

*(1) Please reflect upon the ways in which issues regarding gesture are exemplified in the context of a 3D virtual reality such as Second Life.*

*(2) Please share any insights into philosophy and multimodality, which you feel you have acquired as a result of this course.*

(1) Gesture is of course always very important in every day life. Body language and facial expressions are in some ways more important than the words we speak. Without our gestures we cut the message, we are trying to put forward, in half. Facial expressions are of utmost importance when we try to say a joke or use sarcasm, as is the tone of our voice.

As computers become an ever-growing part of our identity as many of us do not only use their computers for work or school but for leisure time also. It has been confusing for some when for example people send e-mails and a sarcastic or ironic remark is put in the mail but the recipient does not understand it to be sarcasm but perhaps a full on insult. Therefore some have tried to make a [sarcasm mark](#) so you can still send e-mails without losing what seems to be a big part of their identity. This is a good example of how difficult it can be to communicate without gestures.

In computer games like Second Life this could possibly be a problem for someone new to the game but for an experienced player gestures seem to come easy. As you develop your character you can use more and more features so an avatar becomes like a person and in some cases a new identity is created. What seems to be appealing to certain players is the possibility of becoming a new completely different person than they are in real life. It is a bit alarming to me how much time an average person like myself spends on a computer let alone for people who play these games, I'm not sure that play is even the right word because of the huge amount of time and effort that goes into creating your ultimate version of you.

The possibility of becoming a new person is out there and you can do it from where you are sitting right now.

(2) Before this course I had no idea what multimodality was so this course is in a way an eye-opener for me. Classic philosophy focuses on language and written words so I'm not sure the hardcore conservative western philosophy professor will accept this kind of philosophy as legit but it does help you to think differently about communication and how one-dimensional it is to only focus on language our main tool to communicate.

Challenge is always good especially for a person like me who doesn't like people to tell her what music means or how I am suppose to feel while I listen to certain kind of music. I have always had very strong opinion on all things mainstream, almost in a fascist kind of way so the idea of shared or same feelings while listening to a piece of music are extremely difficult to grasp.