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One Page Assignment #1

Virtual morality will be a hot button issue in the coming years or decades. Advances in full immersion 3D technology have taken video games and other full sensory experiences to the next level of interaction. The Imagineers at Disneyworld created Soarin' Around the World, which is "a scenic aerial tour of the globe" that visits some of Earth's greatest treasures such as the Swiss Alps, an experience sailing in Sidney Harbor, gliding over the Great Wall of China and also over the Taj Mahal in India. This ride opened in 2016. The (Salvador) Dali Museum in St. Petersburg, FL also uses 3D technology in one of its attractions using Oculus Rift to bring to life one of Dali's landscapes with a house against mountains. I have personally been through both of these attractions, and they are nothing short of already incredible.

3D technology will continue advancing to the point of making warfare be true to life in virtual reality, or working for a kingpin in games like Grand Theft Auto. In Grand Theft Auto, drugs are consumed, exotic dancers are paid for services, and rape is an element. The ethical challenge of unleashing real 3D in a Z-Axis rape is whether to keep the regulatory schematic libertarian or to impose governmental restrictions. Children do access these adult games. Some parents keep them from them. What is and is not proper is supposed to be the latter's decision, but does that work in practice?

In a game where tightrope walking between skyscrapers was analyzed, the reaction of the subject in a virtual reality environment was found to be about the same as the actual tightrope walker in real life.

This portends that participants to role-play-rape in 3D may rewire arousal patterns to prefer sexual violence if they brutalize a victim in “play”. In psychology, sex offenders are treated, at least in part, with an effort to rewire their arousal patterns, or at least their response to impulses to act out perversely.

The last time this author checked (2009), the North American Man-Boy Love Association (NAMBLA) held the 1st Amendment precedent setting forth that lewd depictions of children, such as are made in Adobe’s Photoshop, which do not actually harm a child, are legal. It is conceivable that video game creators, or a designing person may create just such a game to satisfy pedophiles which will further perpetuate the problem posed by an unregulated market. It is believed by this author, that the experience of 3D perversions will be too much to pass up once true-to-life virtual reality is achieved. In this theoretical 3D game, no child would be hurt.

Lastly, it’s a safe belief Larry Flynt’s Hustler is going to remain on the cutting edge of marketing pornographic material to adults. It would not shock this author in the slightest if Mr. Flynt were already invested in immersive lap dances to be played for consumers on a device like the Oculus Rift. Mr. Flynt is a respectable purveyor of smut. He, like those at Playboy, and some say NAMBLA, have a 1st Amendment interest in staying on top of the trend in adult entertainment.

There are competing conclusions about what is and is not best for society based in these legitimate concerns over what should be allowed for adult consumers. This author concludes that there is a pornography crisis in the United States, but what needs regulated in the United States and how it can be done vis-à-vis the 1st Amendment is currently highly debatable.