

The Revolution of Virtual Practice

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Abstract

Virtual practice is a new form of human practice, it is an important change in previous human practice. It is composed of the virtual subject, virtual object and virtual intermediary. With the development of virtual practice, virtual cognition makes epistemology changed radically. Discussion on virtual practice is a hot issue in the philosophy of virtual reality. The discussion is mainly focused on the virtual practice, the composition of virtual practice and virtual cognition.

Keywords: virtual reality; virtual practice; virtual cognition

Virtual practice is a new type of practice accompanied by the rapid development of Internet and virtual reality technology. It is an interactive physical activity to make subject recognize and transform object by using virtual technology. Subject gets immersed in this activity and combines with object in one sense. Virtual practice is an important change in all communication practices. As communication practices involves material and spiritual communication, Marxism contemporary practice also involves material production practice and virtual practice. Marxist practices refer to the social confliction, scientific experiment and social production. Virtual practice is a kind of scientific experiment. Thus, virtual practice is one of the contemporary forms of Marxist practice. Only abide by the full practice of Marxist philosophy, and strengthen the practice for the concept of activity, material production activities and social struggle can we fully understand virtual practice and its significance.

1. Generation of Virtual Practice

Contemporary virtual technology is the inevitable result of highly developed technology, it is the human survival needs. Not only the world but also people, even people's feeling become the object of technology. The relationship between subject and object has been changing. They are inseparable in the world of virtual reality. Practice can also be expressed as immersive feeling, where feeling becomes an object in the world of technology. People can try themselves get into three-dimensional artificial environment, which is composed of computer hardware and software. In this environment, the combination between virtual and reality is so harmonious, it makes you feel like in the real physical world, like roaming in Wonderland. With the support of powerful computer hardware and software, when you wear a special helmet, glasses and gloves, you can fly in the air, visit cross all over the world, play games with molecular, cross through the body's tissues and organs. The feeling of people becomes object technology.

Technology has been a large part in our human survival. In this context, the rift among people, technology, and world disappears. Technology has become a part of human nature. The feeling of people becomes object of technology and the world's process structures. In the case of virtual reality, background relationship may occur in both cases. A case is that when variety reality makes people immerse, it constitutes a special kind of human living environment. Virtual reality is a typical technology field. The technique field makes people and computer interact with each other, it may make person distinguish what is virtual or real. But regardless of fidelity of virtual reality is too high, it can make people distinguish between virtual and reality, because it is not a true reality. It is just a kind of special feeling which is different from the reality, for people who travel in virtual situations, virtual reality is not only a true reality, logical deduction or a mirage scenes, it is more than a new form, it build a relatively independent environment and world for people, people immersed in the virtual reality scene can experience a new life. The second case is that we can accept a prospect that virtual reality will become an organic part of human living environment if we are not too radical or conservative. In this prospect, the relationship between virtual reality and actual reality is complementary, not replace and be replaced. The

function and value of virtual practice would be nice to play out.

We start from the objective perspective to review the network. Generally speaking, we put network at the location of cognitive object. But who is the subject? Although Descartes thought that “I think therefore I am”. But because objective explored by subject is considered to exist in rational of things, and it is not governed by man’s will. And there is a conclusion that person will be affected by the network, succumbing to virtual technology. In this way, under the influence of virtual technology, there has been a fundamental change of epistemology.

2. Subject, Object and Intermediaries of Virtual Practice

The development of virtual reality technology has changed the previous traditional pure material and spiritual way of life. Virtual practice is a new type of human practice, which is accompanied by the popularity of the Internet and the rapid development of technology. It is different from traditional practices. The scholar named Li Chaoyuan thinks that virtual practice is subject practices in the cyberspace by using pure symbol means in accordance with established purpose. Zhang Mingcang considers that virtual practice is that subject follows the certain purpose to take bidirectional objectified sensuous activities by using digital means in a virtual space. ⁴Some scholars hold that virtual practice belongs to the category of practice, virtual practice is also a kind of objective activity, it is not the practice of virtualization, but objectification activity which takes virtual as the object. It is not a fundamental change on the way of the human existence. According to these senior scholars, I obtain my definition of virtual practice that virtual practice is the subject that takes interactive material activities to recognize object by using virtual technology. Subject immerse in this activity. So what is subject of the virtual practice? What is virtual object?

2.1 Subject of Virtual Practice

In real sense, virtual practice cannot be divorced from reality practice, it can not be separated with practical subject. If there are no people in the real world, virtual practice is impossible to exist, people who live in the real life is not only subject to practice in the traditional sense but also in the virtual practice. In the virtual environment, the consciousness activity of subject still takes nervous system as the physiological basis, real people is still involved in the virtual environment. Subject recognizes virtual object by relying on neural regulation, it is a kind of reflection event. In the sensory perception, however, the signal accepted by the principal neurons has different ways. Virtual reality is a kind of simulation built on the cognition of reality, human imagination or logic deductive environment.

