



What does it mean to be human?

Jefry Aguirre AAS, RN & Laureen Park PhD

New York City College Of Technology

Introduction

For my project, I define what it means to be human. Through selected course readings and further research, I attempt to portray this using the Unity software in which I would create an ideal virtual world representative of humanity. For me what it means to be human means to always strive for improving the current living conditions we experience.

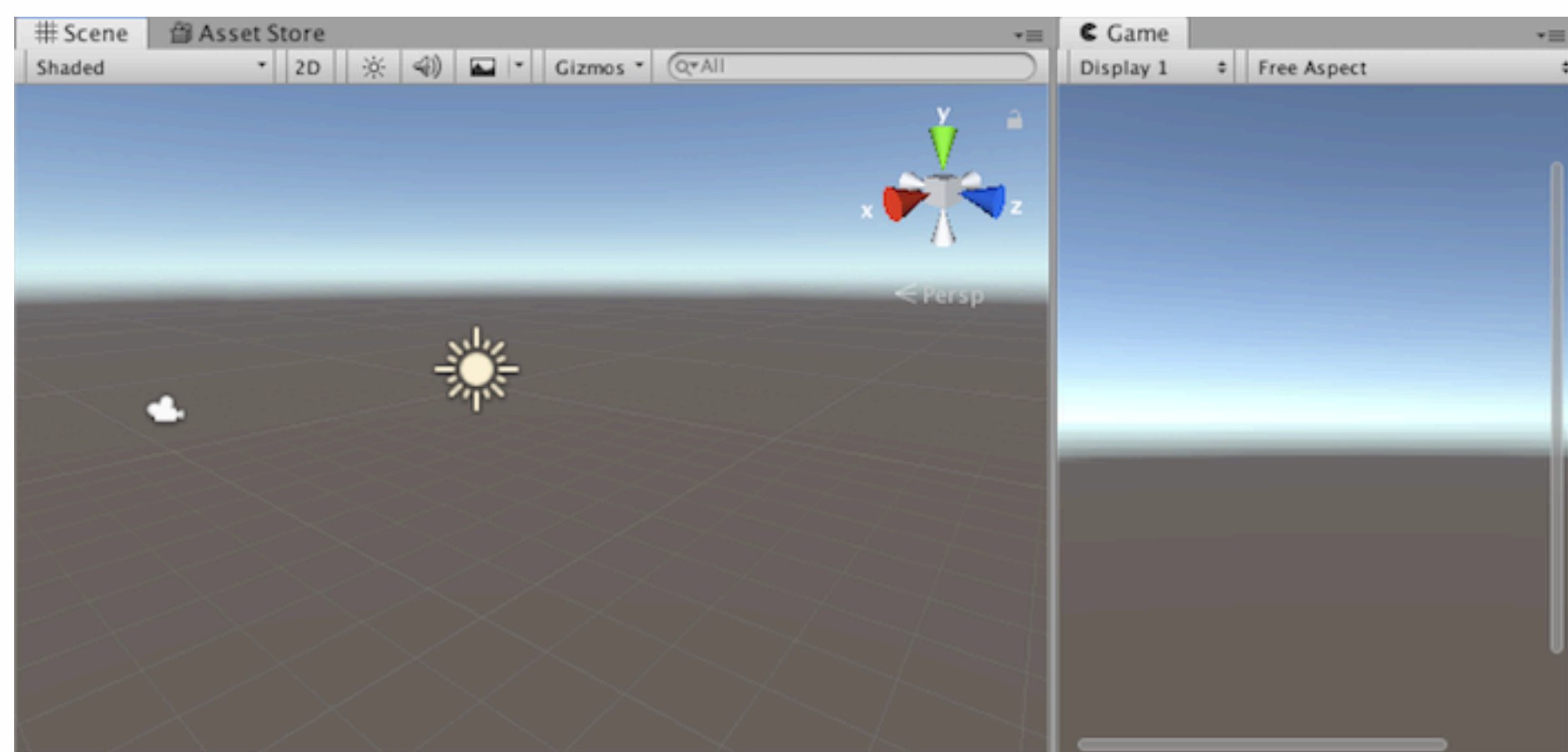


Fig. 1 Screenshot of a blank new project in the Unity software.

Methods

The first step in my project was to generate a character online. After creating my ideal character, I had to learn how to use the Unity engine. Unity can be used to create games, and I attempt to do that by first creating a virtual world. The use of the "Asset Store" within Unity allowed me to access and use different assets so that I may create the virtual world.

