4. Translating to XR

- **Purpose:** Explore how Indigenous designers and communities decide to represent (or not represent) these beings in XR — including VR, AR, games, and other immersive media.
- **Starter Content:**
  - Ethical cautions about visualizing sacred beings.
  - Examples of respectful design (e.g., symbolic representation vs. literal depiction).
  - Considerations of hardware, software, and human infrastructure.

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