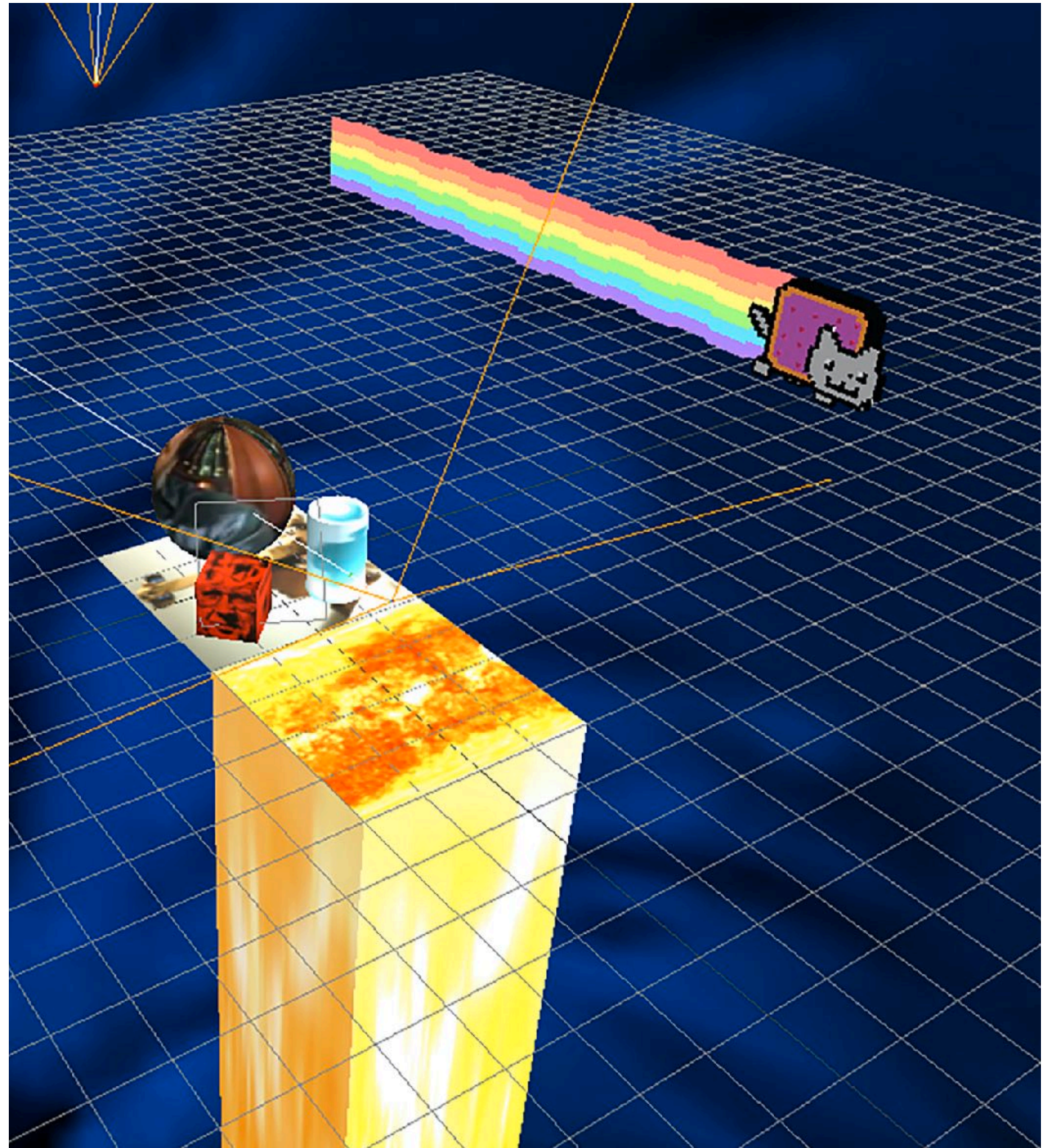