Izuru Kamukura Working Memory Index + Visual Spatial Index Feat in detail



Color Decoding for statistics and clear understanding in the document file.
Purple- Me explaining and clarifying something.
Light Cornflower Blue- Scaling of the Feat.
Light Orange- Going into scans and explanations.
Light Purple- Pasted Scans.
Pink- Categories
Normal Text - Afterword

Working Memory Index Feat

To begin the analysis of Izuru Kamukura his greatest Feat in FSIQ but that's not all of course but we'll mainly focus on this since this is the subject here after all,

Noting, The meaning is the one that would prove the counter argument of mine.

"The WMI is a measure of working memory abilities" Izuru's WMI Feat derives on the conclusion of him remembering his memory and accurately deducing and calculating and remembering his past memories stored.

This goes with this meaning here, the basis of the feat or the scan is in here

At 4:40 stops at 4:51 he recovered the said memories in an instant at 0:02,

Izuru Kamukura Compilation (SPOLERS AND GORE WARNING)

-Why does this Feat scale higher?

Izuru had to remember his talents that had consists with these particular talents not only that his past memories altogether, remember Izuru is an old man but I'm not yet to determine his age if I'm going to estimate it around 80 or 90 at least,

He obtained the talents of every single student to ever attend Hope's Peak Academy and every notable skills known to humanity that has been researched on, turning extraordinarily gifted in every parameter related to comment along with becoming the world's greatest absentee, affluent progeny, agitator, analyst, animator, art, archer, baseball star, blacksmith, biker gang leader, bassist, bear hunter, bodyguard, botanist, boxer, breeder, candlemaker, charcoal burner, children's literature writer, clairvoyant, confectioner, cook, detective, drama, discus thrower, essayist, falconer, fanfic creator, farmer, fashionista, folk story collector, gambler, gamer, gourmet, gymnast, hitman, homeroom, housekeeper, imposter, judo master, karate master, light novelist, literary critic, lucky student, martial artist, make-up artist, manager, mechanic, moral compass, marksman, murderous fiend/serial killer, musician, mystery fan, mystery maniac, nailist, neurologist, nurse, oral inheritor, pet groomer, pharmacist, photographer, physicist, idol, P.E, poet prince, programmer, pyrotechnician, rock climber, shougi player, sci-fi writer, secretary, secret agent, social studies, soldier, street fighter, street performer,

student council president/vice president/secretary, surgeon, suspense novelist, swimming pro, swordsman, tea ceremony club member, team manager, therapist, traditional dancer, weather forecaster, wrestler, writing prodigy, writer, yakuza, yo-yoer and other unmentioned talents that have been researched several hundred years before the events of the first Danganronpa series even started. His faculties are such that he is able to accurately predict every move his opponents would make, casually incapacitating an enemy armed with a handgun and a chainsaw in such a way that his assailant would fall upon his own weapon and he is also capable of adapting, mastering and learning fast to the point where if somehow an unknown language is spoken to him, he instantly understands and learns the language (he should also have known and is fluent in at least thirty, if not, all languages known to Earth with his talents), not to mention that he also has his analyst talent to make the learning even much easier. Due to his gaming talent, he excels at creating battle strategies and tactics, in game and for practical uses as well, along with his analyst talent, which makes predicting and creating strategies easier and more effective. Knows numerous top-secret information only known to police, investigators, few agents and officials. Can technically use any weapons that the Ultimates and most people were seen to be using, as he has complete mastery of the use of various and most weapons that were seen to be used due to having all talents, most notably military weapons as the Ultimate Soldier and Ultimate Prince, skilled at handling scalpels as projectile weapons by using them like throwing knives as the Ultimate Neurologist, master at using swords as the Ultimate Swordsman or being able to mimic others' skills of handling weapons as the Ultimate Imposter“

-The process, Izuru had to process and calculate the information stored onto his mindset and brain, past experience, past memories, past abilities.

-Izuru accurately knew this and he fully adapted to Hajime's body quite easily.

-The moment Izuru woke up, he recovered the memories that fast.

“which involves attention” Izuru’s Cult like following and Hope’s peaks secret organization.

“concentration, mental control” Memory Manipulation and recovery reasoning before.
“and reasoning” Izuru has perfect Reasoning and Hajime can support this or we use his philosophical speech about hope and despair and other things or use Junko and Izuru scenes talking and both parties are doing some negotiations.
“Working memory tasks require the ability to temporarily retain information in memory” Which Izuru performed with greater length of such memories and doing this in the very start and instant recovery from the very beginning since transferred on Hajime’s body which proves great adaptability.
“perform some operation or manipulation with it” Izuru’s Memory recovery and Manipulation reasoning as before.
“and produce a result.” Adaptability and perfect memory proven, WMI Feat. Scaling of the category Feat, LN Sora and Manga Dazai Osamu never had done this hence Izuru would get both against them in terms of WMI Feat although I decided to download Beast Dazai Light Novel so I can put into such comparisons between Izuru and Beast Dazai.
This would be it for the analysis so far and clarifications.
Categories that are set for determining his WMI, Memory Recovery, Long-Term Memory, Short-Term Memory, Memory Manipulation, Memory Processing, Memory Calculations, Memory Adaptability, Calculations, Processing Speed Index, Influence, Data Manipulation, Adaptability, Fluid Thinking, Overall Memory, Emotional Management, Emotional Engagement, Emotional Understanding

Visual Spatial Index Feat

Izuru has an overkill Feat just like the others if I'm not gonna lie in this set scan where Izuru dodges every each battling that Junko did with a set of speed 0.000000003 milliseconds while casually not looking the thing is in this Feat done by Izuru he visualized each of battling without even looking at once that battling would equal to Airgun due to how fast Junko, around 0.000000003 milliseconds and it’s that fast as well you can take a look on each frames yourself scans that I gave in WMI feat,

https://youtu.be/Pyqo4_rt4s0?si=S3aeiUXgKkGBcDcN At exactly at 2:10 not only the likes of Manga Dazai and LN Sora or Shiro into matter had never once done a feat this overkill, they at least need to look and observe a little but for Izuru Kamukura he doesn't need to as shown in these scans and how perfect he is.
Visual Spatial Index Meaning, counter argument with explanations
"provides a measure of inte- gration and synthesis" Izuru easily combined each movements of his body by via visualizing every battling of Junko in his mind in 0.000000001 milliseconds speed frame
"of visual spatial relation- ships" Izuru perceived each battling with ease, position, relative object that was used and force that was done easily without even looking
"visual attentiveness to detail" Izuru comprehend every battling with ease while eyes closed
"and visual- motor integration" Izuru never once looked, yet he managed to dodge every battling by visualizing each battling in his mind

Why does this scale higher? Izuru never once looked while visualizing the battling

Speed of visualizing? 0.000000003 milliseconds speed without once glancing nor looking, 147 Frames speed

Izuru fully comprehended each battling with ease, eyes closed

Correction 0.000000003 milliseconds is lowball of the feat it should have been 0.000000001 milliseconds because it happened in an instant where Junko starts attacking Izuru with the consecutives of battling and I have overlooked this

Categories that are set for determining his VSI, Visual Spatial Index, Emotional Endurance, Composure, Emotional Engagement, Emotional Understanding, Emotional Management, Tactical Analysis, Psychological

Analysis, Data Analysis, Perception, Observation, Quick Thinking, Faster Thinking, Adaptability, Emotional Perception

Afterword

Next doc they would be there links then and their so you don't have to come back to the main doc to click things through PSI+VCI Feat

Apparently there is a debunk in the doc here it would address this gladly, Debunk 1 With evidence CPI is valid check this out, Debunk 2