

Social Implications of VR



Goals

1. Status quo and stakes
2. Positive implications
3. Negative implications

Introduction



Status Quo

- Technology plays a significant role in development of culture and social interactions
 - ▷ Particularly mobile technology





Why does it matter?

- AR/VR is trending towards becoming more mobile
- Industry is taking social AR/VR experiences seriously





Some Things to Keep in Mind

- The AR/VR applications that may have the most social impact are those that can be integrated into daily lives

Positive Implications



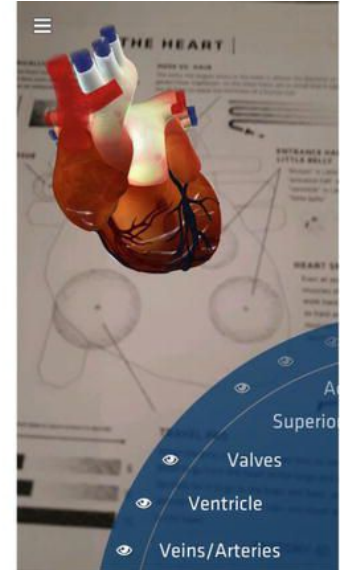
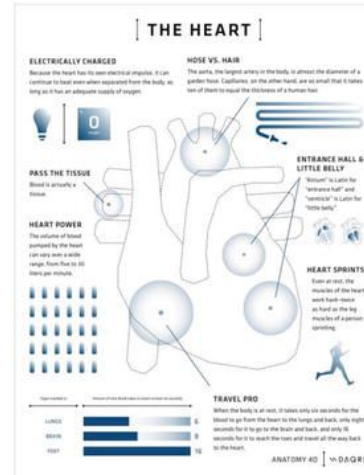
Education

- Cheaper opportunities for interaction
- More equal access to educational resources





Some More Examples





Emotion and Connectedness

- What does it mean to be 'far away'?
- AR/VR is more intimate than current means of distance communication
- Question: Is this a good thing?





Risk-Reducing

- Allows for experiences that would otherwise be dangerous to replicate in the real world
- Will this save lives or leave people wanting more?





Bias and Empathy

- How can AR/VR affect implicit bias?
 - Full control over your avatar
- Literally putting yourself in someone else's shoes





Workplace

- Can AR/VR improve focus and productivity?
 - Full control over your senses = limiting distractions?
- Can change what it means to work remotely

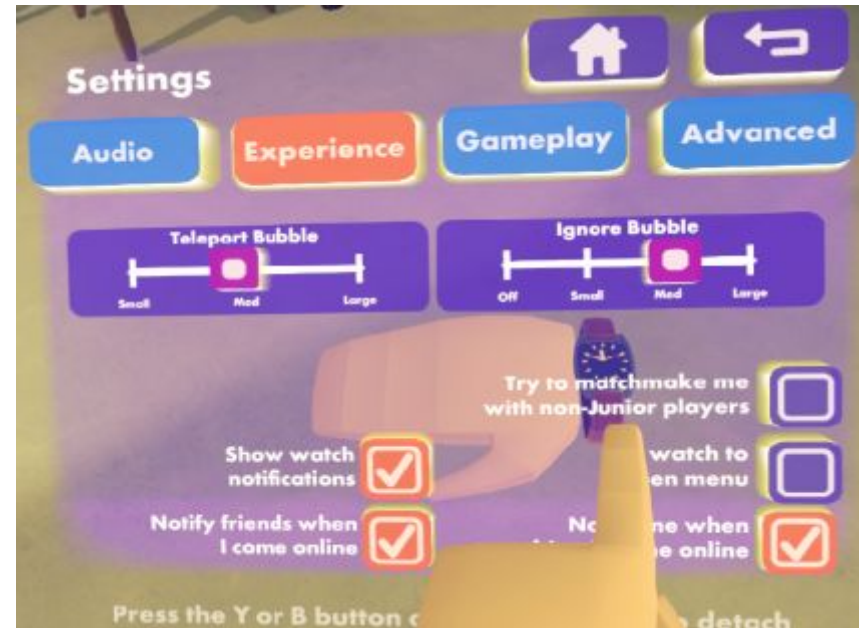


Negative Implications



Cyber-bullying

- More intimate control over sensations
 - Online and anonymous
- Case study: VRChat
- Possible solutions?
 - Rec Room





Escapism

- If the virtual world is better with more stimuli, why bother with the real world?



Attention

- Information overload
- Could this have a long lasting effect on ability to focus?





Logistics

- All homeworks and labs are done!
- Please submit a final project proposal by the end of class.
 - ▷ <https://forms.gle/Mc6D1qhwvw4awypr7>
- Project Examples next week :)



Unity Workshops / Lectures

- Unity Animation and Rigging
 - ▷ https://docs.google.com/document/d/1RB-4TUQqT0ubwQy5msjfloDr9YYZhxm_r_3iHcZZLMe8/edit?usp=sharing
- 3D modeling with Maya
- Photon multiplayer

Upcoming Special Events

- Speaker from Unity
 - ▷ Any topics/questions you want to ask?
- Niantic Workshop (maybe)



Project Prompts

Themes:

- I. **Education:** Remote Learning
 - A. How can AR assist in remote learning?
 - 1. Think from both the student and teacher perspective
- II. **Social:** Connecting with one another
 - A. AR Snapchat, sharing AR experiences
- III. **Recreation:** Games
 - A. What interesting game experiences can you create with AR?
 - B. Does AR actually enhance the user experience?
- IV. **Utility:** Tools
 - A. Can you use AR to provide some new useful tools?
 - 1. [Ikea furniture estimator](#)
 - 2. AR measuring app

