

# Virtual Humanity - Access, Empathy, and Objectivity in VR Film Making

By: Ciaran Gillespie

Presentation By: Will James



# About The Author

- Ciaran Gillespie
- Lecturer of International Politics at the University of Surrey
- Researches how VR shapes international relations and global affairs



# Main Arguments

- VR is not only used to create empathy, but also used by NGO's and IGO's to persuade the audience to give money to certain political causes.
- Even though VR is advertised as “objective” and “see for yourself”, each film is made in a certain way to help shape the narrative you get out of it.

# Quotes

- “This format of immersive documentary film for campaign work and fundraising has increasingly come to characterize much of the output of VR film content.”
- “Using the resultant emotional impact to generate financial contributions.”
- “The Economist referred to the medium as ‘the future of philanthropy’.”

# Example: The Protectors



# Discussion Questions

Do you think VR will become the main medium of storytelling, or will it remain specialized?

How can the makers of these VR films balance storytelling/emotions without emotional manipulation of the viewer?

Do you think that these manipulating and/or philanthropic films should be allowed? If not should regulations be imposed?