

Untitled - November 11, 2025

Speaker 1 Hi, my name is Paloma.

Speaker 2 This is Omar.

Speaker 1 And we're going to talk about two ideas of episodes for Black Mirror. And what do we see for the near future?

Speaker 2 Okay. Yeah. Um, I can start off my episode's title. So there are students in computing ethics classroom discussing how to use technology ethically. The students live in a post-racial and post-class society as everyone's needs are met, crime is nonexistent. Students attend the institution, which is secluded from the rest of society in order to become future productive citizens. The students come to learn from a government declaration that their software that they're developing is used in eliminating mutants in the wastelands, as the existence of mutants poses a threat to their society's safety. However, hackers from the wasteland share footage that reaches the classroom. Finding hope in the new generation. The students watch videos of people who look just like them, die in gruesome, incomprehensible deaths separated from the rest of the country and the institution. They affirmed their commitment to stopping the bloodshed as informed by their humanist ethics. They digitally correspond with lawmakers and face both support and backlash from their community. The elders, the cultural authorities who have final say, dismiss the students as idealists and chastised them for sympathizing with mutants. Threats to public safety. The elders lower the merit scores of students as punishment, the students, having exhausted their present options and fearing further persecution. Make a blood pact to do something about it once they gain a higher rank in their democracy. The next day, they woke up to videos showing that their hometowns and those in them have been erased by the government, citing the spread of the mutant gene. The students wake up from the simulation and their teacher informs them that they failed their ethics course.

Speaker 1 That's.

Speaker 2 What do you think about that?

Speaker 1 I was not expecting that ending.

Speaker 2 Really?

Speaker 1 Yes.

Speaker 2 Okay. That's good. Right?

Speaker 1 Yes, I like it. So the technology in this case will be VRS or the system that they're developing or what it will be.

Speaker 2 I think it's the mixture of, um, digital communication tools as well as, um, our technology and, um, ethics simulations. Yeah, that's are going to be used in education in the

future.

Speaker 1 That's an interesting topic. And do you think that's like a concerning thing using like realistic scenarios to teach something and not telling them that they are or how like the students didn't know that they are in this testing.

Speaker 2 Yeah. I mean, I guess the point is truly test what someone's going to do without knowledge that they're going to gain something from it, or okay, or like knowing that someone is watching them.

Speaker 1 Yeah, that's that's interesting. I don't know how I would react to that. Do you think like there could be if this idea is implemented. This could be a like a test for the greater good in the sense of like who is better in that class? Or if testing if all humans do good or is just a test for a test.

Speaker 2 Yeah, I didn't have a protagonist because I was thinking that we always look at the individual, you know, like individual heroes, villains, but in like in reality and throughout history, it's it's been like entire societies that have made a lot of impact. So yeah, that's why.

Speaker 1 I like the idea. Really nice to put everyone just as experiments in a way, and not who is doing good or bad, because none of them are doing good or bad.

Speaker 2 Exactly.

Speaker 1 I really like your idea and honestly kind of connects with what I was thinking as well. My idea of episode is called The Eternal Golden hours is set in the entire world, but this idea is set in in Seattle, just a big city that is still buzzing with cafes and everyone being happy and living their lives. But beneath that all optimism and everything, life still feels hollow. And with nothing to do beyond just doing what you do every day. There's a new technology company, Alias Technology, that that launches Soulstice, a VR platform that uses a light near pitch and a full sensory gloves. It promises emotional enlightenment and a perfect, balanced mood every time you log in. The flagship environment is the second son, so that's a new metaverse idea, a virtual city that that's always in golden hours. I do have a protagonist. It's called Mara that works for the customer support of this company. She doesn't have a good life. She's just going to work, coming back home, living alone as a lot of people. And she's always seeing people talk with her about this new software that because people call her complaining or talking about good things because she works for the customer support. One day her boss told her to try it on just to experience so she can give better support to the people that call back. And that's what she does. To better understand the user's journey, when you log in, you have an avatar and Mardas avatar is confident, graceful, and really good. She has friends. People like what she talks. People laugh at her. So life is nice there. It begins with Mardas just logging in, finding again that real life could be just annoying in the life that she is experienced now in this metaverse, it's way better. Everything is so bright there and so nice with this narrow sink that aligns all your emotions to this avatar. But I lose track of time and reality, feeling calmer but disconnected of her own life. Later, she learns that Alice manipulate users feelings for profit and influence. A cork disappears, but the avatar doesn't. O mother confronts the company,

then logs off. But life is not the same outside, because she was so used to whatever she was feeling inside because of the bodysuit, that it connects everything and make everything be good. She cannot control her emotions anymore because it was always connected to the system and controlled through the system. So life outside becomes even worse. That's the idea.

