

Julio Falero

ENG 1101-LC09

Professor Sears-Pigliucci

11/28/2020

Technologies that could benefit us in the near future: In a Positive way or a Negative way(The New York Times)



Neurogaming is widely frequently used in the treatment of mental illnesses such as stress deficit hyperactivity disorder (ADHD) and post-traumatic stress disorder (PTSD). The organization of the periodic conference in San Francisco, USA, where the topics like those listed above are discussed, has resulted in increased interest in neurogaming worldwide. Neurogaming, like other functional brain-computer applications in terrace technology poses ethical controversies for us. There are dilemmas concerning the ability for a computer or a person to gain power over the human mind [9]. It becomes, however a promising instrument from the point of view of brain fitness, which was verified by tests performed for this article. In the entertainment industry, among other things, there are many realistic applications of technology focused on augmented reality for the development of urban sports. The BCI technology, which has been evolving steadily for many years, is an excellent example of a virtual reality-compliant technology. Among other things, this technology can be an interesting instrument for implementing control processes, like avatars. It is difficult to regulate the use of the human mind without



Anime's soul is an ethnographic study of the diverse backgrounds that underlie Japanese animation. Its purpose is to understand how cultural movements succeed, i.e., gain value and go internationally by collective forces of action (p. 1). Anime production in the studios includes storyboards, checklists, deadlines, division of labor, as well as characters that serve as generative outlets for potential interpretations that can propagate across media networks. They have ties between companies, sponsors, fan cultures, and genre conventions as the engine behind the success of anime, thus challenging more conventional explanations that focus on a presumed Japanese national character or on the contribution of an individual genius author. They also address the reasons behind this activity in the context of debates on copyright and intellectual property legislation. The soul of anime contains detailed ethnographic data about the diverse histories of Japanese animation and will therefore be of great interest to anime scholars. For instance, the concept of 'collaborative creativity,' so important to the book, is glossed throughout as simply the convergence of forces, desires, and emotions, which as a result is something different. The concept of 'soul' that Condry describes as a kind of energy that emerges from the ways in which anime connects people' (p. 30), and that he introduces as a main explanatory factor in anime's success, is equally problematic because we are back to a kind of under-theorized but all-explaining Durkheimian effervescence, with the extensive literature on influence and its role in influence. It is unfortunate that the ethnographic expertise he has acquired provides an appropriate basis for making a genuine contribution as a collective and scattered practice to the study of innovation.

A lot of improvements in visual concentration tasks have been correlated with playing action games. However it is not clear how such modifications could impact the way we freely select information from our visual environment (i.e. eye movements). For 10 hours, forty non-gamers were educated in either a first-person shooter game or a card game (control). We recorded eye movements on the same assignments of 20 professional action gamers as a further control. This may mean learning about the distribution of objectives that may be feasible. In other words, game training only taught participants to search for important game objectives for game images, without any sign of a transition to a more realistic look for the scene. Taken together these results suggest no change in the distribution of overt focus.





When a person participates in an activity of his own will the actions of the ACG have the potential to become grounds for development. By using the Japanese word 'otaku' to connect with the imagined fan culture that was implicit in peer descriptions, it feels comfortable and socializes and receives continuous positive feedback through practice. The gatherings and conventions organized by fans are known as anime, comics, and games (ACG) events among the people concerned. Since little publicity has been given to this growing fan culture in Malaysia, a qualitative study was designed to explore the involvement of ACG events. This paper discusses aspects of autonomy, attachment, and competence that are considered important psychological needs to enhance life growth motivation. Each need is integrated and promotes individual development. By dressing up as a certain character and reproducing photos and/or stories based on an original work, fans express and share their feelings towards the work and enjoy their creative activities at the same time.