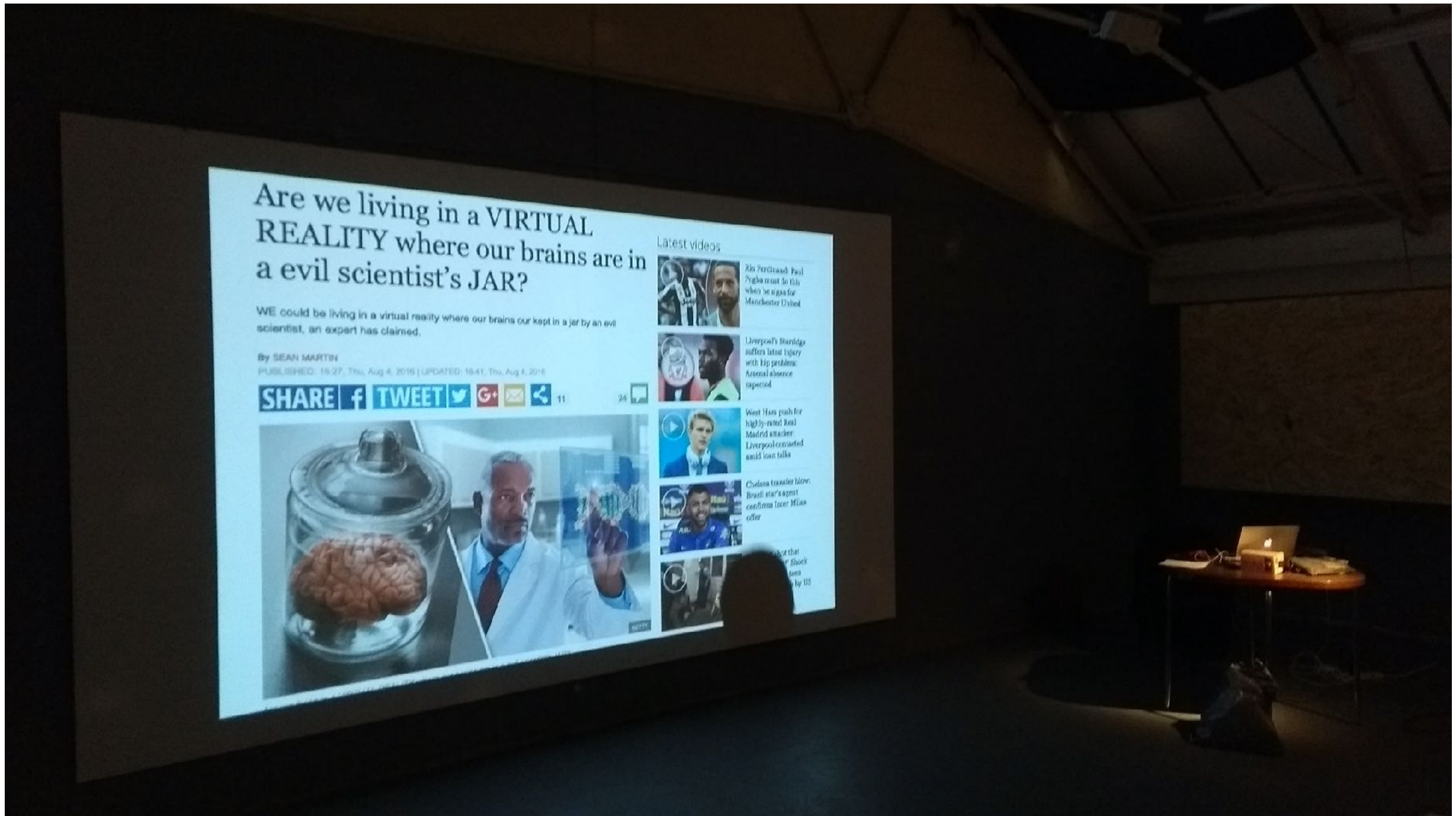# IMPERFECT VR

