REFRAMING REALITIES

AR bodies, ARselves

Rob Morgan (he/him)

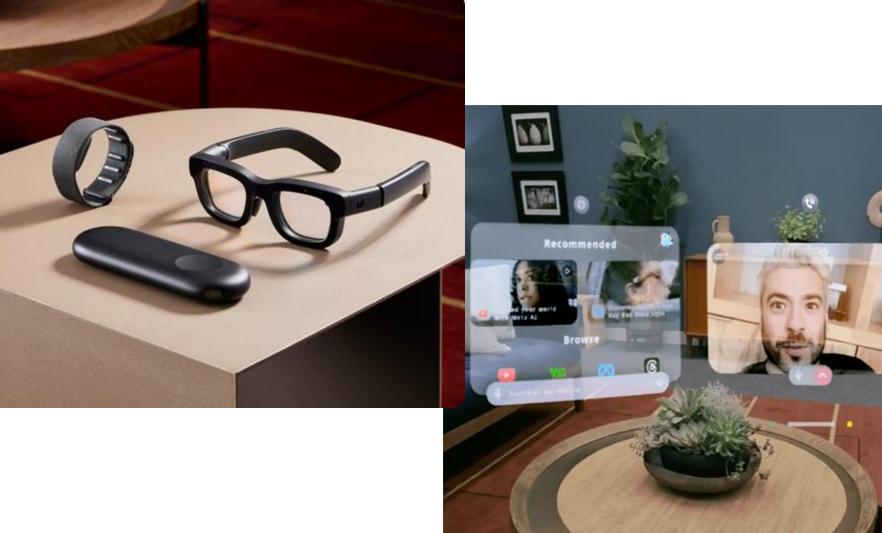
Immersive Experience Designer

Experience & Narrative Lead, Wake the Tiger

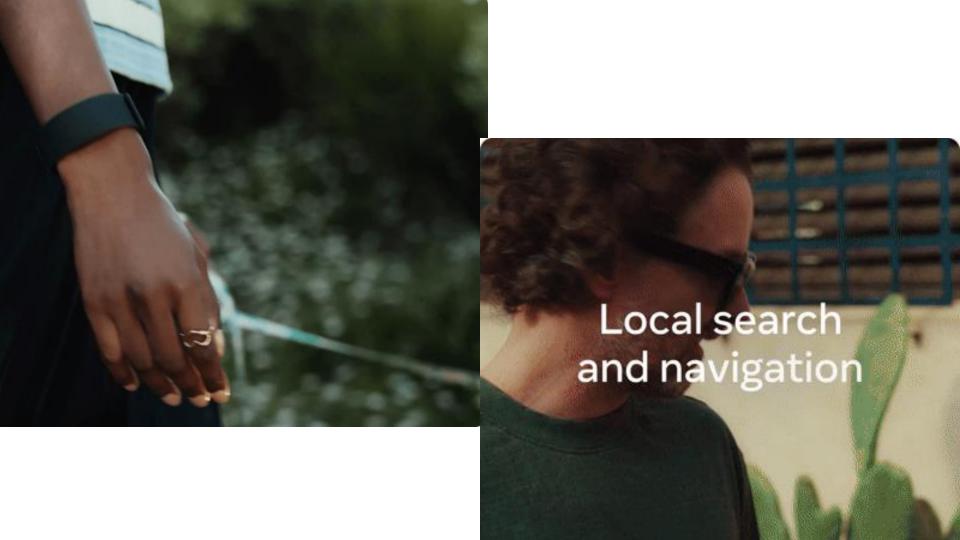
Visiting Fellow, King's College London

rob@playlines.net









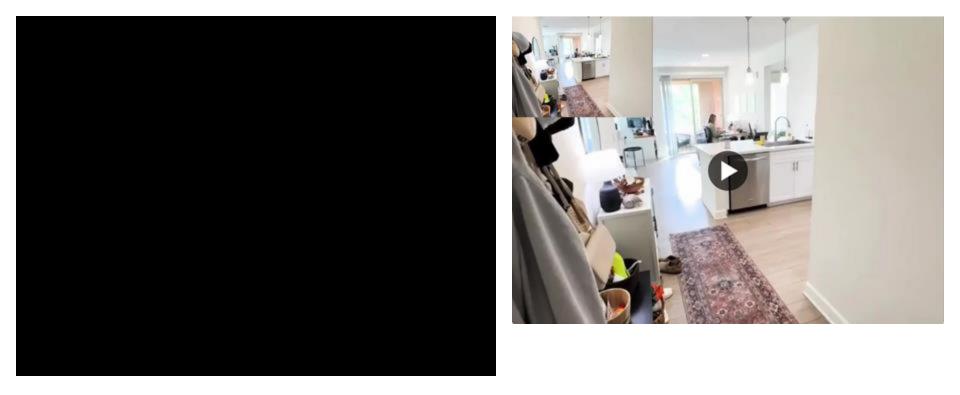


SHOES JERIESBY SCRIBES PRODUKTS











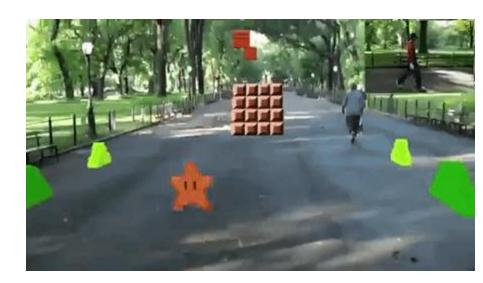
Millions of Avatars! Express Yourself!





"I think people should be able to **theme the world** however they choose.

If I want to see the world like it's Nintendo everywhere and it's bright and happy and has Marios popping up from behind park benches, I think that should be my choice...

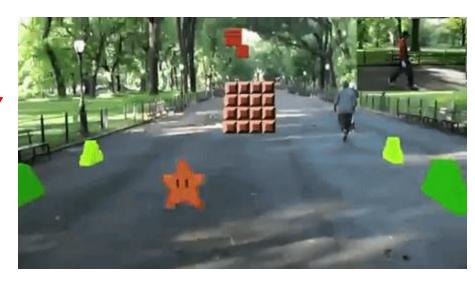


"I think people should be able to **theme the world** however they choose.

If I want to see the world like it's Nintendo everywhere and it's bright and happy and has Marios popping up from behind park benches, I think that should be my choice.

I don't think someone should assert some right to control what's happening on my body and in my eyes or ears."

 John Hanke, interview with Nilay Patel, 'The Metaverse is already here and it's full of Pokemon', Decoder Podcast, 14 December 202





"REALITY RIGHTS"

"REALITY RIGHTS"

- Do you have the right to see the world the way you choose?

"REALITY RIGHTS"

- Do you have the right to see the world the way you choose?
- Do you have the right to present yourself the way you choose?











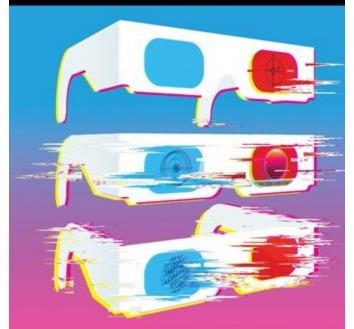






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