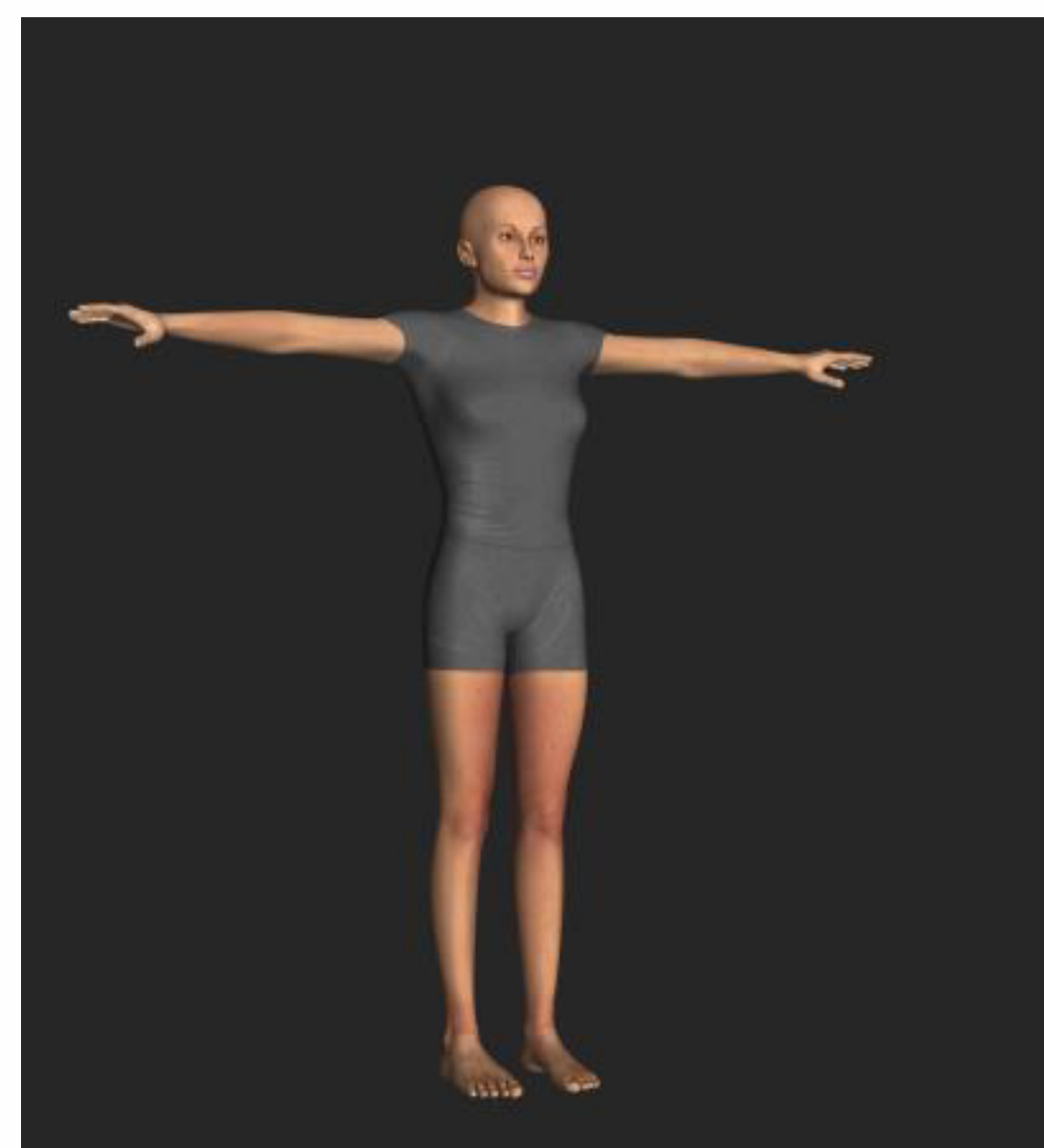


Fig. 2 Starting to generate a character online.

