

The Facts Are Fiction

So you thought the Matrix was a movie? Money talks and it's saying that reality is the new virtuality. As we spend more and more of our time socialising and conducting the business of our everyday lives Online, we see the rise of economies of the virtual; over the past eight years alone, Real-money trade of virtual property ('RMT') has burgeoned into a 2 Bn USD market. Seen in light of the rising popularity of immersive gaming environments, ubiquitous computing technologies as well as physical interaction modules in technical education, the merging of online social activities with real world physical spaces are a sure bet in the future to come.

Though your body may be the sole object in a room, it is all but empty and you are not alone. Through the lenses of your interactive glasses, you see that you are surrounded by people engaging in conversations and activities. You notice that an ex-partner with whom you had a particularly bad break-up is approaching you, so you make a quick decision to put up a wall in his or her path causing them to make a sharp turn and keep moving in a different direction. When approaching a topic of which you are unsure, you turn the floor on which you stand into a film of ice, a non-invasive cue requiring little explanation and so on and so forth.

We see social networking as evolving into an interactive and immersive gaming environment, with remote and present activities and physical objects coexisting; In other words simulated reality is enacted virtuality. Morpheus for president anyone?

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