

VR 4Health

Applicazione delle tecnologie della realtà virtuale nell'ambito della Salute

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OUT OF BODY EXPERIENCES

Ehrsson, H. H. (2007). The Experimental Induction of Out-of-Body Experiences. *Science*, 317(5841), 1048–1048.

Lenggenhager, B., et al. (2007). Video ergo sum: Manipulating bodily self-consciousness. *Science*, 317(5841), 1096–1099.

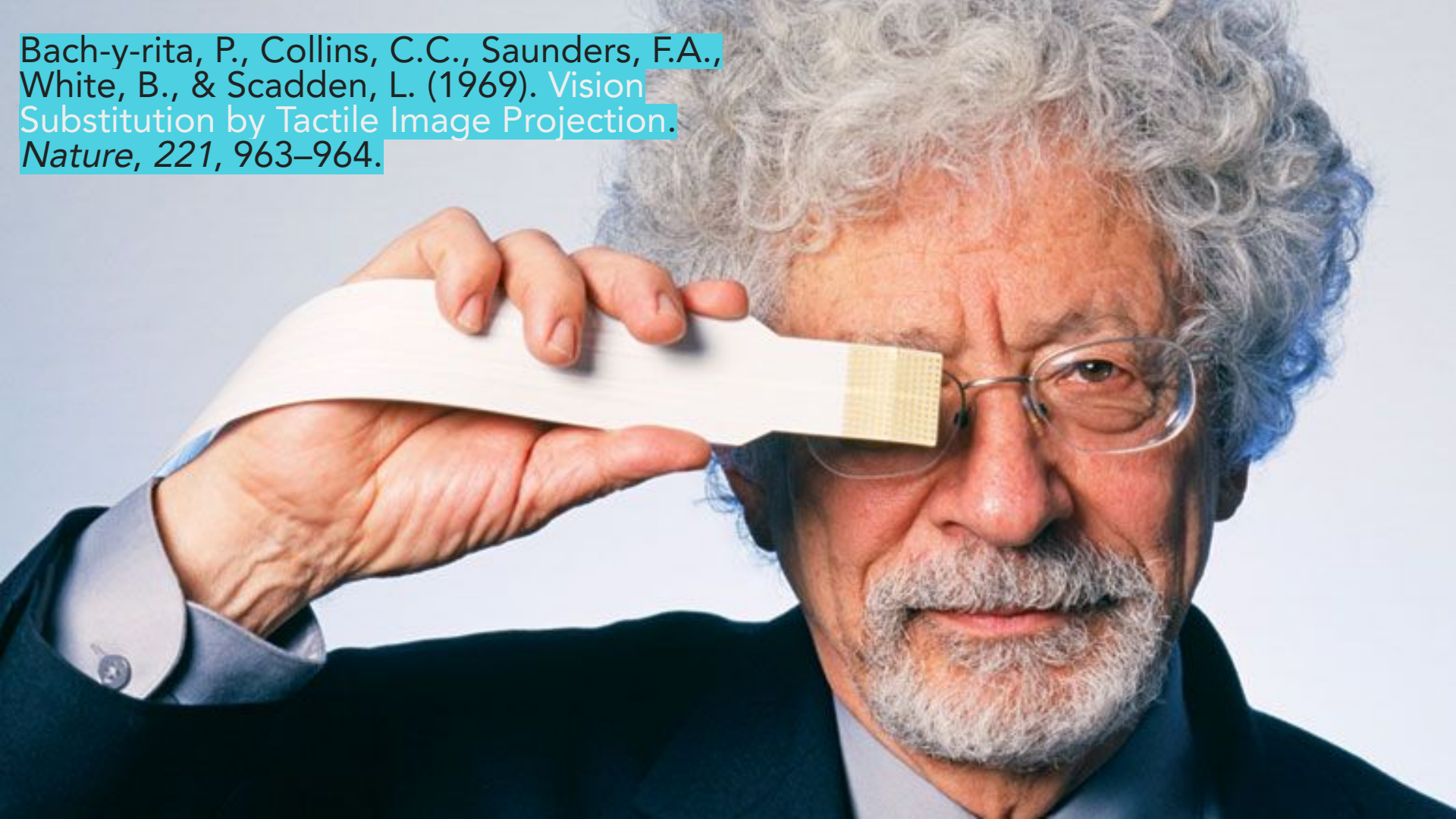
BODY
SWAPPING





V.S. Ramachandran and D. Rogers-Ramachandran, 'Synaesthesia in Phantom Limbs Induced with Mirrors', *Proceedings of the Royal Society of London B*, 263 (1996), 377–86: 379

Bach-y-rita, P., Collins, C.C., Saunders, F.A.,
White, B., & Scadden, L. (1969). Vision
Substitution by Tactile Image Projection.
Nature, 221, 963–964.



