

“Is virtual reality an effective tool to create empathy in journalistic storytelling? How and why?”

I think it's a very affective way to create empathy because you're throwing your full self into the reality. Whether it's physically or somehow relating to you like the one game that shows a boy running on your street, you're somehow putting yourself into it which stirs up your emotions. And when it's someone else's story, you're still putting yourself in it which makes you empathize more since, in a way, you're experiencing what they are with them.

“What ethical concerns arise when real people's stories are rendered in virtual reality projects?”

When it comes to real life situations, like documenting war, would people be tuning in to educate themselves, and be aware, or does it bring an entertainment aspect, making it inappropriate. And if there were a dead body on the ground of a war zone, would people want to even feel the emotions brought up by seeing that? Or is it too much? Because this is a next level way of journalism.