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.

Revision #2
Created 22 September 2025 23:02:51 by Jonathon Richter
Updated 22 September 2025 23:06:00 by Jonathon Richter