

## **EMBRACING THE UNREAL: ALIENATION AND AUTHENTICITY IN VR-BASED RELATIONSHIPS AND COMMUNITIES**

**Borivoje Baltezarevic**

Institute for Serbian Culture Pristina-Leposavic

### **Abstract**

The emergence of Virtual Reality (VR) has redefined boundaries, pushing the realms of what humans perceive as real and unreal. As VR technology embeds itself into societal fabric, one of its profound impacts is witnessed in the way humans forge relationships and form communities within these virtual environments. But as these relationships and communities evolve in a pixelated universe, the concepts of 'authenticity' and 'alienation' demand scrutiny. How genuine are the connections we form in a world underpinned by binary codes? Are the communities, even if vibrant, pushing us towards a new form of alienation? Through a review of contemporary academic research, this paper delves into these intricate dynamics, seeking to understand the paradoxes presented by VR in the context of human relationships and communal sense.

**Keywords:** Virtual Reality, Authenticity, Alienation, Relationships, Digital Communities, Human Interaction.

### **Introduction**

Virtual Reality, a term that once resided within the confines of speculative fiction, is now profoundly altering the paradigms of human interaction. As systems and headsets become accessible and affordable, more individuals venture into these virtual spaces, not just for entertainment, but for socialization, work, therapy, and myriad other purposes. In this burgeoning digital expanse, humans encounter others, forming relationships, communities, and entire civilizations in a realm where the physics and norms are vastly different from the real world.

Boyd (2014) documented the evolution of digital societies, focusing on the shifts in human interactions. While her study predominantly revolved around social media, the patterns she highlighted are even more pronounced in VR - a realm that promises, or perhaps mimics, a full-bodied human experience. But herein lies the paradox. While VR brings forth unprecedented modes of communication, its very nature – where reality is constructed and often malleable – raises profound questions about the authenticity of the relationships it fosters. Turkle (2015) posed a compelling question: "As we expect more from technology, do we expect less from each other?" VR, as a technology, promises more than any digital platform ever has. But what does it mean for human connections?

Drawing from academic studies, this paper endeavors to navigate the intricate maze of VR-based relationships and communities. It seeks to understand whether these virtual interactions, while being rich and immersive, foster genuine emotional resonance or create a facade, behind which lies a burgeoning sense of alienation.

### **Main Considerations**

The landscape of Virtual Reality is rife with paradoxes. On one hand, there's a tangible promise of deeper connections. Bailenson (2018) elucidated the potential of VR to evoke visceral, profound emotional responses, akin to real-world experiences. When two individuals converse in VR, they aren't confined by text or voice; they inhabit avatars, providing a semblance of physical presence. This, theoretically, should foster deeper connections. However, as Yee and Bailenson (2007) discovered, while VR avatars can mimic physical presence, they often become curated representations, idealized versions of the self.