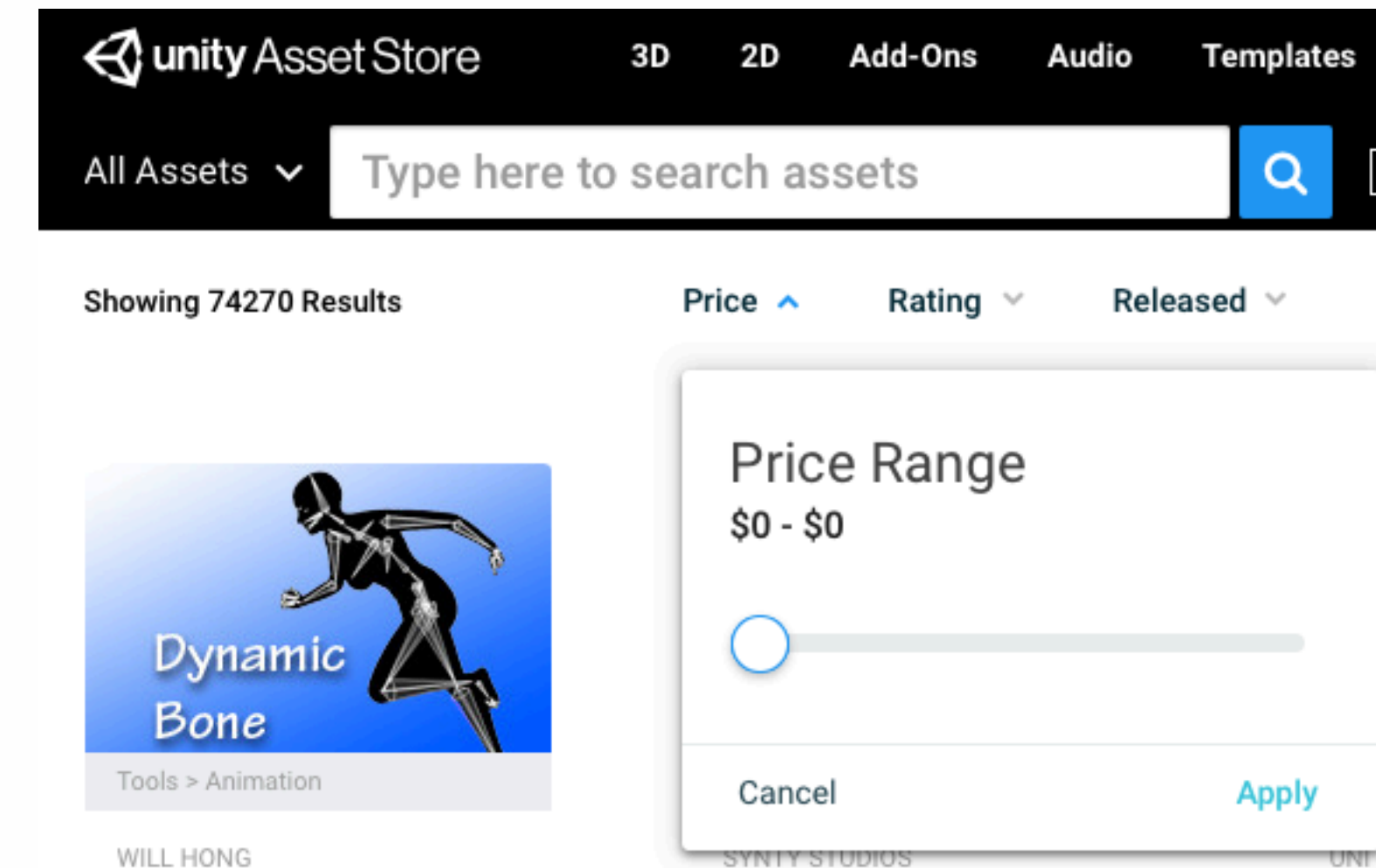


Fig. 3 Screenshot of the Asset Store within Unity.

Results

Generating characters was a doable task and I was able to create several different ones for this virtual world. However, the level of difficulty to be able to efficiently use Unity proved to be harder than I anticipated. I was able to use the asset store fairly well, however, considering I am not anymore technically savvy, I did not get to complete a true game for the virtual world, though I did get to do the "futuristic" virtual world that I aimed for. The prospects of this virtual game are yet to be achieved but it's potential will be uncovered in the coming weeks.