ESTENSIONE/RIDUZIONE
VS
ESTERNALIZZAZIONE/INTERIORIZZAZIONE



E. Muybridge - *Horse in Motion*

Ihde, D. (1979), *Technics and Praxis*, D. Reidel Publishing Company, Dordrecht.

4E COGNITION

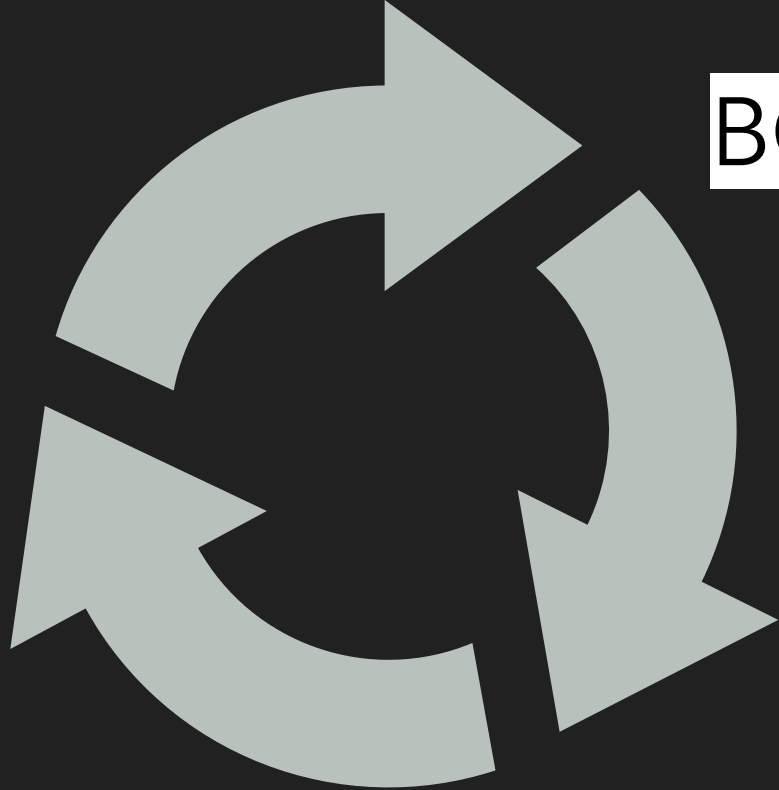
EMBODIED

EMBEDDED

EXTENDED

ENACTED

BRAIN



BODY

WORLD



ecology of the brain

thomas fuchs

OXFORD

The Brain as Mediator

The brain is primarily an organ of mediation, transformation, and modulation, being embedded in the human organism's relationships with the surrounding world and in interpersonal relationships

Cosa rende speciale la realtà virtuale?

Una visione senza cornice

Il trasferimento agentivo nell'ambiente mediato

Presence in VR

Presence is defined as the non-mediated (prereflexive) perception of successfully transforming intentions in action (enaction) within an external world. (p. 160)

In other words, the subject is “present” in a space if he/she can act in it. [...] Interestingly, what we need for presence are both the affordance for action (the possibility of acting) and its enaction (the possibility of successfully acting). The first suggestion this framework offers to the developers of virtual worlds, is that **for presence action is more important than perception.**

Riva, G. (2009). Is presence a technology issue? Some insights from cognitive sciences. *Virtual Reality*, 13(3), 159–169.

The Zero Mode

Activity in the zero mode is what drives spontaneous creativity in agents capable of sensorimotor open-endedness [...] We can expect then the zero mode to be active in situations of play as new elements, rules, people and situations are added to a game, and the self-defining purposes of playful engagements shift. Successfully traversing the zero mode is creative sense-making at its purest. However, this only occurs as the result of the precariousness of the material relations that constitute the agent and the environment (Di Paolo et al., 2017, 236).

Sensorimotor Life An Enactive Proposal

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