心智擴張、真實內爆：
科幻電影中對虛擬實境的期待與憂懼

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摘要

　　經過近一世紀的發展，虛擬實境科技在 1990 年代初期廣受矚目，引發熱烈討論。至二十一世紀初的今日，此科技雖未臻成熟普及，但其核心概念不但影響了眾多數位應用，也成為當代文化的一個重要特徵。從 1990 年代初期至今，不斷有影視作品對虛擬實境進行探討。本研究將加以深入檢視，分析對此科技的何種大眾期待與憂懼表露其間，並藉 McLuhan、Rheingold、Heim、Foucault 等學者的觀點進一步思考模擬與真實、人類與科技等議題，希冀能對虛擬實境的未來發展提供些許啟發。

關鍵詞：虛擬實境、擬像、真實、科幻電影

Expanded Mind and Imploded Reality：

Hopes and Fears about Virtual Reality in Sci-fi Films

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ABSTRACT

After nearly a century's development, virtual reality has won public attention and discussion in the early 1990s. Although this technology hasn't fully matured yet, its central idea has influenced the designs of many digital applications and has become an important feature of contemporary culture. From the early 1990s till today, there have been a series of Sci-fi films and televisions which explored the theme regarding virtual reality. A systematic examination of them would help us understand what kinds of popular hopes and fears about virtual reality have been disclosed. This study will draw upon the works of McLuhan, Rheingold, Heim, and Foucault to ponder on the relationships between simulation and reality, human and technology, and to reconsider the future of virtual reality.

KEYWORDS: virtual reality, simulation, reality, sci-fi films