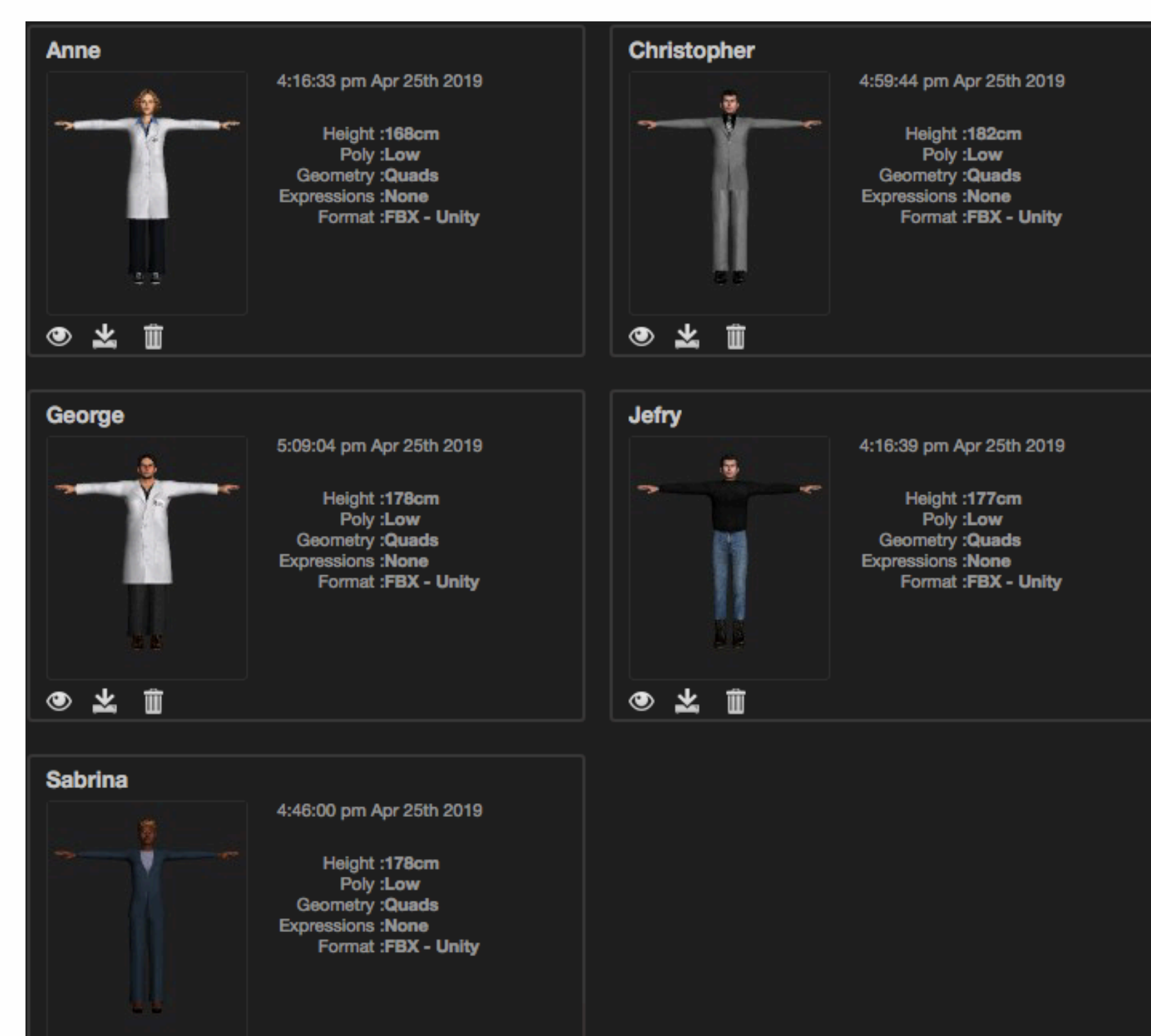


Fig. 4 A screenshot of all the generated characters that I Envisioned for the virtual world.

Conclusions

In conclusion, what it means to be human is to be aiming for some sort of improvement or "advancement" within life. This has been done countless of times since the beginning of time. Ancient man would make sure to be strongest to ensure that they would be more likely to produce offspring thus ensuring his familial lineage has a better chance of survival. Fast forward to modern day man, and we see many examples of how humans today want to ensure the survival of the human race, and hopefully better their lives. We have examples such as awareness groups who want the world to take action now to prevent the world from being further destroyed. Furthermore, we have scientists who research new ways to help improve human life. Most notably, scientists in the medical field who aim to find new drugs to improve humanity and eradicate illnesses. Lastly, and possibly the most controversial, would be researchers who are attempting to modify genes so that people can be truly free from illness. Research shows that some people are more susceptible to certain illness based on their genetic make-up. If we could find out those specific genes and modify them, the belief is that we would in turn eradicate the illness. Although there is belief that science should not create these type of babies, we see the attempt at how we are trying to better the lives of humanity now and for the future. That was my attempt in the virtual world and my avatars. Both were to reflect progression in science. The buildings were to represent research centers, and the avatars-scientists.

