

Chris Korkos

LTWR 121 – Media Writing

Professor Freilicher

Manifesto

Dear Reader,

It is *The Cave*'s goal to delve into social and cognitive trends surrounding internet, gaming, virtual and augmented reality, and other modern media. Technology stitches implicit social cues and invisible digital presences into a world we don't consciously perceive, yet one that constantly affects our development. Every app and game, every like and update manipulates our psychology to reflect their input and output of stimuli.

Plato's allegory of the Cave theorizes that forces outside our perception shape our knowledge and behavior. In the story, three people are raised in a pit in a cave. The wall rising high above them hosts light from the outside world, broken by the movement of objects or the setting sun. This is the only world they have ever known – light and shadow, shape without depth or color. Nevertheless, this greater world influences their perceived one – even indirectly.

Each successive generation of technology brings its audience's divisive stances – ranging from utopian dreams to dystopian fears. To address those that will inevitably come with recent advancements, we will host regular contributions from professionals in programming, visual and interaction design, psychology, neuroscience, and more. We will also feature interviews with industry and research veterans, who will offer insight into the far-reaching effects of such fields.

With every step forward, we introduce to society new advantages and new perspectives. We change with our own creations, overcoming hurdles that didn't exist before their inception and taking on new behaviors that reflect the influence they have on our minds. *The Cave* will illuminate these changes and discuss those to come, revealing the world that lies just beyond our conscious thought.

Sincerely,

Chris

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 - Translating Space
 - How do we learn to navigate spaces? From the Oculus Rift to eating dinner, explore the inner workings of our neurology in the perception of our virtual and physical selves.
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 - Virtual reality has existed as a concept for decades, but – through cheaper processing power and more immersive graphics – has only recently become popular. Explore the history of virtual and augmented reality, their current applications in society, and what they may one day become.
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Demographics

- Ages 16+
- All races, genders, classes welcome
- Education not necessary, but a plus; readers should have experience reading science magazines or news articles
- A general interest in programming, design, video games, augmented/virtual reality, research, psychology, or cognitive science (no experience required)