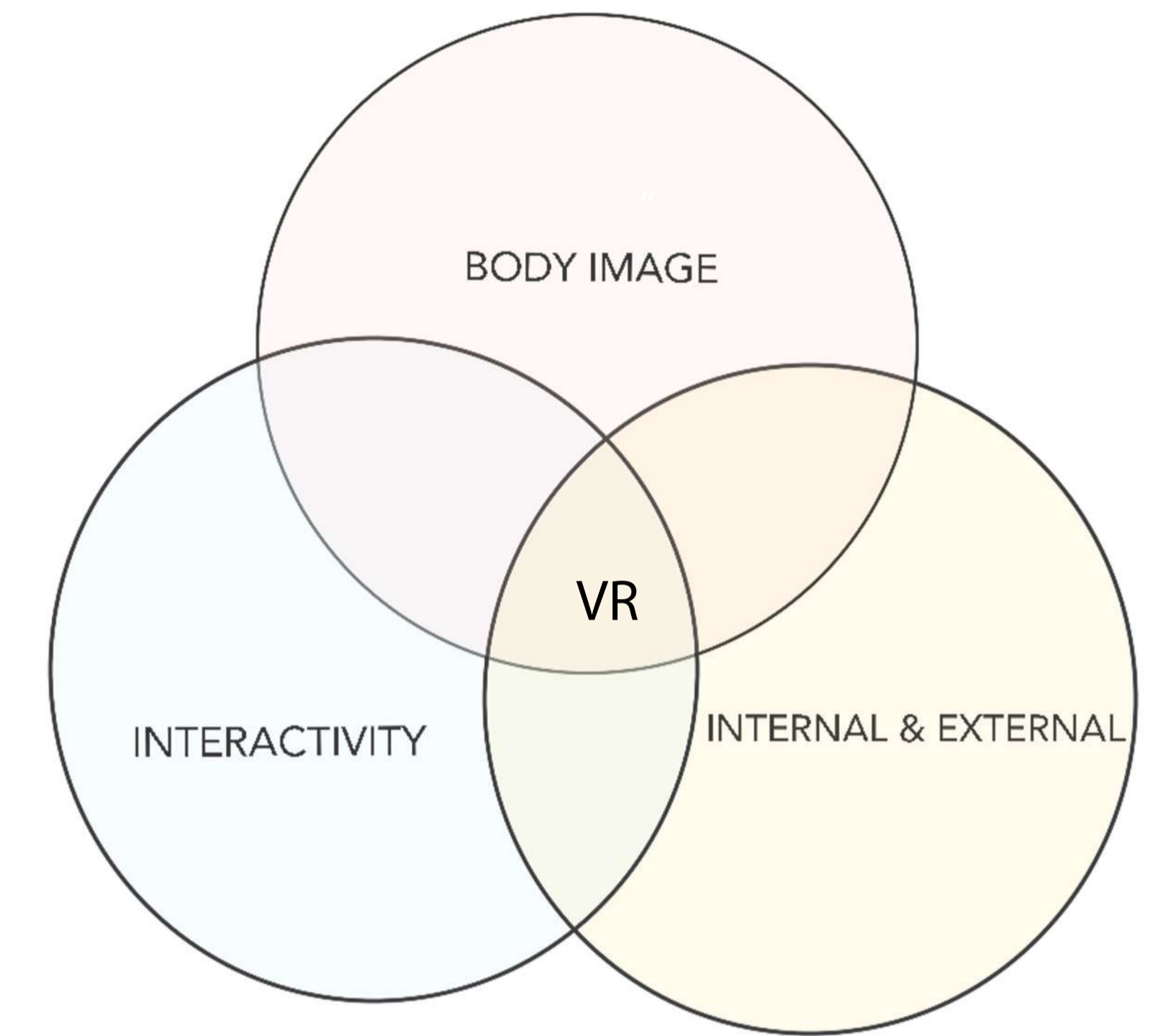