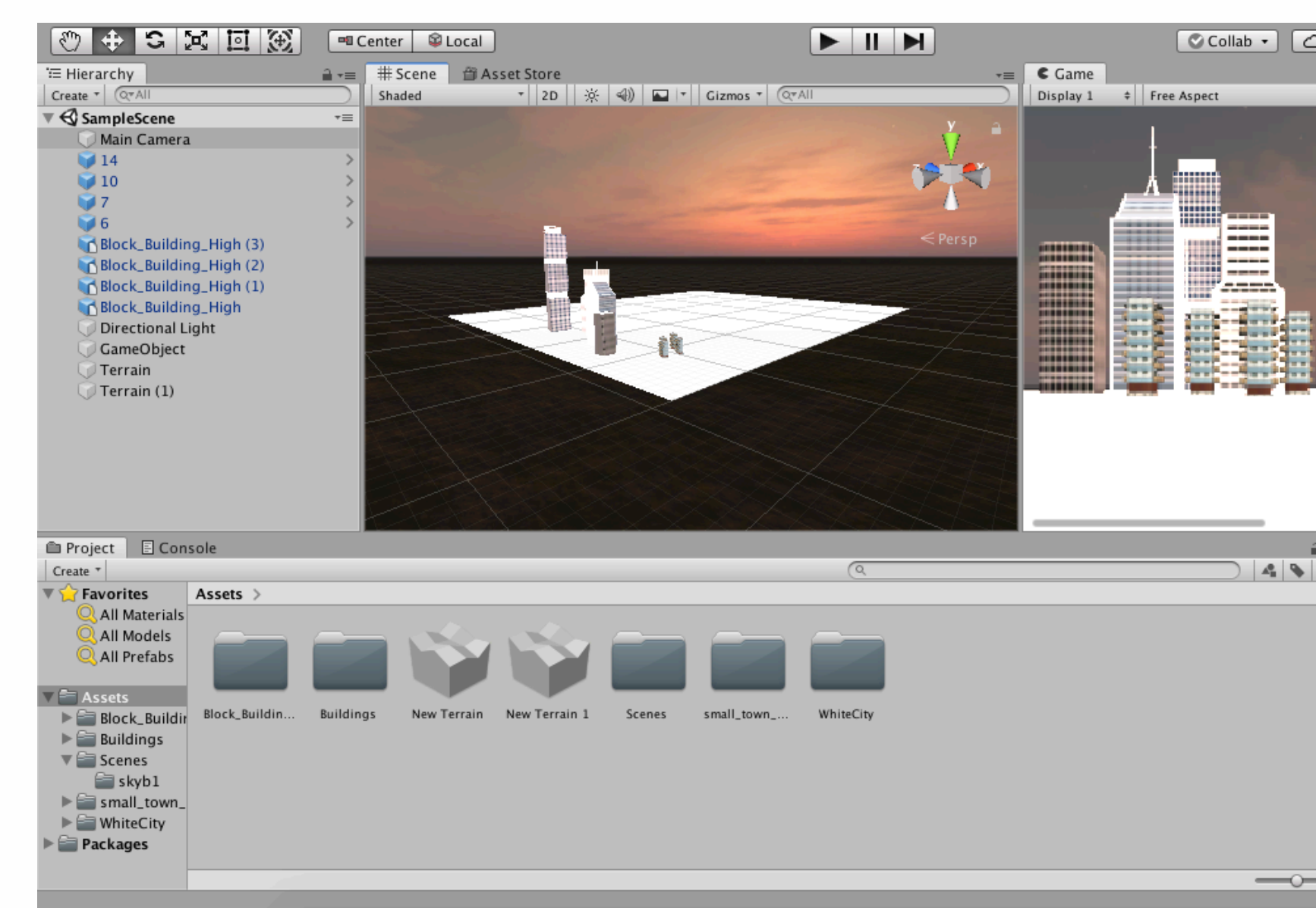


Fig. 5 Screenshot of my virtual world after incorporating the buildings.

