

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"

Vincenzo Auriemma¹

¹ University of Salerno

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The author clearly lays out the concepts within this text, especially interesting is the never trivial relation he makes of them in differentiating the three levels of reality. As well as the highlighting of emotions within them. However, between the lines one can read the author's too critical of these virtual platforms. I would recommend blurring this so as to have more palatability for readers. I would also recommend that the emotional aspects be better emphasized, as empathy, an element I have been dealing with for years, is always considered as a precedent of compassion, in reality empathy may have under-analyzed negative aspects. Moreover, it should be emphasized that emotions, including empathy, are not transpositions of emotions belonging to the standard world, but rather elements co-constructed in those worlds where the intermediation of the avatar is not confusable with the intermediation of devices (as is the case with chats), but of a triple level of intermediation (person-hardware-virtual). In mixed-reality systems, not the least of which is the Apple Vision Pro, it allows the mixing of two types of reality, blending them together and making it one. So, I wonder if it is still possible to talk about different types of realities and not one reality that can work with simulacra and through them improve. In conclusion, I would recommend a re-reading of some typos and the arrangement of quotations, the latter are all placed after the closing point of the sentence and should be inserted earlier. Finally, the example of WoW and Second Life, cannot be encapsulated only in the early 2000s, totally excluding them from current discourse, not least because the two platforms have evolved and not definitively outgrown each other. For World of Warcraft, as well as for League of Legend, there are very important world tournaments, as well as quotations in betting and valuation of NFT in the metaverse. So, a market in perpetual transformation that should at least be mentioned in the general discourse.