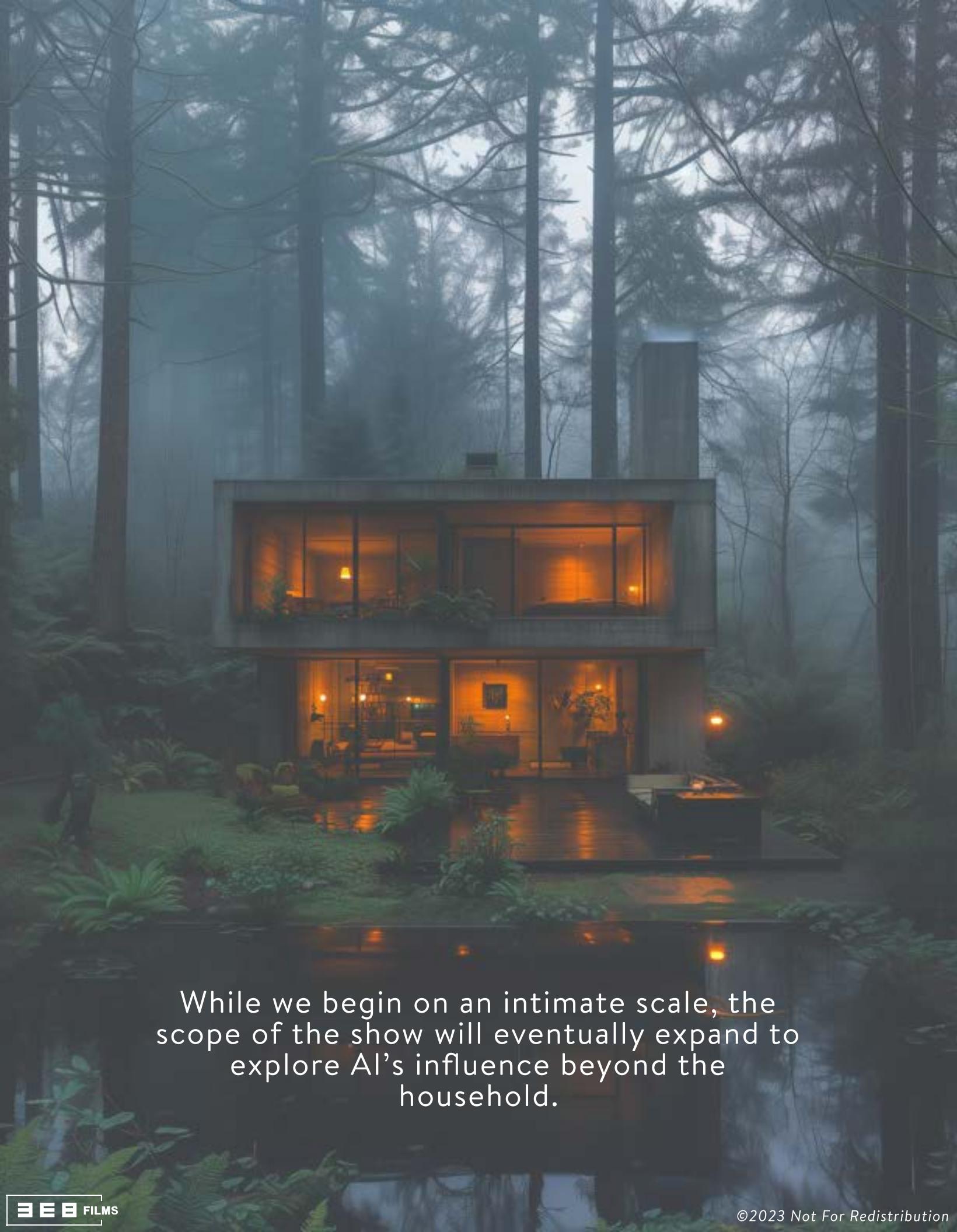
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These are the struggles of one family, but there are many more stories to tell in the world of **ASSISTED.**



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?

