Types of Manipulation (Version 1.0)

Central node: **Harvesting People**

Connected nodes:
- Dead People in Cemeteries
- Goa'uld (Stargate) / The Borg (Star Trek)
- Television Audiences
- Recruitment Agents Resourcing People For Companies
- Blackbirding (Slavery)
- Slavery / Slave Traders
- Genocide / Ethnic Cleansing
- Members / Subscribers to Websites, Clubs, Magazines, etc
- Queue of People Past Queen II coffin
- Followers of Religions
- Followers on Twitter, Facebook, etc.
- People Trafficking / People Traffickers
- People attending Concerts
- Customers Entering / Leaving Shops
- Hitler Arresting / Exterminating Jews
- Education Processing Students to harvest their results. Improve their Skills?
- Citizens of the Roman Empire
- Police Arresting Criminals
- The Many (PC Game - System Shock 2)
- Ambulance delivering patients to Hospitals.
- Religions using Missionaries to convert indigenous tribes
- Consumerism / Expansionism

Harvesting Money / Wealth

- Drug Dealers selling drugs
- Begging
- Shop Sales
- Passenger Fares (Transport)
- Tax (e.g. Income Tax or VAT)
- Income / Wages
- Rent Payments (Landlord / Tenants)
- Company Turn-Over / Profits
- Bank Robbery
- Fraud / Embezzlement
- Gold Digging / Panning
- Money Made Through People Trafficking
- Selling Resources Harvested from the surrounding landscape (e.g. Timber, Animal Fur, etc)
- Monopolies / Unions (Increasing overall wealth through merger of companies)
- Farmers Market (Buying / Selling Livestock
- Selling Products / goods
- Charity Fundraising / Donations
- Winning Scratch card / Lottery Prizes
- Buying / Selling Commodities
- Capitalism
- Door-2-Door Salesman
- Franchises / Brands

Harvesting Sounds

- Auditory Cortex (Processes sounds that have been intercepted by the Ears)
- Sound Mirror (Acoustic Early Warning System)
- Echolocation
- Ultrasound
- Ultrasonic (frequencies above the upper limit of the human audible range)
- Sonar (detection of objects under water by emission & reception of sound pulses)
- Ear / Eardrum
- Warnings / Alarms (e.g. Sirens)
- Listening to Music / Radio
- Listening / Responding to Animal Vocalisations
- Listening to Conversation
- PA / Intercom System
- Concerts / Theatres
- Listening to people singing / playing musical instruments
- Detecting an issue with a system due to the sound it makes (e.g. computer starts making a funny noise)
- Waterfalls / Howling Gales / Thunder
- Airshows (experiencing Noise produced by Aircraft)

Harvesting Objects

- Purchasing items sold in shops
- Obtaining Materials for craft projects (e.g. items purchased in hobby shops)
- Collecting wood for the campfire
- Picking up seashells on the Beach
- Collecting Driftwood and other items found along the seashore
- Purchasing Items on eBay or on sale in newspapers / magazines.
- House Clearance Companies
- Obtaining Components required for an electronic / mechanical Project
- Purchasing items in Antique Shops
- Purchasing items for use in creating a miniature train line in the Attic.
- Archaeologists Digging up Artifacts buried in the ground.
- Purchasing Indoor Furnishings such as Furniture, Ornaments, etc
- Museums Procuring Artifacts
- Squirrels Gathering Nuts
- Flintknappers collecting flint
- Birds collecting objects (e.g. Twigs) for use in nest building
- Animals Collecting & Caching objects such as food
- Collecting objects such as Teapots
- Removing clothes from the clothes line
- Finding Fossils in Rocks

