Cory Parker

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Ethics of Virtual Reality (VR) appears to be the fastest approaching issue for intellectual discourse. Having seen the film Upgrade, I not only agree with the Brey’s concern, but could add “Wire Heading” to list of concerns. Why haven’t we found any signs of intelligent life outside of earth? Probably because carbon-based civilizations evolve, technologically, to wire head themselves. In other words, will use virtual reality to replace what Brey calls the *real world?* A virtual world to entertain ourselves as we develop value systems that are no longer attached to the *real world?*

Virtual reality isn’t where it needs to be for it to impact society as profoundly as, say, social media has… yet. The technology is likely only years away and I do see a significant problem with how it will be implemented, as Brey points out the more obvious concerns with the technology. Particularly regarding *Ontological Reproductions*, I see a lot of opportunity to improve Economics through digital currency but I suspect there will be a virtual economy that might even take precedence over the real world economy, at least for those who fully immerse themselves in VR regularly. Take the chess game analog Brey used and consider amplifying the importance of the outcome. I see things as being able to go off the rails quickly. Once the standards of accuracy issues get solved, that’s when I see these types of problems arising, especially if the data used from employees using VR for work might be informing our development of AGI. These ethical quandaries need to be well-thought about by then, otherwise we might have bias problem, not only as Brey discusses, but for the alinement problem in AI. The economic influence I view as both exciting and terrifying.

Property sometimes seems like a silly concept to me. With VR, just as NFTs (non-fungible tokens) work, property will be a thing, so consumerism can live on. Though I don’t see that as a good thing, a lot of unfortunate people will, which is what makes me nervous. The constant exploitation of the least wealthy throughout history has never ceased to blow my mind. It’s even in the bible, with Jesus revoking a man’s coin, simply because he returned with the least amount! So, the wire heading might just be for poor people, as well as the *virtual property*. Consumerism and conformity, the two towering pillars of human weakness, and now on steroids! Yikes. We’ll have a real opportunity to re-define economics, which I have no doubt we’ll neglect to do just like we’re letting the consumer have the right-a-way with regards to violence in video games.

The book was published in 2014, but I think there’s more evidence that school shootings are partly the result of the youth’s developing mind being exposed to constant violent entertainment. I would say then that the author has a valid point regarding the violent video games. I’m for sure going against popular opinion, but it seems logical to expect a society which has such issues with gun violence, NOT to produce so many films like John Wick 4, Rambo 57 (or whatever) and the like. So, with VR, with every iteration that gets us closer to it being indistinguishable from reality, when will this be an argument allowed in common discourse?

Ethics of Virtual Reality (VR) appears to be the fastest approaching issue for intellectual discourse. Brey mentioned the case against computer games, as addiction, aggression, and maladjustment. Given our current mental health epidemic stemming from Covid, I see a lot of opportunity for VR, but I have zero confidence in our society and expect the bottom line with take precedence over logical thinking. Unless crypto is as promising as it should be…. Overall I think this is the first author I really enjoyed reading. Some of the information seems a little outdated, but I agree with every concern he has.