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ART 106

Durie

Chapter 3- First summarize the major elements of this chapter for yourself and write them out in essay form.

Specifically write 1 to 2 paragraphs of description using complete sentences. Go to the [Documentation](#) page for more information on how to organize your website with the reading assignment.

Chapter 3: Plastic Brain, Hybrid Minds elaborates and provided experimental examples of how a human brain (one of the most complex organ in the body) stores information overtime in ones lifetime and knowledge of how to use specific parts of a body as it gets accustomed to a particular task can be altered and reconstructed with the right kind of sensory stimulation. The brain stores repetitive information or actions and register them in its biological database as if labeling each file and organizing them for future use. The mind anticipates and responses based on the familiar knowledge; however, in this Chapter, it was proven that the brain, although very structural, is also responsive to the environment and is transitory. Senses and reactions could be negotiable if manipulated by some mind tricks.

Q1. Related to the text descriptions of how our senses work with our brain, explain your experiences where your senses have momentarily misled you or someone you know. Give examples of this.

An example of how my brain misled me was when the times I wasn't wearing my eyeglasses. There were occasions when I see silhouettes and made me feel like something was there when there wasn't. I once saw a silhouette of a lady's face looking at me from a far, but I found out it was just tree branches.

Q2. What does the 'The Early Adopters Dream Technology' example on page 80 and the mangrove analogy starting on page 81 say about the role of language and its relationship to thought and meaning. Do you agree with the Authors assertions. Whether you agree or not, please explain why.

The initial vision of "The Early Adopters Dream Technology" was to create an intuitive resource of knowledge which humans can easily access and share. It would allow our minds to systematically process information and therefore makes us think faster. However, the downside

was if the brain muscles are to rely on stored data, it would make our brains stagnant therefore not be able to evolve through critical and creative thinking.

I do agree on both points if there is an equilibrium between the two. There are instances that we can benefit from a quick and accessible information (as we depend on Siri or Alexa for example answers); however, the mind has to constantly evolve, adapt, critically think, reason, create and so forth, to continue living. I find brain muscles stretching as I play a Rubik's cube or by simply reading.

The analogy of the mangrove claims that the language precedes knowledge, as the mangroves precedes the islands. I agree with this argument as I observe my 2 1/2" year old bilingual son construct complex sentences everyday. As he discovers his world around him, the words that he utters become a foundation of his cognitive development.

Q3. The Ideas of 'meta learning' (page 67) and constructive learning (page 83) are brought up in this chapter. What do these 2 ideas have in common in terms of the process of learning and using information and memory. Please elaborate your thoughts on how you can 'learn' something from this.

Both meta-learning and constructive learning describe the fluidity of the brain in adapting and expanding as it process new information or knowledge. The base knowledge or memory makes room for new information or skill and reconstruct to store new data which leads to further evolvment and development of the brain.

Chapter 4 -- First summarize the major elements of this chapter for yourself, and write them out in essay form.

In summary, *Chapter 4 Where Are We?* elaborates the idea of the brain's boundaries and perception as the extension or auxiliary to our physical locations. Our mind doesn't need to be where the physical body is. Human brains have the capacity to have a telepresence in a different, distant, or virtual location. You can be anywhere where your mind is. That is the concept of this chapter.

Q1. What are the 2 main components of action discussed in the book, that is required for Telepresence to exist and function properly?

The 2 components of action is the shifting or the “flipping back and forth” between the local and distant locations or the connection between the physical and the multi-sensory virtual representation.

Q2. What form of Telepresence do you think you have experienced? If you have not. What was the closest to it, and what was missing for it to be not be telepresence?

The closest telepresence experience I had was the ride at Disneyland’s “Soarin’.” In this ride, we were buckled and suspended on the air as in we were riding in an air craft. The surroundings are dark, and there was a bigger-than-life screen in front of us. A video beautiful landscapes being seen from above was being played while we were experiencing different sensory stimulations to make the experience more realistic, as if we were flying over those landscapes. There were wind effects, mist spraying on our faces, scents of meadows, sounds of crashing waves and birds, and our seats rotating and swinging in the rhythm of the wind and music. The moment our seats were lifted and the video on the large screen started playing, I was transported to those landscapes and I truly felt like soaring high. What was missing was the experience to control anything. I was teleported in the virtual, but I wasn’t contributing much or doing anything to be a part of the situation.

Q3. Speculate on what other mechanics and sensory modalities that are based on Telepresence ideas, might be possible. What other ways can we be 'displaced' in their perception of where they are and what they can do.

Tactile sensory or the ability to sense textures and surfaces virtually. We can be displaced but still have the ability to feel physically from a distance.

For example, Tamiko Thiel's AR/VR installation *Beyond Manzanar* made me feel sensitive to virtual reality space because of the surreal images and audio that shows the misery of being inside the Manzanar Internment Camp.