


너를 만났다


# XR, ETHICS & SOCIAL JUSTICE

MTEC3230 – Week 4

A pair of hands is shown holding a VR controller. The controller is dark blue with a white base. The text is overlaid on the controller in a yellow background with black text.

**From day one, VR has  
been marketed as the  
ultimate empathy  
machine.**





# How VR can create the ultimate empathy machine.

**Chris Milk Video**

**<https://www.youtube.com/watch?v=iXHil>**

**1TPxvA**

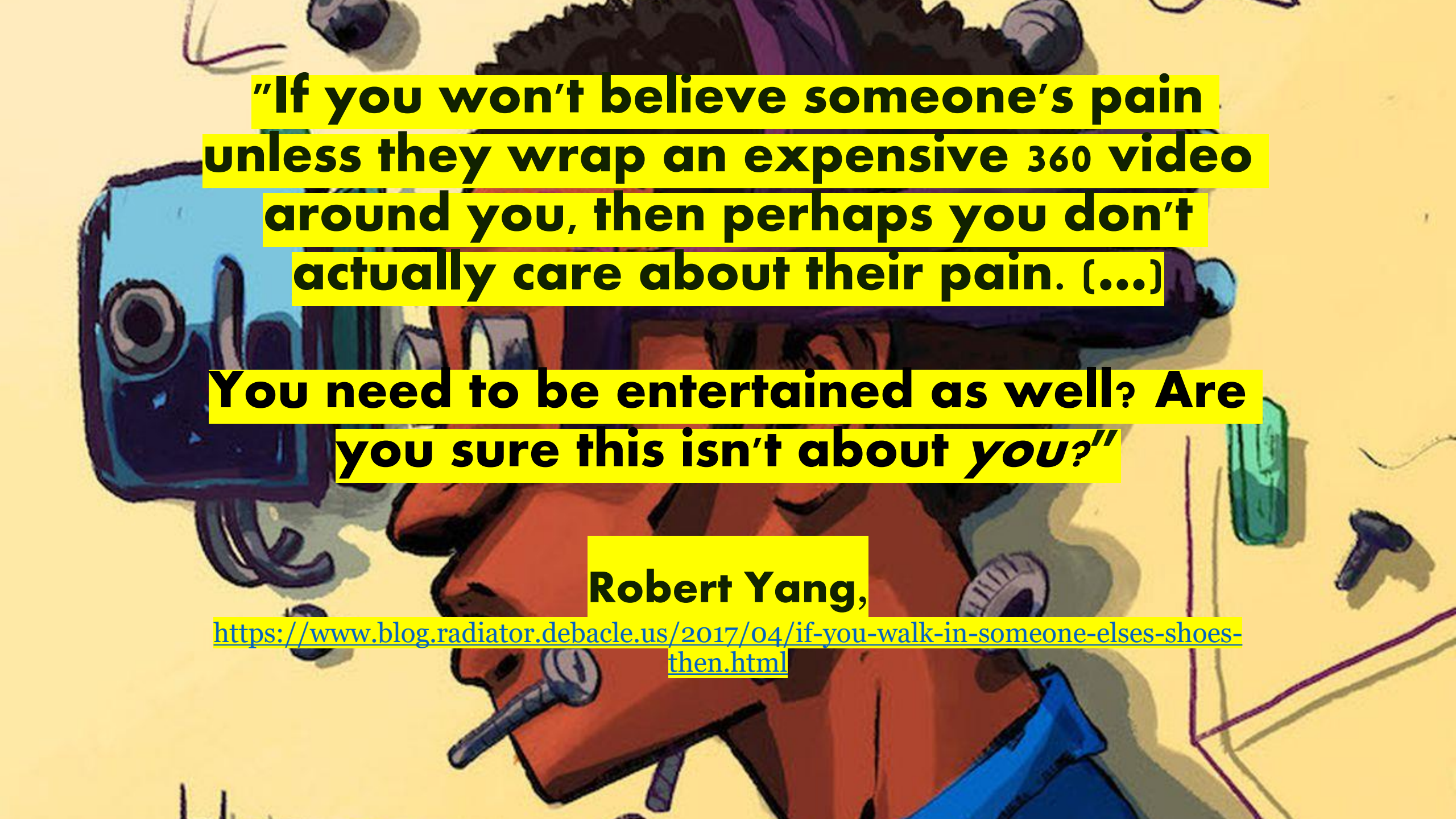
**Your thoughts?**

A close-up photograph of a person's hands holding a dark blue VR headset. The headset has two lenses visible, each showing a colorful, abstract reflection. The background is a plain, light-colored surface.

**Do we really need VR in  
order to empathize with  
someone?**

*"I don't want your empathy, I want justice!"*





**"If you won't believe someone's pain unless they wrap an expensive 360 video around you, then perhaps you don't actually care about their pain. (...)**

**You need to be entertained as well? Are you sure this isn't about *you*?"**

**Robert Yang,**

<https://www.blog.radiator.debaacle.us/2017/04/if-you-walk-in-someone-elses-shoes-then.html>







