I have always been interested in traveling. I enjoy the fact that you can create unique experiences rather than buying materialistic things. Traveling encourages you to leave your hometown and visit another destination. In my opinion, you can make an adventure out of any kind of traveling. Traveling is so enjoyable because you get to break the normality of your everyday life by being exposed to new foods, people, landscapes, and ideas. My family has always prioritized traveling to new places. My favorite part of traveling is learning about the community we are visiting by going to museums.

Technology has changed traveling in many ways. For example, there is a relatively new idea of the AI travel agent. AI, or artificial intelligence is the idea that computers can perform task that normally done by humans. Artificial intelligence is used as a travel agent through the Pana app. TeJane Levere, an author for The New York Times, says, “The Pana app lets users chat, in conversational language, about booking travel and helps if they encounter a delay or cancellation. Responses are provided by a team of travel agents who are on duty round the clock and have access to artificial intelligence to gather information customized for the traveler” (New York Times, “When a Robot Books Your Airline Ticket”). The Pana app can help organize your trip by putting all your bookings, flights, hotels, restaurant reservations, car rentals, activities, conferences and other events in one place (Sarah Perez, “Pana’s travel companion app goes free, can automatically check you into flights,”
This app takes away all the stressful parts of traveling so that you will have more time to enjoy your vacation. Another advantage to the app is that it is now free to all users. The app also allows you to set a budget for your vacation. It will make sure that the restaurants, hotels, and events will not run you over your budget. The Pana app is also compatible with Uber so you can always have a ride from the airport.

The Pana app was originally created to help people with business trips but it is now designed for the everyday person. The app can also help enhance your traveling experiences through your preferences. For example, “A waiter at a luxury hotel could use information on you to predict what kind of drinks you like and recommend something from the menus. Or reception staff, with data on your spa use, might propose a service (Senay Boztas, “Travel companies are investing in artificial intelligence, but that doesn’t mean fewer jobs for humans,” theguardian.com).

There are a few cons to this new artificial travel agent. Many people do not know how to work this new technology. Complaints range from confusion about plane departure times to other mishaps with reservations. These problems could be avoided by using an actual travel agent. The choice to rely upon this app exclusively may not be the best idea for the traveler that is under time constraints or has limited travel opportunity.

The app seems to work best as a supplement to more traditional travel methods. I think that artificial travel agents are the way of the future. The artificial agents will only get better with more advantages over humans. I do not think that they will ever fully replace humans, but it is definitely a very good alternative if you do not want to hire a travel agent. The ease of putting your information into an app and getting instant results is very ideal for the technological generation. Also, the idea that waiters and receptionist can recommend drinks or events based on your preferences enables you to get
the most out of your vacation. Most importantly, like many technological advances, the app allows for easy access for your travel needs, freeing up important time for vacationing.
While technology abounds in television shows, the TV show I will be analyzing is Rick and Morty. I will be focusing on the second episode of the second season called Mortynight Run. The overall plot of Rick and Morty centers around inter galactic adventure. Each episode usually consists of mad scientist Rick Sanchez and his grandson Morty Smith going on an adventure. The two always get into a predicament, and they must escape the planet they are on before death. In this specific episode, Rick sells a gun to an Assassin on one of the planets that he and Morty are visiting. He does this to get tokens to play a virtual reality game called Roy at the arcade. Roy is a simulation of somebody's life. In the game, you must make decisions to try and live the longest life ("Morty Night Run", Rick and Mory).

The idea of virtual reality is very prominent in the tech world right now. There are many virtual reality systems out right now. According to Yahoo Finance, the most popular systems are The Oculus Rift, Sony PlayStation VR, HTC Vive and The Samsung Gear VR (Howley, D.). These systems are all relatively new, so they have not developed to the point that they have on the Rick and Morty show. Morty is fully transferred into the game when he goes into the virtual reality in the show,

The virtual reality sets are available to all consumers, but they are expensive. They will run you around five-hundred dollars for a nicer one. Along with the headset, you need a phone, computer, or game system capable of running virtual reality.

Virtual reality is used in many ways. The primary usage currently is for private gaming. It has been proposed that virtual reality can be used to do things like train medical students, help children and teens with autism develop social skills, help paraplegics regain body functions and many more (Leadem, “Rose, 12 Amazing Uses of Virtual Reality”, Entrepreneur). “Virtual reality provides medical and dental students a safe and controlled environment to practice surgeries and procedures, allowing them to make mistakes
without having any impact on an actual patient, and prepare for any unexpected situations” (Leadem). Virtual reality has also been used for mechanics, welders and many other jobs of that nature. The attractive part of virtual reality is that you can create any problem and train the worker to solve through it.

Morty was scarred from the Roy game. During his simulation, he lived to be 55 years old. After he came out of the simulation, he had trouble adjusting back to real life. Even later in the episode, he had flashbacks to the Roy simulation. Though this was for comedic effect, it brings up an excellent point. If someone lets virtual run their life, they may not be able to distinguish between real life and simulation. This brings up the same argument about videogames being harmful to kid’s brains. Though I think that videogames do not make kids more violent or less aware, I feel that virtual reality could have a negative effect. It could have a negative impact because it is so real. There is currently an argument being made for virtual criminality. The Virtual Reality Society says, “the question is whether it is possible for someone to suffer an injury or mental distress as a result of a violent action carried out in a virtual environment” (Virtual Reality Society, “Virtual Reality and Ethical Issues”). This will certainly have to be tested before it is commercialized. As of right now, there is very realistic virtual reality. However, the more realistic virtual reality sets are still in testing and not available for public use. Such systems will soon be commercialized and sold worldwide.

In my opinion, this technology can be found both ethical and unethical. The virtual reality systems can be used to help better people’s lives through medical simulation. However, they can also be used for many unethical uses such as pornography. With any new invention, there will always be two sides. It is almost impossible to create something that will not be manipulated in unethical ways. All sides considered, I see a very bright future for virtual reality. The video game market is booming right now and
the gamers always want the newest technologies. I also feel that the health and mechanical benefits of virtual reality outweigh the possible unethical byproducts of the new technology.
Works Cited


