

ABSTRACT OF A PHD DISSERTATION OF AN *ONCE UPON A TIME...
REALITY. A CASE STUDY OF IMMERSIVE TECHNIQUES IN VIRTUAL
EXPERIENCE* BY ROBERT MLECZKO

The study *Once Upon a Time... Reality. A case study of immersive techniques in Virtual Experience* is concerned with extracting the crucial components of the medium of virtual reality, and the VR experience in particular. The research focuses on the process of design and development of 3D environments and the impact of interactive elements available in this medium on user engagement. The study does not aspire to create a compendium, but focuses on experimenting with the available to the author technologies and builds a reflection on the phenomenon of modernity in relation to high-tech.

Between two narrative subjects of the text there is a dialogue, which complements and expands the attitude of ordering - objectifying knowledge of technological, historical, and aesthetic contexts with an introspective approach - a subjective account from inside the experience.

The paper includes 6 chapters in the form of 6 Probes that explore the phenomenon of immersion in the omnidirectional image.

Probe 1 deals with the very sense of presence and immersion in the digital experience, activated by various sensory modalities (visual, auditory, physical) their congruence, synchronicity and the paradox of argumentative duality of presence. Probe 2 focuses on designing and building submergence that enable immersion with varying degrees of exploration. Movement as a dynamic, cognitive phenomenon, a fascination by modernity, addressing both its exploratory qualities and the ambivalence of technological risks. Probe 3 takes up the subject of the "Chinese Room" thought experiment, which is a pretext for the structure of language and image transling mechanisms. Language and machine thinking, artificial intelligence algorithms and the transfer of experiences. Probe 4 focuses on the avatar appearance, the illusion of presence and the inter-personal encounter in the digital world. Probe 5 discusses, on the basis of the Mulverse project, the participant's function of memory engagement and contextual communication methods of the individual's own experience as an interface of experience. It also explores questions of designing and team collaboration as well as a quantum reality approach. Probe 6 centers on narrative storytelling with a textual adaptation of Beckett's prose novel *The Outlaw*. The history of mankind, entropy, and the thermal death of the Universe.