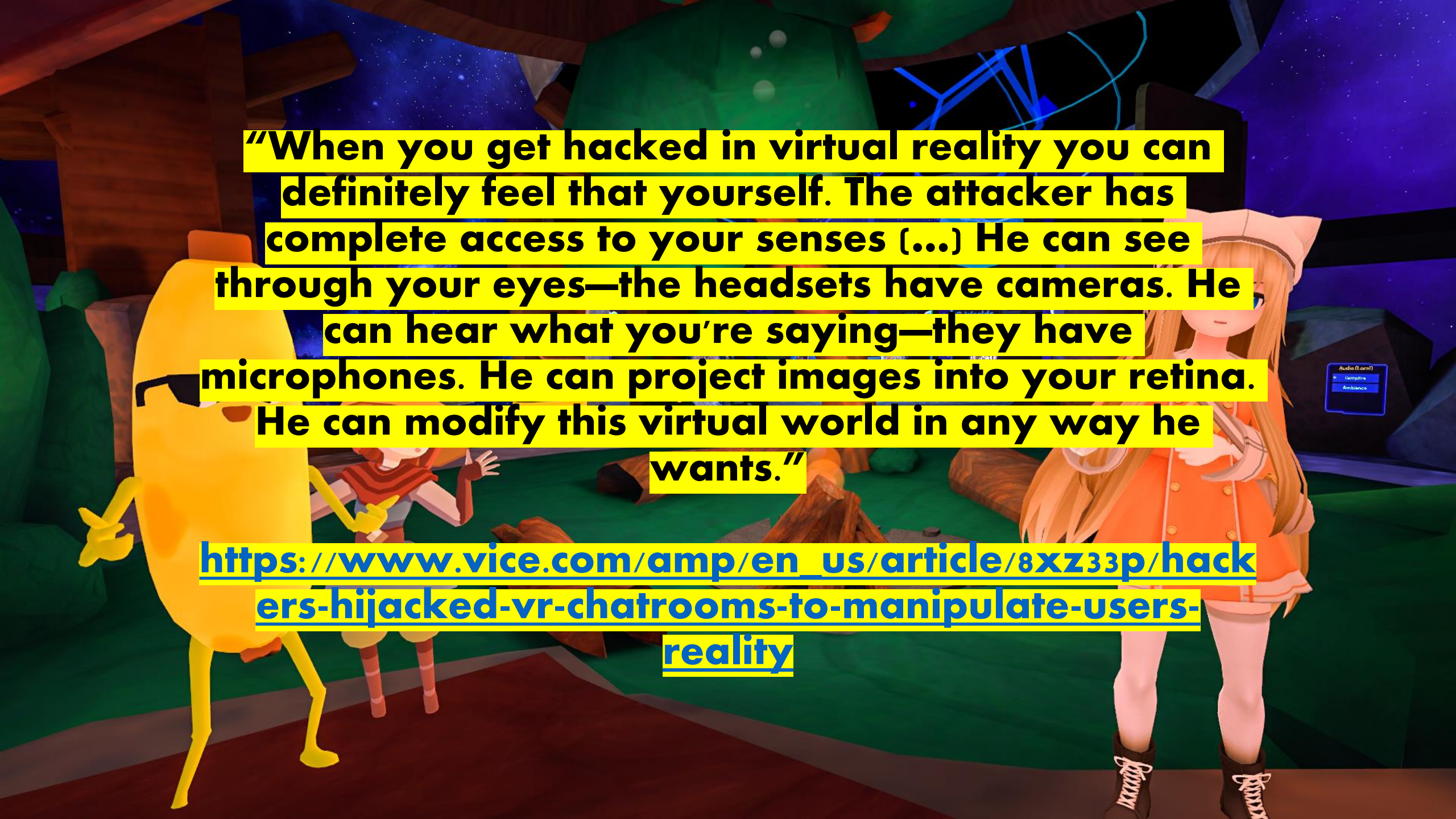
[https://www.ted.com/talks/heidi\\_boisvert\\_how\\_i\\_m\\_using\\_biological\\_data\\_to\\_tell\\_better\\_stories\\_and\\_spark\\_social\\_change](https://www.ted.com/talks/heidi_boisvert_how_i_m_using_biological_data_to_tell_better_stories_and_spark_social_change)





<https://www.youtube.com/watch?v=KmXEOLIX-Hk>  
<https://www.youtube.com/watch?v=jYGA3QRpX0o>





**“When you get hacked in virtual reality you can definitely feel that yourself. The attacker has complete access to your senses (...) He can see through your eyes—the headsets have cameras. He can hear what you’re saying—they have microphones. He can project images into your retina. He can modify this virtual world in any way he wants.”**

**[https://www.vice.com/amp/en\\_us/article/8xz33p/hackers-hijacked-vr-chatrooms-to-manipulate-users-reality](https://www.vice.com/amp/en_us/article/8xz33p/hackers-hijacked-vr-chatrooms-to-manipulate-users-reality)**



# **XR and Ethics:**

A man on the left is wearing a VR headset and looking towards a virtual avatar of a man on the right. The avatar has a prominent tattoo on his shoulder. The background is dark, and the scene is lit with blue and white light from the headset and the avatar's face.

**Facial recognition**

**AI avatars**

**Deep fakes and bots**

**Consciousness hacking**

**Biometric data collection**

**Virtual economy**

**Pay for privacy**

**Data visualization**

**Muted communications**

**Personal memories**

**Sexual orientations**

**Geo-location**

**Attention hijacking**

**Medical condition disclose**

**Banned users**

**VR torture**

**Content filters**

**Accessibility (hardware, networks)**

**Augmented public spaces and Country boundaries**

**Hiring processes**

**Diversity & inclusion,**

**etc.**





# **XR and Ethics:**

**accessibility, social reputation, government control, rights, rights after death, relationships, biometric data, addiction, privacy, ownership, violence, social credit, etc.**

**...We need to rethink web ethics, emerging tech ethics, healthcare ethics, product ethics.**





# **XR and Ethics:**

**1/2**

**Envision an experience that uses new media (VR, AR, MR, Algorithms & AI agents, Social platforms, etc.) to trigger social justice and/or empathy.**





# **XR and Ethics:**

**2/2**

**Critic the limits and potential abuses that the envisioned experience can possibly reveal.**