
UNIVERSITY OF THE PEOPLE

ENGL 1405-01 World Literature - AY2024-T2

Learning Journal Unit 4

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In the science fiction story "2BR02B", virtual reality is presented through the mural painting depicting an idealized vision of the future - "The Happy Garden of Life." This mural acts as a kind of virtual escape for the people viewing it, transporting them visually into an imagined perfect world. Similarly, modern virtual reality technology allows people to immerse themselves in simulated three-dimensional environments.

However, while the mural painting only provides a static visual depiction, modern VR uses stereoscopic displays and motion tracking to create an interactive experience with a sense of presence in the virtual world. Additionally, the story's mural acts as more of an artistic representation, while modern VR strives for maximum realism through advanced computer graphics and physics simulation.

So while the basic premise is similar - using technology to transport and immerse an observer into an alternate visualization - the execution differs significantly between the static two-dimensional mural of science fiction and the dynamic, interactive simulations of cutting-edge modern virtual reality systems. Still, it's interesting to see how sci-fi often presages technological advances, even if specifics differ. The creative visions of science fiction writers seem to often precede and inspire real-world tech innovation toward those imagined capabilities.

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Reference:

Kurt Vonnegut, Jr. (2023). The Project Gutenberg eBook of 2 B R 0 2 B, Gutenberg.org.

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