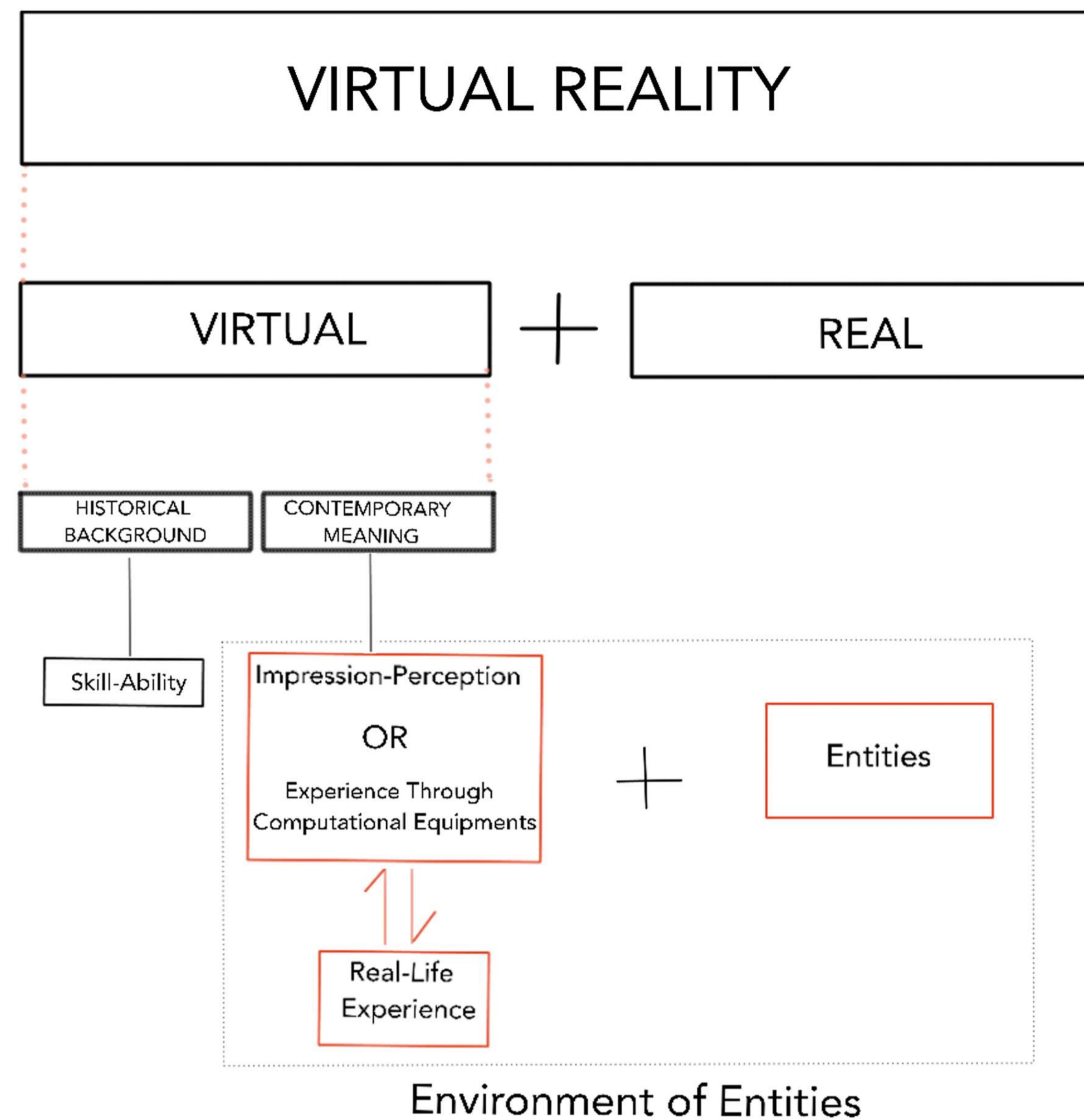


