

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, SIMULATION
- ASSIMILATION, 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 THOSE IS OVERVIEW AND POTENTIAL FOLLOW-UP SOURCES. BUT THERE WAS A LINK TO A CLAZZ 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 CITATION), 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 ITS 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 CITATION), 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 REMINDA FICTONAL WORKS CENTERED ON A VIRTUAL WORLD (AND IS IN FACT WHERE METAVERSE WAS COINED), AND IT IS ALWAYS GOOD TO KNOW THE REMINDA STUFF. LANGUAGE IS VERY CASUAL AND OH, DAT Y.T. CHARACTER.