

Mixed Reality Therapy

Presentation & Experience In Applied Psychology - John Francis Leader

Presentation

Physical

Virtual

Imaginary

Identification

is Physical (=P)



P=P Taking the physical as physical is correct reality condition attribution and allows for safe navigation of reality. The image above depicts a pen being recognised as the physical object that it is. *Image = Mluizamu*

is Virtual (=V)



P=V Taking the physical as virtual is a reality condition attribution error which may be serious or mild such as trying to erase a few pixels in photoshop that turn out to be dirt on the screen. *Image = USA NARA*

is Imaginary (=I)



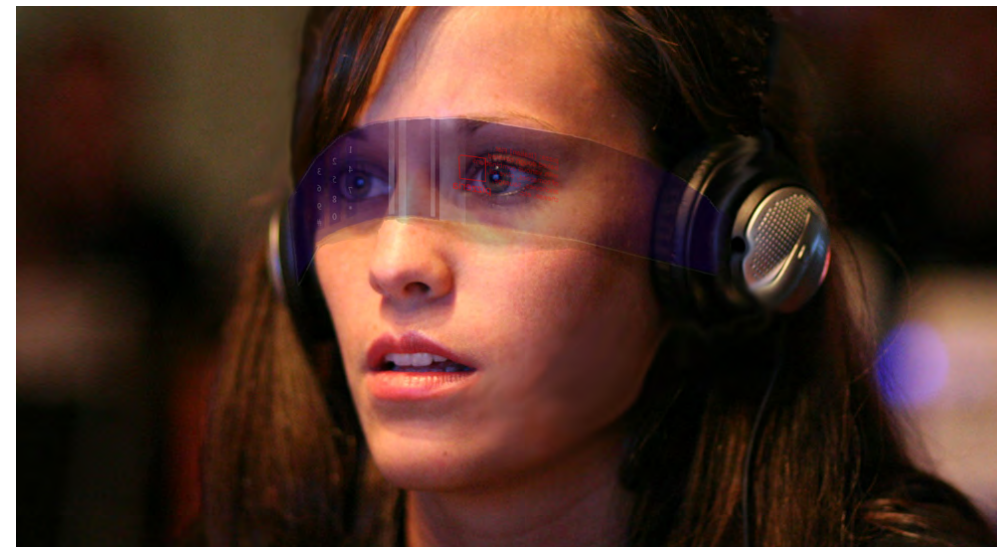
P=I Taking the physical as imaginary is misidentification. This occurs in cases where we question whether something really happened or whether we dreamt or imagined it. *Image = Bukowski*



V=P Taking the virtual as physical is misidentification however it can be safely used for educational, entertainment and therapeutic purposes. The image above shows an example of trompe-l'œil. *Image = Neotkinson*



V=V Taking the virtual as virtual offers a non-immersed view of a virtual system. This can be described as the projectionist's view of a cinema presentation. *Image = Dave Pope*



V=I Taking the virtual as imaginary is misidentification. When deeply present in a virtual world the lines can blur between what appears to be externally and internally originating. *Image = Leonard Low*



I=P Taking the imaginary as physical is misidentification which can impair functioning. The ability to determine the physical from the imaginary is essential in the successful navigation of reality. *Image = Dany Duquctre*



I=V Taking the imaginary as virtual is misidentification. This can occur in the case of dreaming about virtual worlds where we think we are using a virtual reality system however in reality we are not. *Image = MadEmoicallc Sugar*



I=I Taking the imaginary as imaginary is identification. It involves seeing thoughts as being just ideas and is typically the aim of meditative practice and a core part of the therapeutic process. *Image = Lucia Puertas*

Abstract: This presentation highlights the interplay of the physical, the virtual and the imaginary. *Mixed Reality Therapy* (MRT) refers to processes which actively seek to therapeutically manipulate these reality conditions. The terms *Presentation* and *Experience* differentiate between operator (therapist) and participant (client) perspectives respectively. The implications of various Presentation/Experience reality condition interactions are visually depicted.

