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11/30/2020
Project 3 - School's Out

Throughout this project, it helped me answer a lot of questions that I have had back when I was younger. I always wondered how games were built and how programmers made it so that we could interact with certain objects within the game. I learned that each interactable object has a script behind it. You can also think of it as everything you cannot interact with does not have a script. So if you were to click a gate that you cannot pass or a door you cannot open, it either does not have a script to do anything or you have not unlocked the ability to do so (fully dependent on the game and the developers).

I think learning to interact with people and objects in a purely synthetic world is very interesting. One awesome thing about virtual reality is that you can make it as real as possible. Many times we want to experience going somewhere or doing something, but we do not have money or time sometimes to go. It was one thing that always made me think about while taking this course. People are always connected to the internet. Virtual reality is a way for people to get together and interact with one another, so why not make more active games and experiences for this type of interaction? Of course, I do not believe that this could ever replace reality and going somewhere in real life to do something, but it is a new experience for many people.

One great thing about a purely synthetic world is the ability to not have any consequences. For example, if you are someone practicing to be a doctor, there already exists technology that allows you to interact with realistic simulations that a normal doctor would in real life. They would be able to perform surgeries, do physical checkups, or apply braces if you are a dentist.

In a purely synthetic world, we can reach more people. For example, in our Putting it All Together project, we asked ourselves what we would do to innovate the museum experience. We had ideas such as holograms that would activate when someone was in the boundary of the exhibit, and we also talked about having a fully virtual reality museum tour. For example, someone from home would have a headset that would allow them to "tour" the museum by walking around and buying merchandise if they wished. This would avoid traffic, lines, and having to wait for many other things that you would for in a museum. This would be especially beneficial if you as a person cannot travel to a museum that you wanted to say if you lived in the United States and wanted to go to Europe. You would be able to just put on a headset and pay a fee in order to experience the museum at full realism. '

Overall, I believe that synthetic worlds would be a great way of introducing a new type of experience for people all over the world who cannot go because of time or money. It would be a new way to show people things they have not been able to see or experience in their lifetimes.