

Topic to Search: i want to write a screenplay about virtual worlds. i know that many films have already tackled this so i need my own angle.

Words or Ideas to Use:

- VIRTUAL WORLDS, VIRTUAL REALITY
- SIMULATED ENVIRONMENT, SIMULATIONS
- SIMULATION, DIGITIZATION
- CYBERSPACE, CYBERWORLD
- HOLOGRAMS, HOLODECKS, 3D WORLDS
- IMMERSION, IMMERSIVE ENVIRONMENT

Type of Search Resource: HUMAN

Name of Resource: RICHARD GILBERT

Date Consulted: FEBRUARY 2, 2018

Exact phrases and queries tried:

Phrase/Query: i described my topic to dr. gilbert

Did it Work: dr. gilbert is an expert on virtual worlds and pointed out relevant references and fictional works right away.

How Useful: results were useful. i now have a great starting point from which i can build my own ideas.

Type of Search Resource: ONLINE

Name of Resource: GOOGLE

Date Consulted: FEBRUARY 2, 2018

Exact phrases and queries tried:

Phrase/Query: "virtual worlds"

Did it Work: somewhat worked---top hit was a wikipedia article, which had overview information and links to other sources. other hits included existing virtual world systems and some in-depth articles (google + classification).

How Useful: not entirely pertinent, but interesting. there were links to existing virtual world systems, which i am not as interested in as fictional ones, plus lots of images and articles about real people spending time in virtual worlds. i think i should be more specific.

Phrase/Query: fictional virtual worlds in film

Did it Work: worked---top hits were still wikipedia articles, this time on simulated reality in fiction and virtual reality. as usual, main use for these is overview and potential follow-up sources. but there was a link to a class called virtual worlds and fiction ---i should see what texts/works were used there.

How Useful: useful. the research results were more closely related to what i was looking for, and many of them are worth reviewing.

Resource(s) That Yielded This Result: RICHARD GILBERT (FOR CITATIONS), THEN THE ACM DIGITAL LIBRARY

Type of Source: SCHOLARLY ARTICLE

Citation Information:

Author: J. DIONIZIO, W. BURR III, AND RICHARD GILBERT

Title: 3D VIRTUAL WORLDS AND THE METAVERSE: CURRENT STATUS AND FUTURE POSSIBILITIES

Year: 2013

Journal: ACM COMPUTING SURVEYS, VOLUME 45, ISSUE 3, JUNE 2013, ARTICLE NO. 34

Initial Impression:

THIS ARTICLE HAS A SHORT HISTORY OF VIRTUAL WORLDS IN FICTION, BUT ALSO COVERS THE REAL-WORLD TECHNOLOGIES (AT THE TIME) THAT INFLUENCE IT'S FUTURE PROGRESS. THIS LATTER SECTION WILL BE REALLY USEFUL FOR MAKING MY SCREENPLAY MORE REALISTIC AND GROUNDED, BUT I NEED AN UPDATE BECAUSE THE ARTICLE IS 5 YEARS OLD AND THIS STUFF MOVES FAST.

Resource(s) That Yielded This Result: RICHARD GILBERT (FOR CITATIONS), THEN AMAZON

Type of Source: BOOK (NOVEL)

Citation Information:

Author: NEAL STEPHENSON

Title: SNOW CRASH

Year: 2000

Publisher: BANTAM SPECTRA

Initial Impression:

DR. GILBERT SAID THAT THIS IS ONE OF THE REMINISCEENTIAL WORKS CENTERED ON A VIRTUAL WORLD (AND IS IN FACT WHERE METAVERSE WAS COINED), AND IT IS ALWAYS GOOD TO KNOW THE REMINISCEENTIAL STUFF. LANGUAGE IS VERY CASUAL AND OH, DAT Y.T. CHARACTER.