# Article information:

Frontiers | Real Virtuality: A Code of Ethical Conduct. Recommendations for Good Scientific Practice and the Consumers of VR-Technology  
<https://www.frontiersin.org/articles/10.3389/frobt.2016.00003/full>

# Article summary:

1. VR technology raises novel ethical issues and risks that need to be addressed, including illusions of embodiment, neglect of the physical environment, and the potential for long-term immersion effects.

2. Concrete recommendations are needed to minimize these risks and ensure good scientific practice in the development and use of VR technology.

3. The impact of VR on our understanding of humanity, selfhood, authenticity, and social interactions is complex and dynamic, with a potential for both objective changes and correlated shifts in value judgments.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

作为一篇关于虚拟现实技术伦理问题的文章，它提供了一些有价值的见解和建议。然而，这篇文章也存在一些潜在的偏见和缺陷。

首先，文章没有充分考虑到虚拟现实技术可能带来的好处。它过于强调了可能存在的风险和危险，而忽略了这项技术对社会、文化和经济方面的积极影响。因此，文章可能会给读者留下一个片面的印象。

其次，文章中提出的某些观点缺乏足够的证据支持。例如，在讨论虚拟现实技术可能导致人们忽视身边环境时，作者没有提供任何研究或数据来支持这个观点。同样地，在讨论虚拟现实技术如何改变我们对“真实性”、“自我”等概念的理解时，作者也没有提供足够的证据来支持他们所说的变化。

此外，文章中还存在一些未探索或未平衡考虑到双方观点的情况。例如，在讨论虚拟现实技术如何改变我们对自己思维方式和社交互动方式时，作者只关注了负面影响，并没有探讨这项技术可能带来积极影响。

最后，尽管文章提出了一些有用的建议和指导方针，但它并没有充分考虑到不同用户群体之间可能存在差异，并且也没有提供具体方法来确保这些建议得到有效执行。

总之，尽管这篇文章提供了一些有价值的见解和建议，但它也存在着潜在偏见、片面报道、无根据主张、缺失考虑点等问题。因此，在阅读该文时需要保持批判性思维，并结合其他来源进行综合评估。

# Topics for further research:

* Positive impacts of virtual reality technology
* Evidence supporting the potential risks and dangers of virtual reality
* Balanced consideration of both positive and negative effects
* Potential positive effects on cognitive and social interaction
* Tailoring recommendations to different user groups
* Ensuring effective implementation of recommendations

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