"Virtual Reality is a rather miserable idea."
- Slavoj Žižek

Imperfect VR at Vivid, Birmingham

IMPERFECT VR

Created 2016—2019

Workshops delivered at the following institutions:

Electromagnetic Field, Guildford (2016)

Off the Lip, Plymouth University (2016)

Royal College of Art, London (2016)

Space art and technology, London (2017)

Future Imperfect Symposium, Plymouth University (2017)

Doomed Gallery, London as part of Antiuniversity Now (2017)

Vivid Projects, Birmingham, UK (2017)

Games and Simulation enhanced Learning (GSeL) conference, Plymouth University (2017)
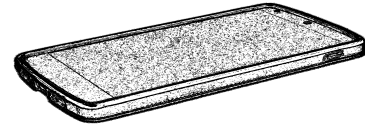
Shanghai Maritime University, Shanghai (2017)

Donghua University, Shanghai (2017)
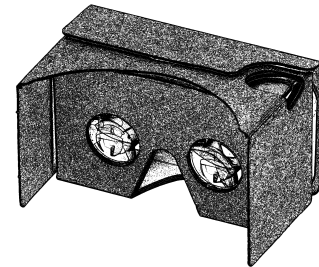
Social Fiction Lab, Berlin (2018)

35th Chaos Communication Congress (35C3), Leipzig, as part of the Social Fiction Society (2018)
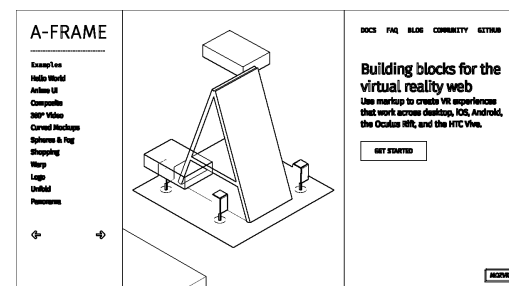
MANIFESTO
