

Benefit and Loss of Simulation Technology –Real World vs. Virtual World

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ABSTRACT:

Simulation technology is ever evolving now-a-days. By a computer generated simulation and the natural information transport from the processes to our senses by input-output devices virtual reality simply works. It is not just revolutionizing gaming but it has the immense capacity to transform the way human beings model everything in real world from eco system to economic market to health management. By the grace of advancement of technologies gradually human beings are becoming unable to distinguish the artificial stimulus from the natural one produced by the environment as the artificial stimulus is close enough to the "expected" stimulus. An entirely new world is being created with each passing day which is changing our understanding on real life. Individuals have become too accustomed and addicted to society through the impersonal avenue of technology. A person is losing social conditions and standards while he remains busy in activities in virtual world considering him as a sociable one. Family and society, in a larger sense, are forums where human beings learn and explore behaviours but now the young generation has lost interests in their families and social groups. Cyberspace has replaced society which provides young people a platform for expanding personalities but otherwise is making them inadequately functioning in real society. The false perception of self-identity limit the strength of an individual and instead of cultivating a valuable meaningful life in real world people are racing to reach the targets set by the computer programs. Providing a great way to break from reality it also warps a person by weakening his capacity to face challenges of reality with which he has evolved to. Virtual world is far away from a value-driven collective world and for much of the technology in which the participants are immersed action and achieving goals trump perspective, context and relationships. The most powerful disincentive for the excessive use of technologies is it gives a direction to a life devoid of its relevance in a greater world. One can derive some entertainment values and use other utilitarian benefits for the proper personal growth and development of society as well but if this mediated and low-resolution approximation of life in a virtual world is real enough to want to substitute much of real-life is still looking forward to global responsibilities of using technologies of virtual reality.

KEYWORDS: Virtual World, Virtual Community, Real World, Impact on Society, Gains and Losses.