

# Visceral Reality:

The Desire For Bodily Stimulation in Real VR, the OASIS, the *Matrix*, and the Holodeck

Just as the liminal spaces in *Ready Player One*, *The Matrix*, and *Star Trek* collapse virtual reality and reality into a singular frame of bodily sensations, so is our rapidly advancing technology doing the same

## Technological Advancements

- October 2022
- Meta Quest Pro – Eye tracking and facial mimicry
- November 2022
- Palmer Luckey's explosive charged embedded VR set designed to kill its user if they die within the game,



## Haptic Feedback suits

- Provide users real time feeling
- Simulates pain and pleasure
- Immerses you into the virtual world
- Can be modified by user to enhance stimulation



Embodied cognition and VR have formed a new approach to how we view the world.

- Surgical training
- Rehabilitation
- Space/aeronautics