Harvesting Resources

- Power Stations, Hydroelectric Dams, etc (Creating Electricity to be Harvested by Consumers)
- Reservoir Dam enables the collection and storage of Rainwater for use by the local population
- Steam from Steam Generators (e.g. saunas)
- Products to be sold in / purchased from shops
- Insulin produced by the Pancreas to lower blood sugar levels
- Beavers Harvesting Wood for Dams
- Uranium / Plutonium for the Nuclear Industry
- Birds Gathering Nest Building Material
- Delivery Van / Lorry Drivers (Transporting Goods)
- Iron for the Ships Hull
- Canal Boats & The Canal System (Transporting Goods)
- Timber for making furniture
- Animal Fur for making clothes / Animal skin shelters (E.g. Sioux Indians hunting Buffalo)
- Organic Materials (e.g. Plant Fibres) for Basketry / Weaving / Rope / Etc
- Leaf-cutter ants harvesting foliage to feed Fungus gardens.
- Materials for creation of Roof Tiles and Bricks for walls
- Bees Collecting Nectar from Flowers
- Calcite for shells / Sedimentary Rocks
- Petrol for motor vehicles
- Fabric for making Clothes
- Wool / Cotton
- Blood (Hospitals, Mosquitoes, etc)
- Methylamine (Breaking Bad)
- Plastic for making containers, packaging, etc.

Harvesting Statistics

Number of votes harvested by each candidate in a Governmental Election

Supermarkets collecting data on shopping habits / items sold / etc

Household meter readings / Billing information

Kilowatts of Electricity generated by fossils fuels, nuclear power, green technology

Company Financial Report – information on company performance such as yearly turnover / profits / etc

Incrementing steps on a Pedometer

Incrementing experience points in an RPG computer game

Data gleamed from analysing the Results of Student Exams

Big Garden Bird Watch (Counting number of each bird species spotted in your back garden)

Music Charts – songs with the most records sold in a particular week

Points scored by teams / athletes in sport-based competitions

Statistical information about a team's / athlete's performance during a contest and/or season (e.g. total number of match wins)

TV audience Figures

Number of tickets sold for an Event

Logging number of people passing through turn stiles

Harvesting Body Parts

- Bird Feathers for decoration
- Animal's skulls & antlers for head-dress
- Animal skeletons / bones displayed in museums
- Dead Animals for Taxidermy
- Palaeontologists digging up fossilized bones of Extinct Animals
- Chicken Drumsticks / Pork Chops
- Fish-hooks made from animal bone
- Animal flesh being consumed by predators
- Elephant Tusks / Rhino Horns
- Birds (e.g. Crows) removing eyes from dead animals.
- Animal Fur for making clothes / Animal skin shelters (E.g. Sioux Indians hunting Buffalo)
- Jeppers Creepers (Movie)
- Snakeskin Handbags / Crocodile Skin Boots
- Frankenstein's Monster
- Whale blubber/ Shark cartilage
- Hermit Crabs using other sea creatures Shells
- Animal Sinue
- Teeth for necklaces
- Organs for Transplantation
- The Phage (Fictional - Star Trek Voyager)

Harvesting Animals

- The Death of a Species which adds to all those that have previously become extinct
- Migration of animals into/from a given geographical area
- Scientists / Naturalists (e.g. Charles Darwin) recording newly discovered Species
- Dead Insects / Butterflies to go on display in a collection
- Stuffed Animals for display In museums / as ornamentation
- Buying Pets from Pet shops
- Animals to be kept in a Zoo
- Breeding domesticated animals to be sold as pets
- Dead Animals for Taxidermy
- NOAH (GOD's Animal Harvesting Guru) procuring animals to be put on Boat(s) (ARK)
- Horse Industry (e.g. Horse Racing) breeding / procuring horses
- Flocking of Birds into large social groups
- Filter-feeding whales feeding on dense swarms of krill (Euphausiacea)
- Turkey Farming for Thanksgiving & Christmas
- School of Fish (A large group of fish forming due to social attraction or threat from predators)
- Buying Fish for an aquarium
- Fishermen Catching Fish
- Invasive Species
- Sexual / A-sexual reproduction creating offspring
- Purchasing farm animals at the Farmers Market