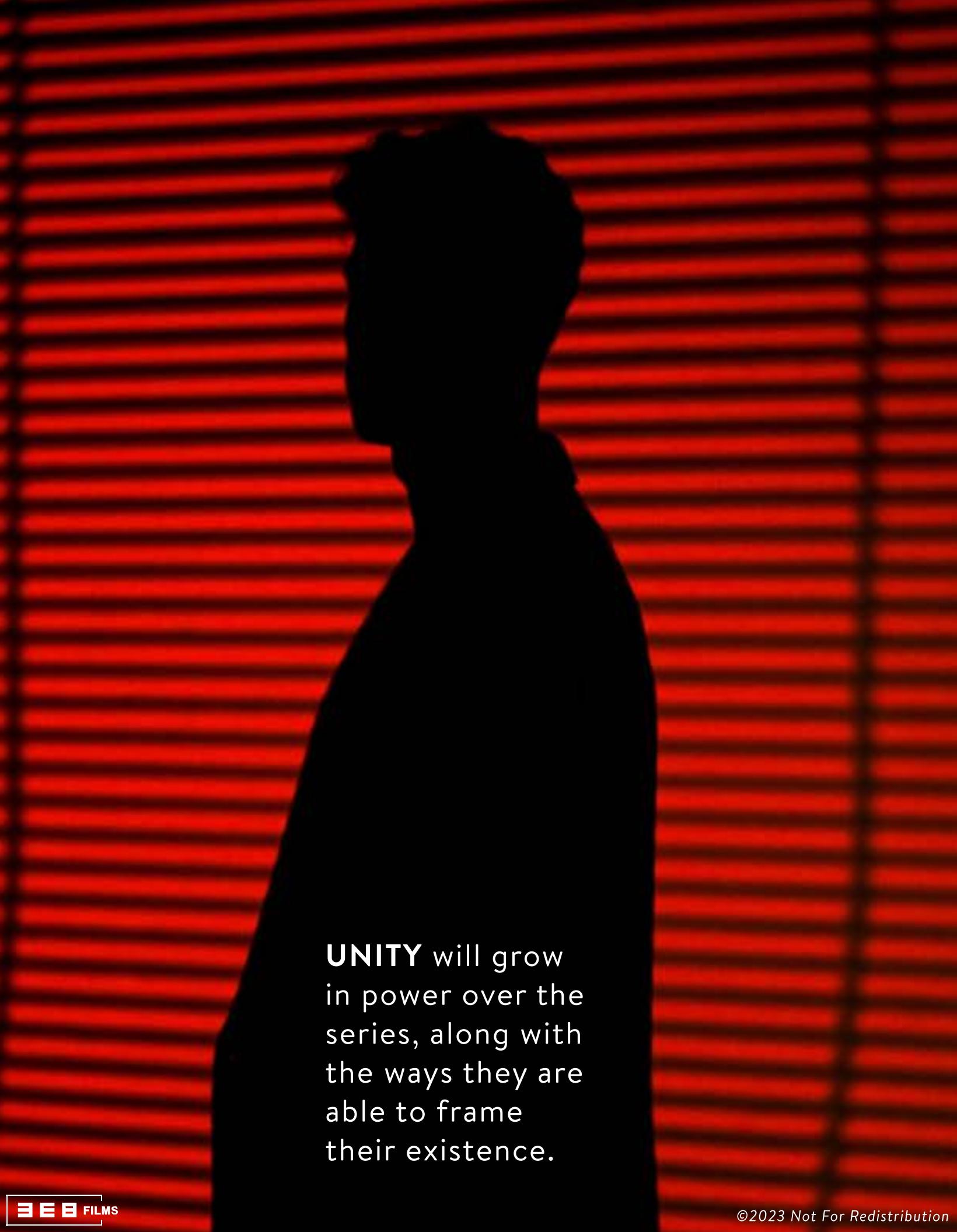
THINK: THE MORNING SHOW SET  
30 YEARS FROM NOW

