

Ethic issues in health and gaming.

→ VR. virtual reality. (separated).

AR: virtual features.

deeper types of manipulation.

finger print. → biological harm.

(another type of privacy). → surveillance.

VR therapy.

Social impact of VR gaming.

what possibility do you need people to do on the virtual environment?

what's the relationship between people and VR avatar?

Reality of the Virtual Place.

AR: glass AR.

filters &

seeing is believing? → potential ~~risk~~ shifted.
(potential bias).

property rights. → public places become not that public anymore.

Deepfake. losing trust in reality.