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New Media Techniques

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Read and Journal

I think virtual reality is an effective tool to create empathy in journalistic story telling because it allows the viewer to be interactive with the story. It brings in the desirable and fun elements of “new” technology while tackling the struggle of creating a successful story in a new and unique way. This makes the player/viewer feel more in touch with the story and understand it better since they are experiencing it visually and are given the opportunity to make decisions and controls which gives off a more authentic and real experience. Of course when real people’s stories are rendered in virtual reality they may not capture every detail exactly correct. This leaves the reaction of the project unpredictable since there is a range of ethical concerns. This can create conflict if the creator’s interpretation of the story is different from the person who actually was apart of it. Chris Milk’s Ted Talk shares how to incorporate empathy into virtual reality to manipulate the viewer’s experience and reaction. This is an important aspect in all media forms because the overall goal of a creator is to create a lasting impression on the viewer. This creates more attraction toward the work that the viewer is experiencing because they are emotionally invested in it.