Is Player One Really Ready?: From Text to Sword Art Online and the dangers in between

This essay is far less technical than others you can find in this blog. It's a continuation of sorts to [Digital Storytelling: Conclusion: Are we ready for the change?](#) and it may hit in areas of cyber (online) anthropology and sociology more than the technology itself. It draws a lot on the work of Sherry Turkle and some on the early works from Cyberspace: first steps.

We relate to our technology and devices better than we related to people around us. If you have dinner with friends, check how many phones come out of pockets or purses and how much the people around them use their devices. If you're at a conference, particularly a technical conference, check around you and see how many people are actually at the conference, how many are coding or doing other work-related things and how many are just surfing the web or doingg something unrelated to the conference.

The computers and the networks have changed but our desires to isolate ourselves have not... If nothing else technological tools have facilitated the isolation, even when we're in each other's company

how does this change when

Links, sources, ideas

- [Hikikomori](#)

- Where we've been

    - The '60s and 70's
    - [A BRIEF HISTORY OF VIRTUAL REALITY AND ITS SOCIAL APPLICATIONS](#)

- [The Lawnmower Man](http://www.wikiwand.com/en/The_Lawnmower_Man_(film)

- Places Then

  - [MUDs](#)
    - Like Magic, Only Real (Fanderclai in Wired Women)
    - [Tapped In](#)
    - MUSEnet and MicroMUSE
  - Habitat
  - The WELL
  - Tech
    - [VRML](#) and [X3D](#)
    - [Virtual Boy](#)
    - [Sega VR](#)

- Places Now

  - WOW
  - Second Life
  - STO
  - VR in the most unlikely places
    - VR in the military
      - SIMNET
        - [Wikipedia](#)
        - [An Insider's Perspective](#)
    - [Virtual Reality and the Military](#)
    - [Virtual Reality and Education](#)
    - [Virtual Reality and Healthcare](#)
    - Virtual Reality in architecture
    - [The Rise and Fall and Rise of Virtual Reality](#)

- Places in the future

  - Growing up digital
    - Difference between digital natives and digital immigrants
  - Where we could go
    - Virtual Everything
      - Social Aspects
        - We are used to it
        - Kids entering college in 2015...
    - [Sword Art Online - ソードアート・オンライン](#)

- - - Nerve Gear: Both near and far
    - Can we make Sword Art Online Today?
    - Death in Sword Art Online (What Can we Learn From It?)

- Books, papers, articles, sites, long etc

  - Michael Heim
    - The Erotic Ontology of Cyberspace
  - Sandy Stone
    - Will the real body please stand up?
  - Amy Bruckman
    - Zagal, Jose and Amy Bruckman (2010). "Designing Online Environments for Expert/Novice Collaboration: Wikis to Support Legitimate Peripheral Participation." Convergence 16:4, 451-470.
    - Zagal, Jose and Amy Bruckman (2009). "Novices, Gamers, and Scholars: Exploring the Challenges of Teaching About Games." Game Studies 8(2).
    - Bruckman, Amy (2006). Teaching Students to Study Online Communities Ethically. Journal of Information Ethics 15:2, 82-98.
    - Kraut, Robert, Judith Olson, Mahzarin Banaji, Amy Bruckman, Jeffrey Cohen, and Mick Couper (2004). "Psychological research online: Report of Board of Scientific Affairs' Advisory Group on the Conduct of Research on the Internet." American Psychologist, 59(4), pp. 1-13.
    - Hudson, James M. and Amy Bruckman (2004). "'Go Away': Participant Objections to Being Studied and the Ethics of Chatroom Research." The Information Society 20(2), 127-139
    - Hudson, James M. and Amy S. Bruckman (2004). "The Bystander Effect: a Lens for Understanding Patterns of Participation." Journal of the Learning Sciences 13:2, pp. 165-195
    - Bruckman, Amy (2002). "Studying the Amateur Artist: A Perspective on Disguising Data Collected in Human Subjects Research on the Internet." Ethics and Information Technology 4:3 (217-231)
    - Berman, Joshua and Amy Bruckman (2001). "The Turing Game: Exploring Identity in an Online Environment." Convergence, 7(3), 83-102

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- Bruckman, Amy (1998). "Community Support for Constructionist Learning." CSCW (Computer Supported Collaborative Work: The Journal of Collaborative Computing) 7: 47-86
- Bruckman, Amy and Mitchel Resnick (1995). "The MediaMOO Project: Constructionism and Professional Community." Convergence 1:1, pp 94-109
- Bruckman, Amy (2004). "Co-Evolution of Technological Design and Pedagogy in an Online Learning Community." In Designing for Virtual Communities in the Service of Learning. Editors:Sasha Barab, Rob, and James Gray. Cambridge University Press
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- Bruckman, Amy (1997). "MOOSE Crossing: Construction, Community, and Learning in a Networked Virtual World for Kids." PhD dissertation, MIT Media Lab. Advisor: Mitchel Resnick
- Howaard rheingold
  - The Virtual Community: Homesteading on the Electronic Frontier (1993)
- Ernest Cline
  - Ready Player One
- Sherry Turkle
  - The Second Self: Computers and the Human Spirit
  - Life on the Screen: Identity in the Age of the Internet
  - Alone Together: Why We Expect More from Technology and Less from Each Other
  - Simulation and Its Discontents