Ready Player One – Evolution of VR

Don’t take me wrong, I like nothing about the movie (or the book) except for its excellent world building and imagination: VR acting not as a type of immersion or medium anymore, but as A REALITY (or THE reality for someone). This is the unique power of the medium virtual reality, the power of evolving into a medium allowing the mind to be separated from the real body. However, when I say separation I mean reconstruction. In reality the body has to follow a set of rules (mostly physics rules) set by an upper force, or our simulator(creator) according to the Bostrom Theory. While in virtual reality we are the creator of the world and the body in it has to therefore follow our own rules, thereby VR not only achieved total mind-body separation, it also reconstructed the body, allowing people in VR to do whatever the mind wanted under the set of rules we created. We became the creator in ourselves.

Think about this, Bostrom Theory argues that we are highly possible to live in a simulated reality while we ourselves, in the very foreseeable future, can actually build one with virtual reality technology and at the same time transmit our own consciousness into it. For now there are simply too much constraint in the technology itself to make it a possibility, but no hardware problem cannot be solved with time, right?