Representation

rep. Physical (→P)



P→P The physical pointing to the physical is representation. This occurs when we use salt and pepper shakers to represent player positions in a football game. *Image = Match Point*

rep. Virtual (→V)



P→V Representing the virtual with the physical occurs when a model is made of a virtual system such as the theme park rides shown in the image above. *Image = Ad Mckens*

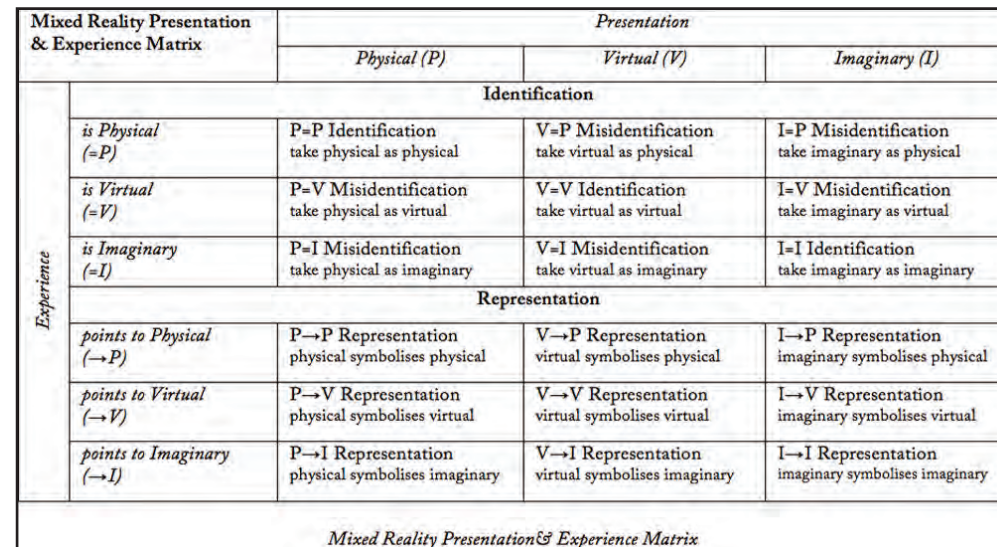
rep. Imaginary (→I)



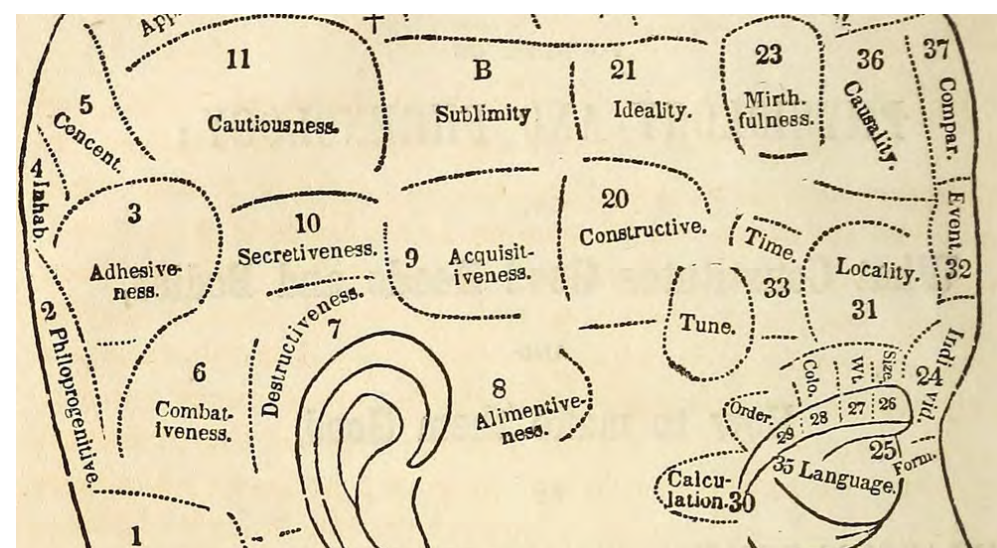
P=I The physical representing the imaginary can be used to cue ideas. Lev Vygotsky (1896-1934) used the example of a knot tied in a handkerchief, as a mnemonic device, to aid memory. *Image = Wellcome Images*



V→P Using the virtual to represent the physical is at the heart of model making. Architects use various forms of virtualisation to give a sense of depth and space of potential builds. *Image = Calcteron*



V→V The virtual representing the virtual occurs when a model or abstraction is used to refer to a virtual system like the story arc of a film or the virtual aspects of the diagram above. *Image = John Francis Leader*



V=I The virtual representing the imaginary takes place when emotions or ideas are represented by virtual systems such as mind maps or list-based thought management methods. *Image = Orson Squire Fowler*



I→P Using the imaginary to represent the physical is an ideal use of thoughts. We do this when we form mental models or imagine completion of a project we are working on. *Image = San Francisco: Architect and Engineer, Inc*



I→V Using the imaginary to represent the virtual happens when we think about virtual systems. This has been happening in philosophy and science fiction for quite some time now. *Image = Michiel Coxie*



I=I The imaginary pointing to the imaginary occurs during visualisation therapy when a simplified representation of a sophisticated idea such as identity is manipulated therapeutically. *Image = Rfotsin Dubosc*

Experience



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