

Virtual Reality

VR Digital Communities

- Outrage Culture
- Modification (modding) communities
- Maker Communities
- User and developer interactions through Discord servers/forums
- Indie Development
- VR experience/environment centric interest groups

VR Environments/Experiences

- User Centric
 - Users interact in digital spaces to offer critiques of experiences, which inform revisions or stylistic choices developers/creators make
 - Comprehension of what motivates user attention through use of sensual /semiotic cues (visual, audio, animation, usages of multiple symbol systems)
 - Presence
 - Immersion
 - Interaction
- Immersion
 - Sensorimotor contingencies
 - Three Illusions
 - Embodiment
 - Perhaps a connection to New Materialism?
- Multimodal

VR Technology

- Six degrees of freedom
- Haptics
- Head Mounted Displays
- 360 degree videography
- Open Access Software Development Kits (SDKs)
- Blockchain encryption
- Audio

Digital Rhetoric

- Networked interaction and community development
- Interfaces
- Posthuman approaches to methodology
- Usability as rhetoric
- Human Computer Interaction
- New Media

- Rhetorical Velocity and Circulation
 - Prosumer economies
 - Composing for remix
- Digital Ecologies

