

# **Somatic Experience Review Paper (SERP)**

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## SERP

We experience somato-sensory experiences with technology every day, but there are only few experiences that we take a serious note of, I have written about some of them which occurred to me within this past month, I have specifically included four experiences that occurred with Touch, Hearing, Motion, Sight.

The first one is Touch. We recently got a new television in our student house, so we gather in the common room at night to watch something on it, but the problem is that we don't have inbuilt channels in it, so we have to connect it to our laptop through HDMI cable and we have to stream the content from our laptop. I have a MacBook pro 2015 model, so first of all its all metallic, which means it's a well-built laptop, I feel good when I use it. And we also have some good couches, but we get static electricity shocks when we touch some metal after we get up from our couch. So, when I plug my all-metallic MacBook to the television and we want to change the video playing, we have to touch the MacBook, which releases all the static gathered in our body, which then gives us an electric shock. This touch sensation happens every time we plug the Mac. And it happens every night!! This means that this well-built product even has some flaws, which we just notice on some occasions. It would have been better if Apple just made the user operating interface from a non-metallic material, which won't electrocute us every time we touch it. The build material matters because you have to touch it every time to do some stuff on it, I now feel scared to touch my laptop every time.

The second one I will be talking about is Hearing. I have a really good pair of headphones, I have the Sony wh-1000 xm4, which sounds amazing, I recently bought it when my old headphones' headband broke, but they were really cheap gaming headphones, they didn't sound that great, these are a huge upgrade from them. So, one day, probably last week, I was just in my bed wearing my headphones, and had around 70% volume to feel that base, and a great base song that has a ton of background instruments and random music in the back came up, I have heard it on my old headphones because the old headphones also had good treble, but the current headphones have everything improved, so I listened to this song (the song name is Let Go (feat. Veronika Redd) – Ark Patrol) and I found out that I never heard all those background music and instruments in my old headphones, I was so fascinated that the tech has come this far that I can individually point each background music now. I really listened to it multiple times that day on repeat just to feel that surround music experience.

The third experience I will be talking about is sight and I promise I will keep this short, because I am noticing that I probably will be way over 500 words. So I have an old MacBook which will have an old screen, probably 60hz screen, my friend in Waterloo bought a new gaming monitor which has 240hz refresh rate, and I have played games in past, but they probably were on 60hz screen, but now when I visited him around 4 weeks now and saw his monitor, and saw him play Grand Theft Auto 5 on his computer, I was really impressed to see THAT fluid motion first time in my life, it was so responsive and fluid that I was just staring it for a couple of minutes just noticing that fluid game play. It really means that the world is progressing so fast now, and we can have these great screens with this fluid and smooth motions that in the near future with

enough upgrade to tech, we probably won't be able to tell the difference between a real-life visit to some country and viewing it on a screen with that much clarity and smooth motion.

The fourth somatic experience I will be talking about is motion. Now, this experience happened to me a while ago, but I remember it very clearly. I went on a cruise trip from Hong Kong, probably four years ago, they had this game room with many games, but my favourite one from all of them was Virtual Reality zombie/horror game, in which they strap us on a VR omni directional treadmill, on which we can walk, and our player will walk in the game, I definitely played it with my friends, I can exactly remember us walking in the zombie hall where we had to shoot them and in the end there was an overpowered zombie ghost that could teleport and would take no damage from bullets, so we just had to run from it, which we did! But in the end, we just couldn't outrun it and we all died. But the main thing that I took from that was the tech was that advanced that it could detect our motion and integrate it in the game, that experience was a bit disorienting at first when I took the VR headset off, but it was 100% worth it. This means that with today's technology, Facebook's metaverse could be a real thing, in which we could all be whatever we want and we humans could even overcome our disabilities in the metaverse. If it launches and if it is successful, then we won't have to worry about travel time, as we could meet face to face in seconds, and we probably can even enjoy jogging in our favourite game or our favourite city just by clicking a simple button. The future is going to be great, if people evolve with it.