

# Review of: "Beyond the Physical Self: Understanding the Perversion of Reality and the Desire for Digital Transcendence via Digital Avatars in the Context of Baudrillard's Theory"

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This article discussed "reality," "digital image," and "avatar" enabled by edgy technologies, including AR, VR, and AI, through the lens of Baudrillard's theory. Introducing an extended extant theory to today's contexts is very interesting, and the author described the background of the idea in a very engaging way. However, I would make the following suggestions:

- 1 Be clear when mentioning AR/MR/VR, otherwise, it would mislead audiences. In particular, definitions of these realities need rework. Especially this: "Similarly, MR technology can overlay digital information onto our physical environment, creating a mixed reality where the boundaries between the real and the virtual are blurred." MR created mixed reality? This reads odds and void. In addition, abbreviations should start with the second time using this term. However, the article has a mix of full spellings and abbreviations, which need proofreading.
- 2 Exceedingly long abstract. Though the title is beautiful, the abstract is too extended for a position paper. I have the concern of losing audiences from the start.
- 3 Explain terms early. The reading experience poses a steep learning curve to audiences, at least to me. Words like "Experience Machine" may not sound familiar to most, and the definition is way behind.
- 4 Last and most importantly. I suggest the authors include the metaverse's angle of realities concepts: digital twins, digital natives, and experience duality. These align with some parts of the article and can serve as state-of-the-art reality research fashion.