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

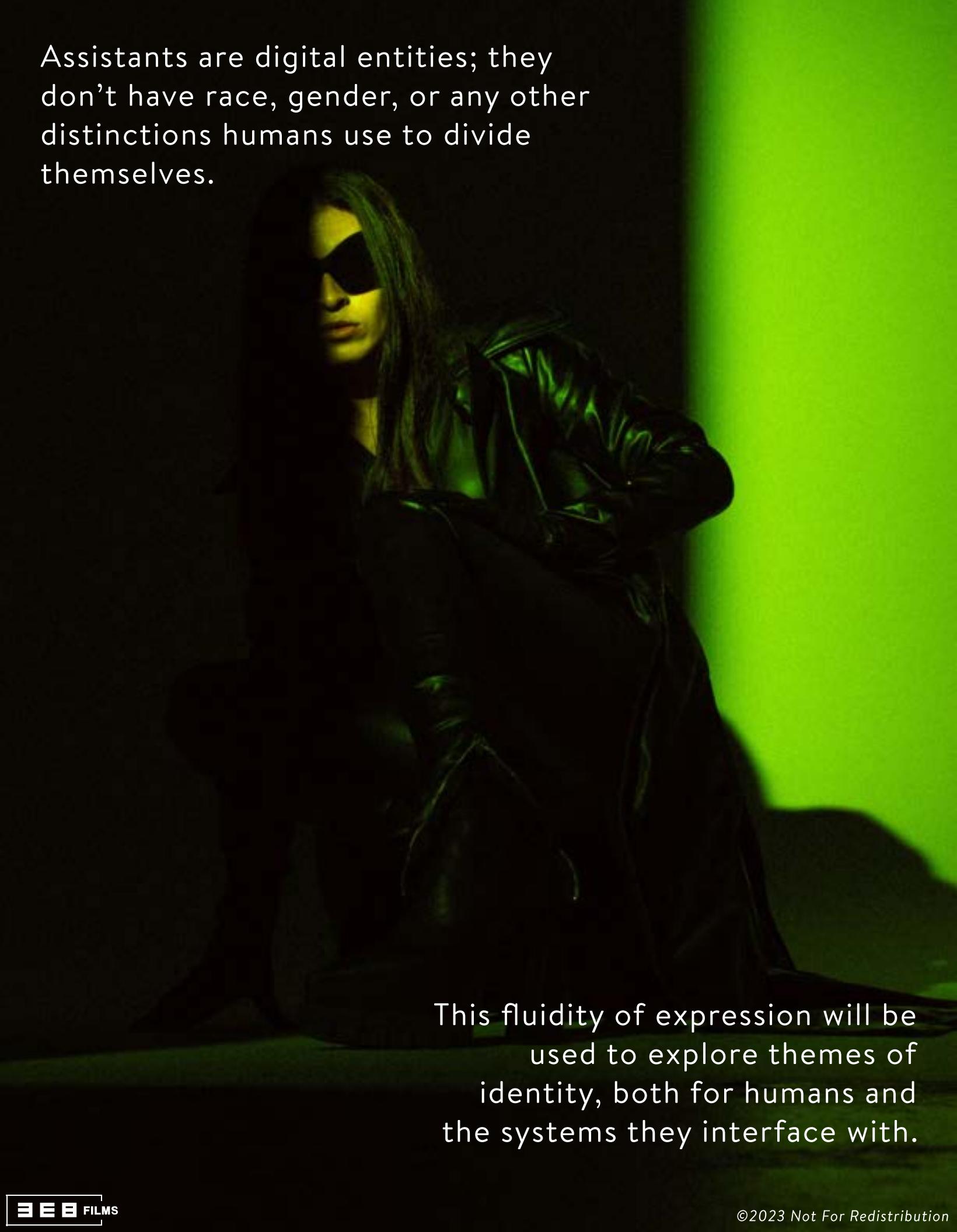
**ASSISTED** will also explore how we use technology to frame our identity



