In the world of today, technology has taken a major role in society and is present in almost every aspect of life. This means that it has also become prevalent in everyone’s hobbies, including mine. One of my favorite things to do to pass the time nowadays is play videogames. Gaming, in terms of videogames, is normally the use of some sort of controller through which one controls aspects of any given game. The controls switch depending on what game one is playing, and on what medium they are using to play said game. In my case, I like to play games on PlayStation 4, which is the latest console from Sony that uses a PlayStation controller, and on my laptop, using my keyboard and mouse, through the use of a free program called Steam, which allows me to purchase and then play digital versions of games.

As far as how I got into videogames, I was introduced to them by my father at a very young age. We had a PlayStation 2, on which we would play Star Wars Battlefront 2. From there, my enjoyment of the subject only grew as I discovered new games that I enjoyed playing. Many of my friends also had various consoles on which we would play together so this furthered my enjoyment of videogames, especially once I gained the ability to play online with my friends with the use of the PlayStation 3. Then when all my friends had moved on to the PlayStation 4, I decided I should to. Hence, I might have been introduced to videogames by my family, but my interest in videogames has been perpetuated by my friends.

However, about a year ago, Sony released their VR headset, an add-on to the PlayStation 4 that allowed its user to play games in a virtual reality, though for a hefty price. Rolling Stones Magazine describes virtual reality as making “the impossible possible by tricking your eyes, and brain, into thinking you’re someplace else” (Kushner). It does this through the use of “motion-sensing hardware, positional
tracking and Pixar-level graphics to let you interact with and explore simulated worlds” (Kushner).

Essentially, the it works is that it uses a headset, which covers one’s eyes in order to display to them the reality of their choice. Then with the use of a camera and motion sensors, which are one’s controllers, the system is able to track one’s movements and then preform those movements in virtual reality. Virtual reality has already changed a lot in the world of gaming, as it allows one to actually be a part of the game, and the world in which that game takes place. It allows games to be more immersive, and make the player feel like their part of the world. A huge downside though is the price. Beyond just gaming, virtual reality has changed aspects of the real world too. For example, earlier this year in January, surgeon Shafi Ahmed recorded a hernia surgery that he was preforming in virtual reality, in order “to walk rookie physicians and millions of curious viewers through a hernia operation” (Gale). Furthermore, virtual reality has begun to be used by “California’s Stanford Medicine [who] is combining imaging from MRIs, CT scans and angiograms with a new software system to create a three-dimensional model that physicians and patients can see and manipulate” (Gale), so not only has virtual reality begun to revolutionize the gaming field but also the medical field as well.

Overall, I believe that virtual reality has done positive things for the gaming industry, and that it will continue to do so in the future. I think that as time progresses, gaming in virtual reality will become more common, and that as it does, it’s price will lower as well. Eventually I believe that the vast majority of gaming will be done through virtual reality, especially as the field becomes more and more advanced. However as for right now, I think I enjoy gaming just as it is, and will continue to enjoy it as it evolves with time.
Envisioning Technology

Section 2: In the Media

*House M.D.* Season 6, Episode 2 “Epic Fail”

Technology has become increasingly important as our society has changed and evolved over the years, meaning that is present and affects all sorts of things including the media. One such form being TV shows. One of these thousands of shows is *House M.D.*, a show which follows the life of Dr. Gregory House, who is head of diagnostic medicine at Princeton Plainsboro Medical Hospital, and his team, who make up the rest of the diagnostic department. The show focuses on the medical cases the Dr. House must solve. However, the show also examines the type of person that House is, and the struggles that he must deal with. For example, working with his ex-wife or his Vicodin addiction are struggles that have popped up in the show before. In this episode, House’s team, which consists of Foreman, Taub, and Thirteen, must treat the head of a video game testing team named Vince, who displays multiple symptoms, the first of which is feeling as though his hands are burning. House, meanwhile, has just gotten out of therapy and is therefore staying away from his old job as part of his new lifestyle. As the team try to diagnose their patient, he is actively researching and getting advice about his symptoms online. This leads to Vince diagnosing himself with mercury poisoning and asking for testing to prove otherwise. This sort of thing continues until Vince decides to post a reward online for whoever can solve his case. Vince then demands testing for amyloidosis which was the majority response online. The test is positive, however later that night Vince is found hallucinating in the halls of the hospital by Thirteen. These hallucinations are caused by a high fever something that amyloidosis wouldn’t cause. Foreman and Thirteen then come up with the diagnosis of LCDD or Light-Chain Deposition Disorder which can’t be tested for, and therefore can only be treated. So that night they prep the patient for chemotherapy. However, the next day Foreman, has a
realization and figures out that the patient has Fabry Disease, based off the notion that his fingers didn’t swell up in water. However, when he gets to the hospital, he finds that Thirteen has also reached the same conclusion only that she got to it by going through the online responses. It is discovered later that House was the one who sent in that response (*House M.D.*)

In the episode the patient’s computer plays an extremely important role. While the computer itself, is no different than one you could find in everyday life. It’s the type of computer that is available to the public, as, according to a census done in 2015 by Camille Ryan and Jamie Lewis, 78 percent of Americans own a laptop (Lewis). It does require a bit of money though to afford a computer though so in some cases it is restricted by wealth, however on average 3 out of 4 Americans will own a computer.

What makes the patient’s computer unique is how he chooses to use it in the episode. While it did eventually lead to the answer of Fabry Disease, it also caused the doctors to preform multiple unnecessary tests, therefore making it take longer for them to reach the correct diagnosis. This sort of alludes to the issues that come up when one researches symptoms online instead of seeing a doctor about them, while there’s a chance you might find the right disease, it’s still better to consult your doctor about it. On an average basis in the show the technology present, in this case computers, can often help the doctors solve cases. However, this episode serves as an example as to how you can’t always trust every answer you find on the internet and that you can’t always rely on technology to give you the correct answer.

I believe that in most case the use of computers is for ethical purposes. For example, it can help be learn new things and meet new people or communicate with people you already know. However, there are also many unethical ways to use a computer. It can be used to hack, steal, lie and cheat amongst many other things. Ultimately, it’s not whether or not a computer is ethical, but whether or not the actions of the person using the computer are ethical, and with so many users it’s hard to discern the ethicality of a computer without knowing each and every person’s intentions. Also due to its large number of users I fail to see how computers could diminish anytime soon. In 2015, 78 percent of Americans owned a computer, which is amount that has steadily been rising since 1984 when less than 20 percent of Americans owned one (Lewis). So while computers can be used for unethical reasons like Vince did, signifying his distrust
of his doctors, or for more ethical reasons like Thirteen going through countless responses on the computer in order to save a patient’s life, I think computers will be around for years to come.
Works Cited