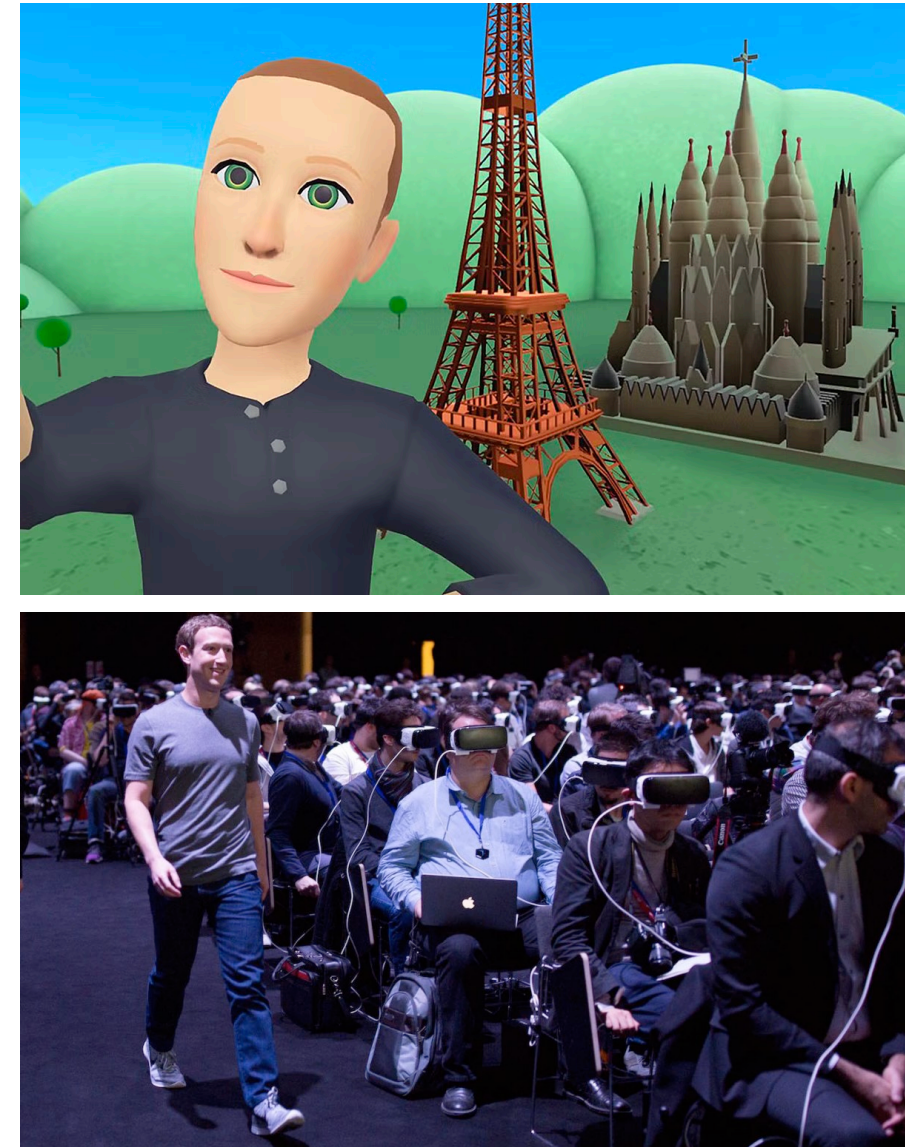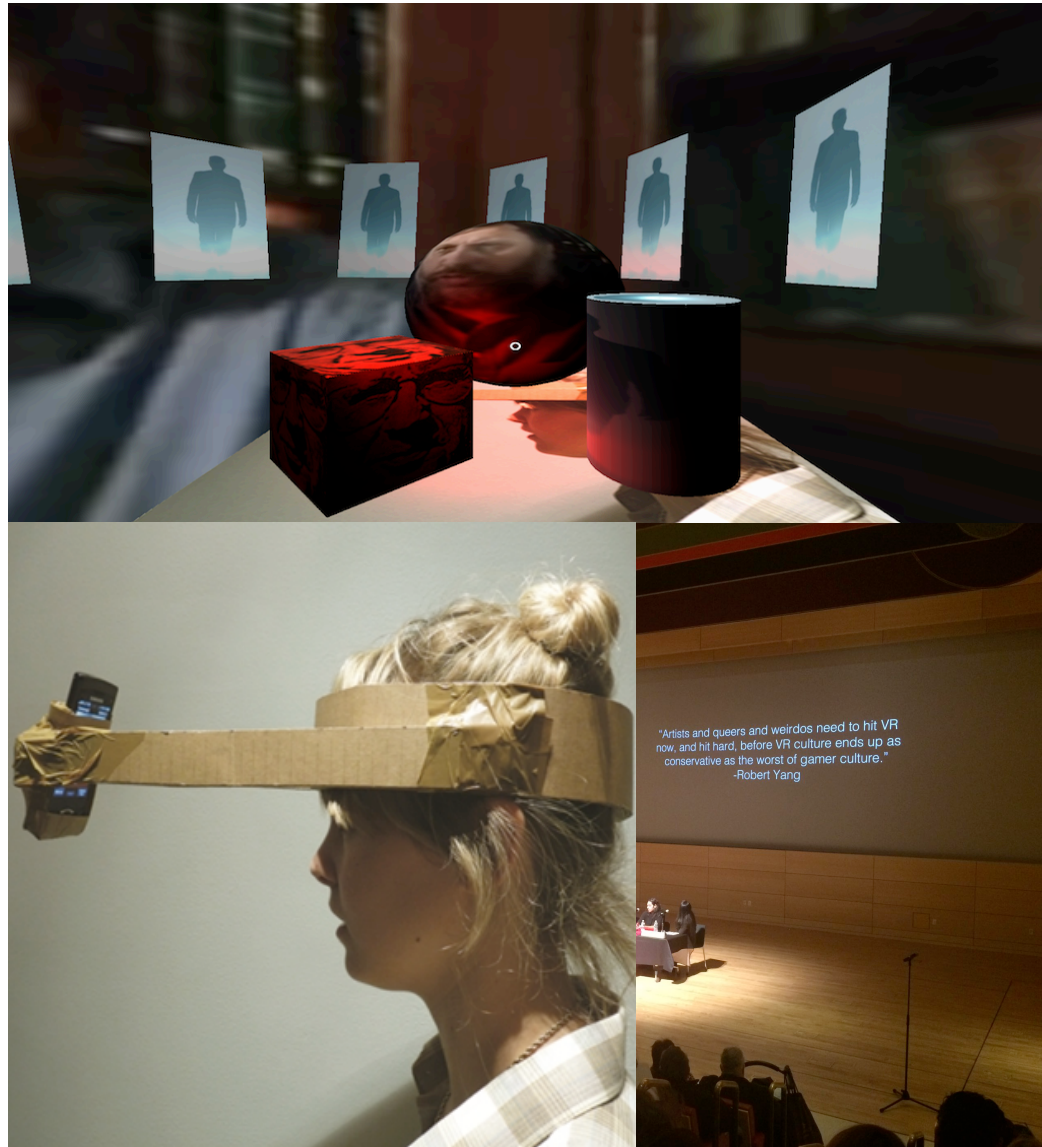
This is a Smartphone

This is a Cardboard

This is A-FRAME
aframe.io

<u>Now Make a VR !</u>

@crcdng

WHAT'S AT STAKE

WHAT ABOUT IMPERFECT VR IN 2023?

- A—Frame still works und gets updates 👍

- WebXR, standards for VR and AR is being developed 👍

- Cardboard VR works on Android 👍

- Mozilla hubs — quo vadis 🤔

- Lots of corporate Metaverse but little grassroots 🙄

- Theatre: half — half 😐

- Unfortunate divisions in the community over web3 😵‍💫

- High Resolutionism even in the "alternative" Scene 💩

THEATRE?

Photo: Thomas Aurin

Anthropos, Tyrann (Ödipus)", Alexander Eisenach, Volksbühne Berlin 2021

Credits

Code and workshop materials available at:

https://github.com/crcdng/
imperfect-vr

Libraries and Frameworks used: A-Frame by Diego Marcos, Kevin Ngo, Don McCurdy, (https://aframe.io)

More information and contact:

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