English II

# Virtual World

## A Plausible Future of Mankind

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Try and conceptualize one day enduring an indubitable virtual world controlled merely by electronically analyzed thoughts that activate particular electro-neurons in your brain. It is becoming increasingly possible to bring into existence another world in which humanity may one day reside in, thus drastically modifying the way we abide each and every day.
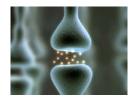
A virtual world is an online community that takes the form of a computer-based simulated environment through which users can interact with one another and use and create objects. (Bishop). In a virtual world the computer accesses a computer-simulated world and presents perceptual stimuli to the user, who in turn can manipulate elements of the modeled world and thus experience a degree of telepresence. (Begault). Several examples of virtual worlds already exist in MMORPGs (Massive Multiplayer Online Role Playing Games) use real-time actions and communication. Players create a character that travels between buildings, towns, and worlds to carry out business or leisure activities. Communication is usually textual, but real-time voice communication is also possible. The form of communication used can substantially affect the experience of players in the game. (Thompson)

There are numerous scientific theories that suggest humanity one day abiding in a network-based virtual world. One particular experiment designed by Dr. Morgan Cerf involves patients with severe narcolepsy. While undergoing introspective brain surgery, surgeons implanted sixty-four electronic neurons into the patients' electronically monitored brain.  Each patient then underwent experimentation involving visual presentations of multiple pictures. When a patient was shown a picture

of Marilyn Munroe a thought in the patient's brain triggered a unique electro-neuron. The scientists then were able to program the visual to display a picture of Marilyn Munroe whenever a patient linked a thought to her. The patients then were able to pick out a single image when presented with conglomerate images. In theory, images in the virtual world will be used to determine if a user wants to do pre-defined things such as by looking up to see the new carbon-copied electronic sky and take off to fly around familiar yet unexplored territory. This alternate form of virtual life persists while a user sleeps at night, allowing one to manage even the world they dream in. Imagine if everyone accessed a live server using the internet while they slept, thus allowing users to interact with each other while asleep in a controlled presence of mind. Mankind can defy the laws of physics and every scientific law discovered throughout time.

There is an inconceivable amount of benefits that abide in a virtual world. A single universal language would be achievable due to associating objects with a reacting neuron using thoughts instead of the stone-age method of traditional audio. The virtual world would be controlled by large servers that broadcast a universal network all users can connect to. The servers would store user's thoughts and memories, thus creating a carbon copy of one's brain that persists through death. That's right; this could be our key to immortality! Communication



with our long lost ancestors while in a state of dream connected to the server is achievable. Creating an exact copy of Earth wouldn't be too hard with technology we currently have (Google Earth). However, the differences are limitless; we can replicate our entire universe! By inputting information on millions of galaxies currently undergoing research, it is possible to electronically teleport between different locations all over virtual universe. The endless amount of planets and galaxies we never would of thought to exist we may very well one day be able to walk among them.

Since it is very well possible to one day create a virtual world, we can change the way we live everyday life. We can only wait to see if this is our destiny.

## Works Cited

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