

Ethical reflections (Monsters in the Mirror)

1.
 - Invite contributors to reflect on what monsters teach us when we look at them — about culture, about ourselves, and about the ethics of immersive design.
 - Starter prompts:
 - How do we avoid appropriation when adapting culturally rooted beings into XR?
 - What does cultural respect look like in monster/cryptid design?
 - When is it appropriate **not** to visualize a being?
 - How can monsters help us explore ethical dilemmas in learning?
 - Close with the framing: *“The monsters in the mirror show us not only the worlds we fear, but the societies we aspire to build.”*
 - **Keywords:** XR, VR, AR, game mechanics, monster design, immersive art, player interaction, cultural respect, ethics, reflection, metaverse.
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