

Interview transcription and field notes

Note on Interview Data Availability

Due to ethical and privacy considerations, the full transcripts of the interview data collected during fieldwork at the Vertigo Eco-Art Village and the Centre for Innovation in Dance Technologies (CIDT) cannot be made publicly available in an open-access repository. However, anonymized excerpts or complete transcripts may be provided upon reasonable request for academic or research purposes, subject to review and approval by the research team and adherence to informed consent agreements.

For inquiries, please contact the corresponding author.

Further field notes on VR, AR, AI and Big data that were a subject of intense discussion during break in the field research interview and elsewhere are provided below.

Metaverse (Hebrew death)

Best is HTC Vive Gear / you need a space
in a Oculus you have 3 square
astound space the trackers are already built in
the Head set |
there is a cube
Hologram state in metaverse
Met Open space
(multiplayer game) { in VR
realism
is important
to achieve
experience
close to
real
life

World of Warcraft (strategy game)
Dota war (lay (special scenic))
Grand Theft Auto (GTA) there is a lot
of AI and a lot of possibility
(closed space in VR)

Random thing (everything is repetitive)
VR is just a video game (you
are in the game (you are the avatar))
In 2D (you can play comfortably)
stay more than in VR (360)

In the same height
and the same location

3D mode of the exact mode of the table and advance of reality in: meaning we can simulate

and I want to face this table in VR. You can enter VR to same location

It is real & linked software in terms of the senses

there is one way in which to feel

(if you think your brain you can feel it)

I a bit like the tables and I can't feel it in VR => (there is one way in which you can control your senses and the

Hardware & Software

is physical

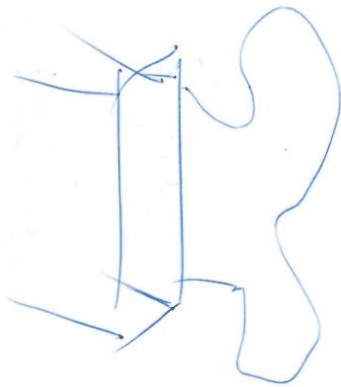
if we bring a small ball you can minimize this reality & there is no limitation to this.

it is an advantage

C

height / movement / waking

Improved Immersion.



Crane Simulator
in the software /
and it has to do
with the simulator
skills about the
scale /



chip is

- intelligence
- Affirmation
Enhance
to breathe

15 minutes

The Limitations of the
hardware

is there anything that you cannot
simulate? in VR (consciousness)

{ User experience in real world
and VR }

AI Character (Robots etc)
that you

The metaverse

The avatars are real.
They don't care about rea-
lism. it is all about inter-
action such as shopping

(second life)

lecturing & any
kind of social activity.

The hardware is
the problem

What are the problems

- * weight
- * size
- * methods of wearing the headset
- *

The limitations of VR

Software / capacity of the developer
for: the engine you are
using. (photoshop)

A.I. (Unreal engine
the matrix)

(decision-making inside a game) AI

