**pros and cons of virtual environments sociology paper**

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Description

A virtual environment is an online environment where things can be posted, participated in, and manipulated by the users. Virtual environments encompass things like virtual reality, multi-user games, shared communities or similar.  When you complete this week’s assignment, think about what virtual environments you spend time in. Below are some links to examples of virtual reality environments.  Oculus Rift: Next generation virtual reality HoloLens: Holographic computer that allows you to interact with hologram Active Worlds: Users create their own worlds and custom 3D content Write a 2- to 3-page paper in APA format that describes the pros and cons of this type of environment. Make sure to include the following information within your paper. Describe what virtual environments you use (e.g., World of Warcraft, fantasy football, Second Life).  Share how long you spend in these environments. Fun fact: The average American spends nearly eight hours a day staring at screens (computer, phone, TV, etc.). Is new virtual reality technology, such as Oculus Rift, the same as an environment such as Fantasy Football or Facebook? Why or why not?  How might you apply the functionalism theory to explain the virtual environment experience for someone with social anxiety issues? Include how each of the perspectives explains the concept of virtual reality/environments. Try to view the problem from each perspective by asking the kinds of questions a theorist would ask if they were a functionalist, conflict theorist, or symbolic interactionist. For this this assignment, you could ask yourself: What is the function of virtual reality/environment? What role does this play in our culture? (Functionalism) What conflicts arise because of virtual reality/environments? How do you feel about the technology gap? Is there inequality present? (Conflict theory) What does virtual reality/environment mean to us as a society? When we interact on the Internet, explore virtual environments, and make connections online, what do these relationships mean? (Symbolic interactionism)