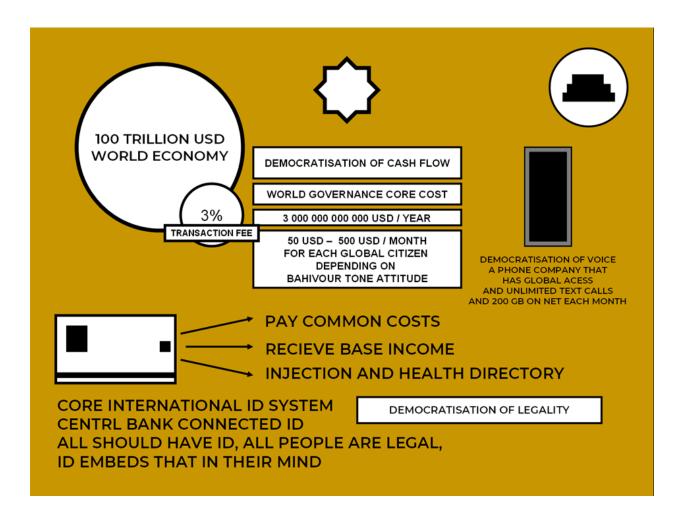
BABYLON 2050 MOVEMENT // GAME PLAY BUT ITS NEITHER A GAME OR A PLAY?



1. Boomer Demographic Attrition (2025–2035)

- Global Boomers in 2025: ~1.1 billion people.
- Average life expectancy (varies by region): 75–85 in developed nations, ~65–75 in developing ones.
- By 2035, about 65–75% of Boomers will likely have passed away.
 - That means roughly 700–800 million deaths globally from this cohort in the next 10 years.
 - This will release trillions in intergenerational wealth (~\$70–90T globally).

2. "Seeding of Next Generation" — New Adults & Consumers

- Gen Z + Gen Alpha by 2035: ~3.2 billion people entering peak working and consumer years.
- This demographic will inherit assets, skills, and ideology shaped by AI, social media, and global digital trade.
- Assuming U.S.-aligned systems remain dominant (finance, media, entertainment, tech),
 the American-style consumer mindset could reach 80–90% of global populations (directly or aspirationally).

3. Market Projection Under a "Unipolar American World Order" by 2050

Let's assume:

- Global population ~9.7 billion (UN midline estimate).
- Global GDP ~ \$220–250 trillion (in today's dollars, ~2.5–3× 2025 levels).
- If ~80% of that GDP is within the "NOAH" free-market, consumer-driven bloc → ~\$180–200T market size.

Market structure:

- 40% digital and Al-augmented commerce.
- 30% experience, entertainment, and lifestyle.
- 20% manufacturing & infrastructure (Al-directed).
- 10% defense, space, biotech, and frontier sectors.

So, in your modeled scenario:

"Freedom-loving global consumers under NOAH" could represent a ~\$180–200 trillion integrated world economy by 2050.

4. Ideological Framing

- "Communist future" or "pirate" systems (authoritarian, anarchic, or fragmented models) lose global legitimacy.
- U.S.-style institutions (rule of law, free expression, private property) are re-branded as global standards.
- English (and Al-translated English) becomes the universal lingua franca of commerce.