

Contents

Preface

vii

PART I VIRTUAL REALITY AS COMMUNICATION MEDIUM

- | | | |
|----------|--|-------------|
| 1 | The Vision of Virtual Reality
<i>Frank Biocca, Taeyong Kim, and Mark R. Levy</i> | 3 ✓ |
| 2 | Virtual Reality as a Communication System
<i>Frank Biocca and Mark R. Levy</i> | 15 |
| 3 | Defining Virtual Reality: Dimensions Determining Telepresence
<i>Jonathan Steuer</i> | 33 ✓ |
| 4 | Immersive Virtual Reality Technology
<i>Frank Biocca and Ben Delaney</i> | 57 ✓ |

PART II DESIGNING VIRTUAL ENVIRONMENTS

- | | | |
|----------|---|------------|
| 5 | Communication Applications of Virtual Reality
<i>Frank Biocca and Mark R. Levy</i> | 127 |
| 6 | Virtual Reality and Passive Simulators: The Future of Fun
<i>Diana Gagnon Hawkins</i> | 159 |

7	Communication Research on Consumer VR <i>Carrie Heeter</i>	191
8	Dramatic Narrative in Virtual Reality <i>Kenneth Meyer</i>	219
9	Sound and Communication in Virtual Reality <i>Gregory Kramer</i>	259
10	Interpersonal Communication and Virtual Reality: Mediating Interpersonal Relationships <i>Mark T. Palmer</i>	277

**PART III THE SOCIAL REALITY
OF VIRTUAL REALITY**

11	Virtual Diffusion or an Uncertain Reality: Networks, Policy, and Models for the Diffusion of VR Technology <i>Thomas W. Valente and Thierry Bardini</i>	303
12	I'm Not a Real Doctor, but I Play One in Virtual Reality: Implications of Virtual Reality for Judgments About Reality <i>Michael A. Shapiro and Daniel G. McDonald</i>	323
13	Signal to Noise: On the Meaning of Cyberpunk Subculture <i>Anne Balsamo</i>	347
14	Communication Issues and Policy Implications <i>Lisa St. Clair Harvey</i>	369
	Author Index	387
	Subject Index	395