ONTOLOGY AND PHENOMENOLOGY OF VIRTUAL REALITY

The term virtual reality is a compound phrase that is made up of two words: real and virtual. Although it may seem ironic to blend these two seemingly opposed concepts, in truth, their meanings are not entirely distinct from each other. It is also supported by many scholars, as Roberto Diodato and Zsuzsanna Kondor, that there is no essential division between the real and the virtual, even though the customary and scholastic approach draws a line between these two words.

For establishment of different kinds of realities, either virtual or actual, it's necessary to identify ontologically distinct characteristics. And the pluralistic approach for variation of realities is offered within the framework of modern focus-on-reality philosophy. Evaluating virtual reality as a new entity, which is derived from technology, needs to be examined in different categories such as body/image, internal/external binaries, interactivity, hybridity, and many others to come to an ontological point of view. The virtual being is, in fact, the outcome of human-machine interactions, facilitated by technology. As a result of the fact that this entity can only exist at a certain degree of interactions, the significance of this category cannot be overstated in comparison to other realities.



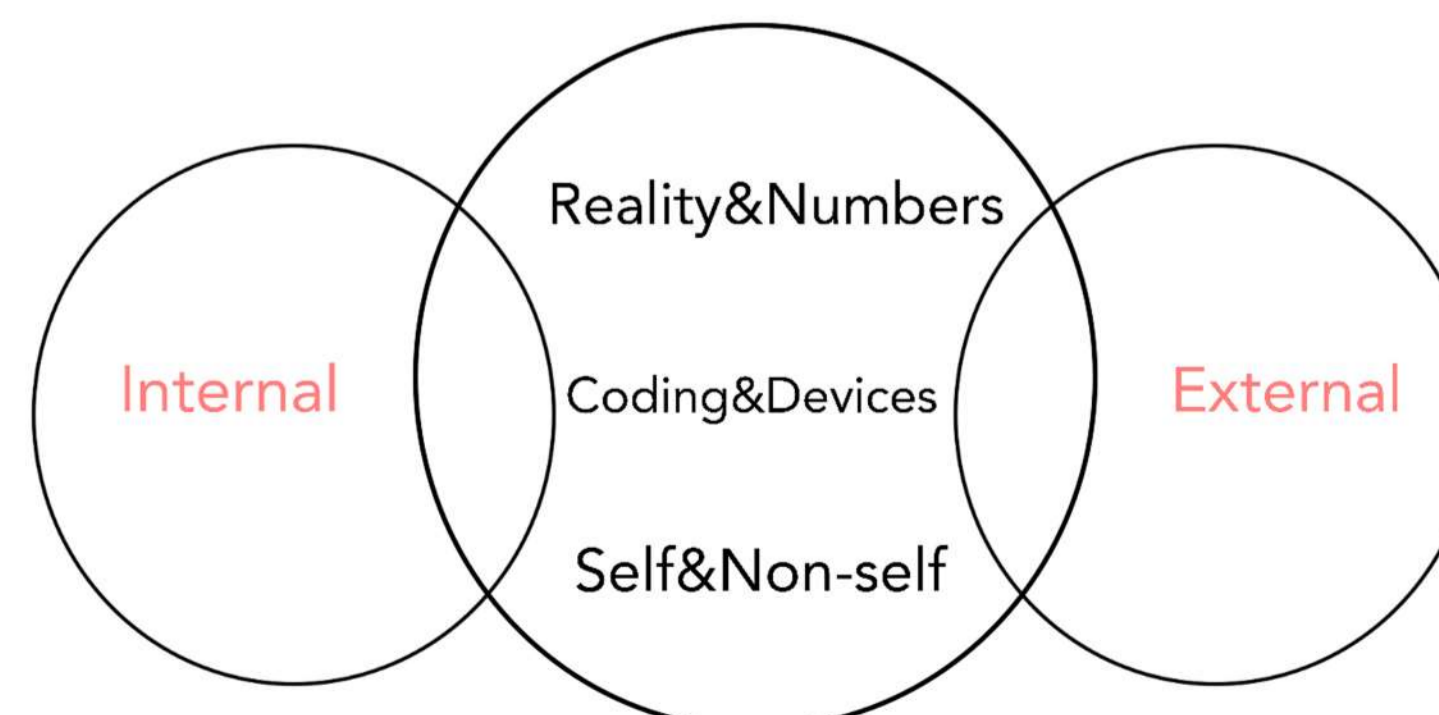
Body Image

One important part of the evolution of presence is the modification of our own bodily experiences. The term body image refers to the sentiments connected to perception, and in a general sense, we may characterize virtual as a body image, which can also be described as an interactive digital image where an algorithm interacts with a user through binary representations.



Internal and External

If a virtual body is a being in its own time and space setting, however, at the same time, it is not attributable since its realization based on any interaction with the user, then, in the same way, it can be stated that the reality itself is interactive, and this interaction is simultaneously internal and external.



Interactivity

The virtual body environment is the consequence of an interaction, and space is produced as the result of the engagement with the environment. Due to this, the environment does not seem to retreat or maintain a distance; rather, it evolves into a pool of immersion. This immersion manifests itself as the sensation of feelings and the body.