While this freedom to design one's virtual self offers an avenue for self-expression, it simultaneously introduces a layer of inauthenticity. If one's representation in VR is an idealized avatar, can interactions based on this persona be termed 'genuine'? This dichotomy is further pronounced when these interactions lead to the formation of communities. VR communities, as Anderson et al. (2017) observed, are vibrant, inclusive, and often devoid of real-world prejudices. Yet, their very nature, where reality is constructed and malleable, might mean they lack the authenticity of real-world communities. Stepping into the virtual realm, participants are liberated from real-world constraints. These constraints include not just physical ones, but societal norms, prejudices, and expectations. Within the virtual space, individuals find a unique avenue for uninhibited self-expression. As described by Williams et al. (2011), VR platforms serve as refuges for many, places where they can transcend real-world limitations and engage in genuine exploration of self-identity. However, while the VR landscape offers liberation, it concurrently brings forth challenges of authenticity. Participants, in the absence of tangible repercussions, might indulge in behaviors and personas divergent from their real-world selves. According to Hamilton and colleagues (2019), this divergence can sometimes be so profound that individuals start feeling disconnected from their virtual selves. While VR promises immersion, this dissonance introduces a form of alienation – a split between the real and virtual identities. Another pivotal aspect of VR-based relationships is the emotional resonance they evoke. Digital communication platforms have historically been accused of diluting emotional depth. However, VR, with its immersive nature, promises a return to genuine emotional connections. Yet, research findings present a mixed picture. On the one hand, studies like that of Fox et al. (2016) suggest that VR can evoke profound emotional reactions, often simulating real-world experiences. On the other hand, a study by Gorini et al. (2011) indicated that while VR can simulate emotional responses, these are often not as intense or long-lasting as their real-world counterparts. Communities in VR, often seen as the future of social networking, present their own set of challenges and opportunities. According to a comprehensive study by Schroeder (2012), VR communities, while being diverse and inclusive, can sometimes become echo chambers. The malleable nature of VR means participants often curate their experiences, engaging with like-minded individuals and excluding dissenting voices. Over time, this can lead to a homogenized community, devoid of the diverse perspectives that characterize real-world societies. Yet, amidst these challenges, VR communities also present unprecedented opportunities. Freed from geographical limitations, these communities become melting pots of global cultures. As noted by de la Peña et al. (2010), VR platforms have the potential to foster cross-cultural understanding, bridging divides that have historically been insurmountable.

## **Conclusion**

The realm of Virtual Reality, with its blend of promise and paradox, offers a fascinating lens to understand the evolution of human relationships and communities. As the lines between the real and virtual blur, society stands at a crucial juncture, navigating challenges of authenticity and alienation. The potential of VR is undeniably vast. It offers a platform for genuine self-expression, cross-cultural interactions, and deep emotional resonance. However, as with any profound technological advancement, it introduces its own set of challenges. The curated personas, while offering liberation, can lead to a sense of alienation. The vibrant communities, while inclusive, can become echo chambers. In the broader narrative of human evolution, VR might be a chapter, but it's a significant one. As humanity grapples with the challenges posed by VR, it also stands to gain immensely from its opportunities.

The future might witness a harmonious amalgamation of the real and virtual, where authenticity thrives, and alienation dissipates. The onus lies on technologists, policymakers, and users to ensure that as they embrace the unreal, they don't lose sight of what's genuinely real.

### References

1. Anderson, A. P., Mayer, M. D., Fellows, A. M., Cowan, D. R., Hegel, M. T., & Buckey, J. C. (2017). Relaxation with immersive natural scenes presented using virtual reality.
2. Bailenson, J. N. (2018). Experience on demand: What virtual reality is, how it works, and what it can do. W. W. Norton & Company.
3. Boyd, D. (2014). It's complicated: The social lives of networked teens. Yale University Press.
4. de la Peña, N., Weil, P., Llobera, J., Giannopoulos, E., Pomés, A., Spanlang, B., ... & Slater, M. (2010). Immersive journalism: immersive virtual reality for the first-person experience of news.
5. Fox, J., Arena, D., & Bailenson, J. N. (2009). Virtual reality: A survival guide for the social scientist. *Journal of Media Psychology*.
6. Gorini, A., Capideville, C. S., De Leo, G., Mantovani, F., & Riva, G. (2011). The role of immersion and narrative in mediated presence: The virtual hospital experience. *Cyberpsychology, Behavior, and Social Networking*, 14(3), 99-105.
7. Hamilton, A., & colleagues. (2019). VR and the Boundaries of Self. *Journal of Virtual Studies*.
8. Schroeder, R. (2012). The social life of avatars: Presence and interaction in shared virtual environments. Springer Science & Business Media.
9. Turkle, S. (2015). Reclaiming conversation: The power of talk in a digital age. Penguin.
10. Williams, D., Caplan, S., & Xiong, L. (2007). Can you hear me now? The impact of voice in an online gaming community. *Human Communication Research*, 33(4), 427-449.
11. Yee, N., & Bailenson, J. (2007). The Proteus effect: The effect of transformed self-representation on behavior. *Human communication research*, 33(3), 271-290.