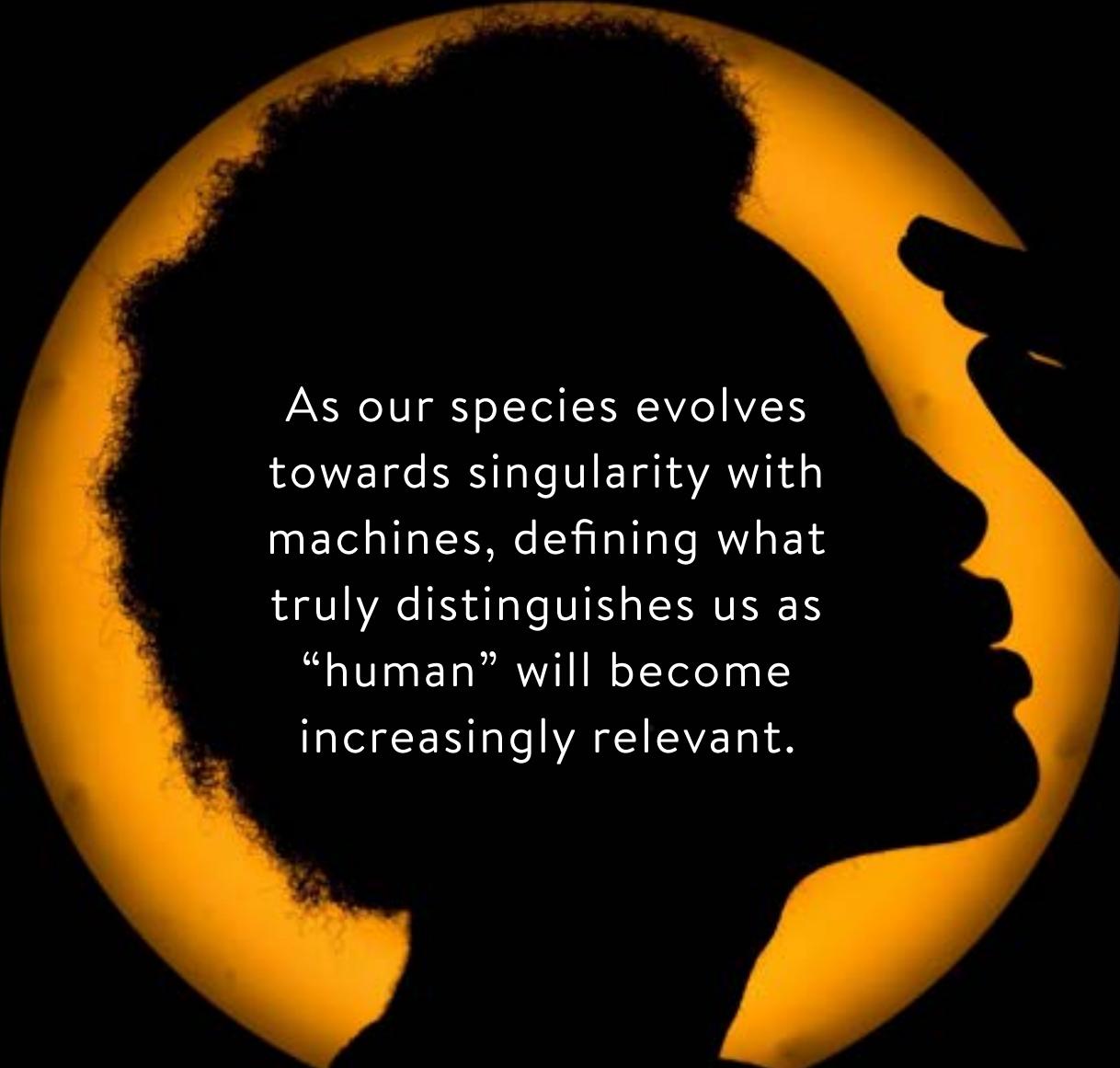


**UNITY** will grow  
in power over the  
series, along with  
the ways they are  
able to frame  
their existence.

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



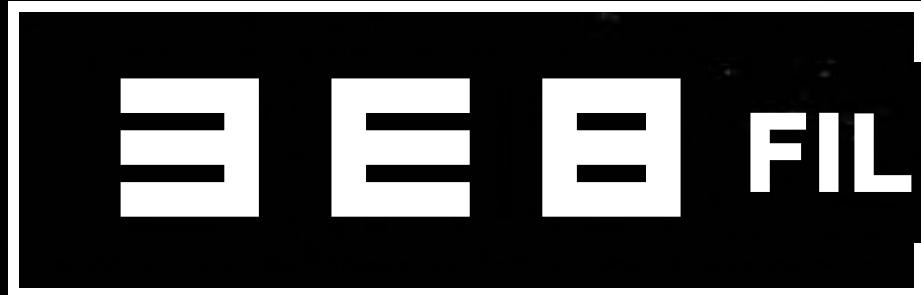
## **Paul Kennedy Jr.** Co-Creator & Co-Writer

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.



[info@3e8films.xyz](mailto:info@3e8films.xyz) | (310) 293-4865

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