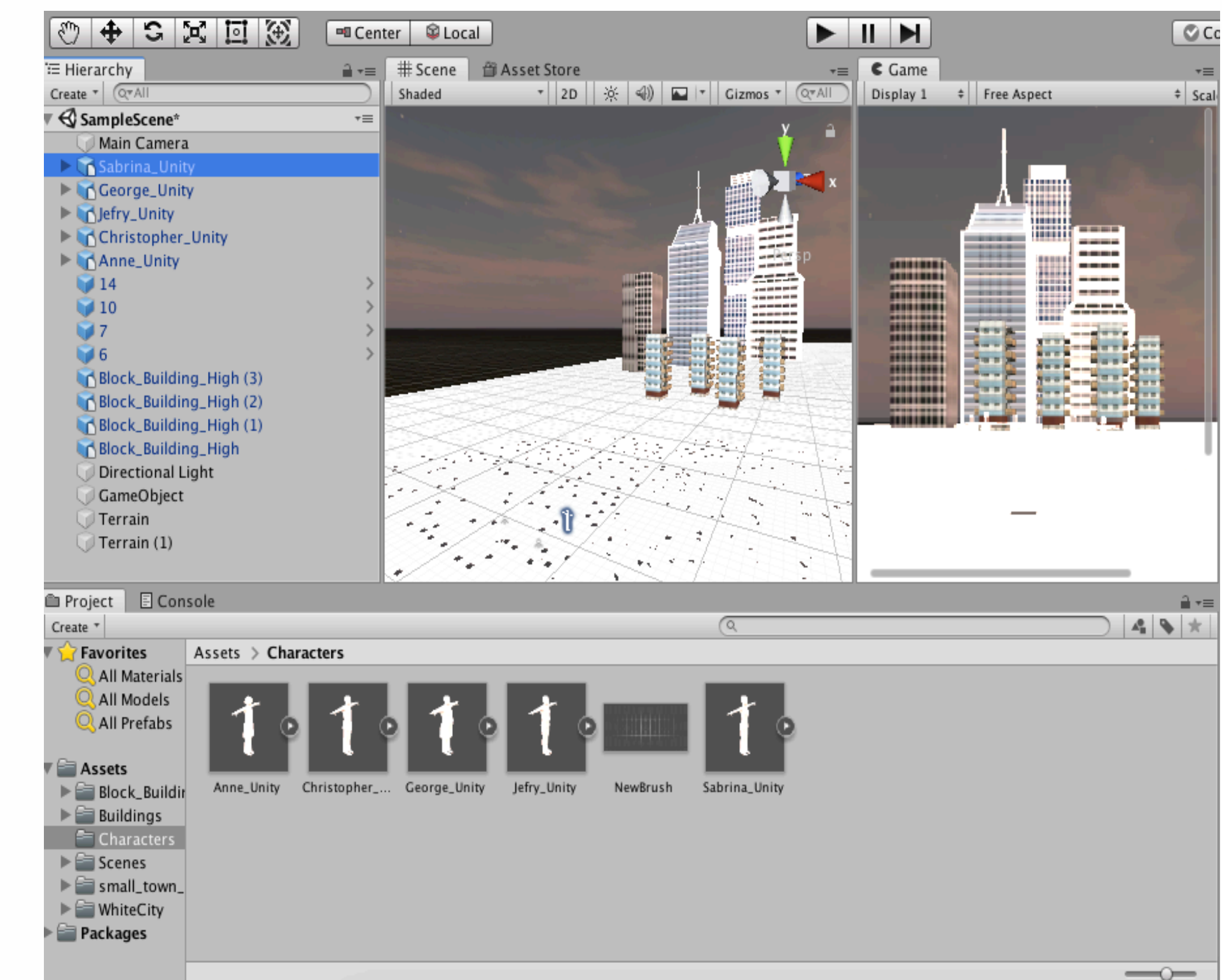


Fig. 6 Screenshot of my virtual world after incorporating the Characters into it.

Selected References

- Bostrom, N. (2005) A HISTORY OF TRANSHUMANIST THOUGHT. *Journal of Evolution and Technology*, 14(1), 1-30.
- Leland, J. (2005). "Did Descartes Doom Terri Schiavo?" *The New York Times*, Retrieved from "https://www.nytimes.com/2005/03/27/weekinreview/did-Descartes-doom-terri-schiavo.html?r=o
- Lawrence, D. R. (2017). The Edge of Human? The Problem with the Posthuman as the "Beyond." *Bioethics*, 31(3), 171-179.

Acknowledgements

I would like to thank the Honors Scholars Program for their continued assistance throughout this project. I would also like to thank Dr. Park and Jason Bollers for assisting with the use of Unity.