Speaker 2 Okay, so you left it open ended?

Speaker 1 Yes.

Speaker 2 Honestly, that really resonates. Life can get overwhelming. And then you're searching for some sort of relief. And so do you think this scenario that is like concerning? Is it plausible in the near future? I mean, I definitely resonate right now. Yeah.

Speaker 1 So I don't know if it's plausible. I think it's concerning. Sure. We do have this idea of like metaverse. I don't know how close it is, how much we can actually be done.

Speaker 2 I feel like it's pretty close. Like, I think the other day I saw people connecting like a camera to the brain so that blind people could see. Oh, I.

Speaker 1 Didn't see that.

Speaker 2 I mean.

Speaker 1 Yeah.

Speaker 2 That's possible. I can definitely link up to them.

Speaker 1 I don't know how like because that's a lot of software development, a lot of mechanics behind. I don't know how easy that is. I think that's a possibility. But I don't know who else is gonna have access to that. And when I thought of this idea, I was also thinking about how people that use it are not just experiencing a better life, but also companies are extracting the data for like, oh, if you see this kind of imagery, you feel happier. Of course, we're gonna use that on advertisement or any other kinds. So I was also thinking about that and also other stuff about just living on that life and not your real one. We need people in the real life, even though we have this dystopia, we do have this metaverse. We do need people in the real life to maintain the software. Right. So how is the implications of that? I do think it's a new future technology. I don't know how long it is, but it's an interesting idea. And also it's a critique of like engineering escapism that we try to solve everything with technology. And if we don't solve whatever we see now, I don't know if it's a good solution to have an alternative universe instead of solving what we have now.

Speaker 2 Okay. Yeah. So what's the light version of your app?

Speaker 1 Yeah, I was thinking about also like we both align in the sense of like VR ideas. What was interesting.

Speaker 2 Yeah. For sure.

Speaker 1 Um, I was thinking that, uh, what if immersive VR like this idea of, like, a metaverse, a new universe was used to not to replace reality, but to repair what we have. That would be a good option. And instead of like isolating people, emotionally, simulating and just regulating whatever they feel or not, we use that for collective empathy, allowing people to experience others people's life, class and geography so we can understand others because even though we. Yeah. Because even though like I like to say, oh, I understand you, that's not actually true. We're never gonna understand each other if you don't leave someone else's life. We can, like, empathize, but not actually understand each other. Governments could use such tech to train empathy and policy makers. That would be awesome, because they do not have any empathy for anything. Maybe like a test? If you're the most empath, then you can run for any policy thing. That'll be interesting. And like a headlight that I would like to see, I don't know if that would be possible. Would be immersion for empathy. Open Source near VR helps people reconnect with the real world and not disconnect from it. Yeah. Do you think that's a good idea?

Speaker 3 Yeah, it is.

Speaker 1 A hopeful future, maybe.

Speaker 3 Yeah, I hope so.

Speaker 1 So thinking about all of these ideas and everything just made me realize that we are afraid of disconnecting from the world. We already are. We spend more time on social media, on our phones than talking with real friends. Of course it connects us with family from afar, but also disconnects us from what? We're close. Yeah, we don't have the third place, as we normally say in our third place become the internet. But we cannot trust anyone there because you don't know who they actually are. So that's what it made me think about. What are going to be the future Covid times. No one was in the streets. Everyone was online.

Speaker 2 Yeah, life was pretty much related.

Speaker 1 Yeah. What do you think about the negative and positives?

Speaker 2 I don't think I'm a Luddite, but I'm very skeptical of how much tech is developing, especially virtual reality. Yeah, I think that until we like revise our social organization, it's going to be detrimental to our species because then people are going to keep searching for this escapism because they don't have access to resources, or there's like a lot of social alienation and so on. Until we deal with these problems head on, I think it's going to be terrible for us.

Speaker 1 I do agree.

Speaker 2 But it's all going to shit.

Speaker 1 Yes.

Speaker 2 Climate change and wars.

Speaker 1 So you made me think of like Wally in there into space.

Speaker 2 Yeah.

Speaker 1 And that's the only way that we can, like, not think about all the issues that we had we left behind. And just the people that will be able to leave it behind. So could be in a positive idea. But I don't think we're we as a society are ready for that. Thank you for listening. That's what the ideas for Black Mirror episodes and hope you like it.

Speaker 3 Yes. Bye.