

I'm content with who I am -online

Electronic gaming is the single most popular pastime, providing endless rewards for bite-size challenges at hardly any risk. The recent explosion of online gaming communities has added a social incentive to life in the virtual world. This research explores the divided attitudes towards virtual life: Why do people spend so much time online, to the point of abandoning the “real” world? Why do people look down on the virtual world, discounting it without having experienced it? Marc van den Berg has constructed a VR-experience that brings the opposing views closer together by highlighting the riches of the virtual world, and the cost at which they come.