

When we were discussing immersive technology, computer vision, and intelligence within our first lecture in this class, I immediately thought to extend my essay topic and research I did in CTS 1 (ethics in virtual reality) last year in more detail. I also knew I wanted to somewhat incorporate artificial intelligence in my essay for CTS 2. I therefore landed on the idea of writing about different applications of artificial intelligence in virtual reality and the ethical consequences to consider when doing so. I began my research as usual in 'Google Scholar' to find articles and books related to recent studies of artificial intelligence in virtual reality; however there were little to no papers or academic journals published on this concept. I did, thankfully, find lots of resources on social media platform 'Twitter' and online blogs focused on updates in the AI world. Since most of the evidence I found was posted at least two months in advance, it means my sources are difficult to fully trust and they have a lack of foundation. It was hard for me to continue searching for evidence since people are experimenting with this concept on a day to day basis. I decided to just select a couple of large evidence pieces and focus on those sections specifically. In doing so, I ended up doing most of my research on stable diffusion and neural network artificial intelligence models being applied in virtual reality environments. The class discussions and lectures with teacher Manos Kanellos were helpful in providing other concepts I could look into. I really enjoyed the open floor / safe space to discuss topics with Manos and the students in my class. Additionally, I found the little drawing activities done in certain classes helpful since it helped me and my peers to actively participate. If I were to do this project again, I would've liked to have more of my evidence sources to be from academic journals instead of tweets and blog posts. Nonetheless, I thoroughly enjoyed this assignment and will continue to read into AI ethics and the VR world as more research is being done and shared.