2.2 Object of Virtual Practice

The object of virtual practice is no longer a regular practice. It is not only material entity, but also a special kind of “virtual” relationship, it is the realistic simulation, deformation, miniature, expansion and person’s feeling experience. It includes virtual reality, possibility, impossible possibility and sense of people. Virtual object is the highly developed product of computer software and hardware technology. It consists of sensors, stereo type helmet display apparatus, space positioning instrument, touch gloves device. It gives people a full range of sensory stimulation to produce information so that it can bring people the true feelings over time and space. The sensory organs feel whole virtual reality through the sensor and make people feel like living in the real object.

2.3 Intermediaries of Virtual Practice

The mediation of virtual practice are “0”, “1” and their combination. With the help of special material carriers, the symbol transmits neurons information to the subject through a special way, the mediation of practice brings about the transition from subject and object to digitalization and virtualization.

Model is an important intermediary means of recognizing objective object. The so-called modeling method is that mankind is based on the principle of similarity to construct artificial objects for a specific purpose by recognizing artificial object to reach an understanding and thinking of objective things. Virtual reality technology is a very special modeling method. We put virtual environment, virtual scene and virtual objects known as the scene model. The scene model makes the modeling features of mediation stand out greatly. First of all, virtual reality technology has multi-sensory, interactivity, artificial, imitativeness, immersion and so on, which traditional models and Cognitive technology do not have, so the fidelity of virtual scene model is more and more high by virtual reality technology. It is of importance that virtual reality technology can not only simulate the objective world, but also create many logical deduction scene and virtual scene. Virtual experience may be a simulation of the real world, an abstract concept of visualization or a strange illusion. Second, because the complexity and randomness of virtual technology is much greater than in the real, which led to the phenomenon that virtual practice can make people experience peak normalization in real life. On the one hand, virtual reality

technology can break through the restrictions on the understanding of object in space; on the other hand, the scene model built by virtual reality technology makes subject break the object prototype greatly limits to recognize subject in time.

2.4 Immersion of Practice Feeling

Virtual practice is different from traditional practice, it uses virtual technology to construct the virtual environment, which has ability to simulate perceive functions on human vision, hearing, touch, etc. It makes people immerse and interact with the virtual environment. In the virtual technology, the computer interface becomes the main mediation that subject feel virtual object, and the computer interface is essentially symbolic performance and computer hardware. From a purely technical point of view, the interface is the intersection of two or more sources of information, it not only refers to the video hardware but also software.” Interface refers to a point of contact, the software connects the user and the computer’s processors. This is a mysterious and non-material point, electronic signals become information.” Interface is a tool provided by virtual technology. It is different from the traditional tools which can only do unidirectional work. It is intelligent, it can display a great deal of creativity and generate new knowledge in the collision of knowledge, it belongs to knowledge of replication and regeneration, helping subject improve and correct thought. As a result of the existence of interface, object of our feeling and perception is different from the virtual reality, it can be a software. People’s emotional world is not completely determined by matter of reality; it is a kind of feeling taken by virtual information. The object reflected by the man-machine interactive interface is a kind of information and symbol, it is the person’s thoughts creation in the process from virtual to the actualization, it is a kind of simulation and the deformation of reality. Practice produces through the practice of interface in the virtual technology. It is not the direct reality but a kind of indirect reality. Although object world is still a part of perceptual world, it does not belong to the perceptual material world, and the section is the product of the idea. According to the existence of interface, the practice should be understood from the relationship between subject and object to construct. Practice object can be physical reality objects, the object of thought or the product of ideas. Thus, the practice can also be a kind of activity as human psychological experience, it is immersion sensuous.

2.5 Essence of Virtual Practice

From the view point of virtual and reality, human practice activities has always been “the actual situation in life”, the nature of the practice is virtual and reality. Relative to consciousness and thought, however, the characteristics of practice mainly lies in its “reality”, so previous theory mainly pay attention to the aspect of reality, namely “subjective into the objective” - people’s consciousness directly reach the function process and form of the object by means of the human body and tools, which focuses on “found in the object”. It can never be called a practice that there is no corresponding external object thing, occurring only in the mind, consciousness and logic, although there were practical applications on thought experiment, simulation battle and so on in the past, people just take them as alternative means. People don’t believe that virtual practice will become a formal practice until virtual space created by digital technology became a real social reality, previous social practical activities involve production activities and communicative activities, communication practices relate to both material and spiritual communication, Similarly, practice also includes material production practice and virtual practice, Only further understanding the practice of Marxism can we break the worship of traditional material production to realize that virtual practice is a part of the whole human practice. It must combine with reality practice.

From a technical perspective, the essence of virtual practice is that the information of subject and object are commensuration to digital symbols, namely “0” and “1” as well as their combinations. With the help of special material carriers, the symbol information transmits information to subject neurons through a special way, Practice intermediary thus realize the transition from subject and object to digital, virtualization and experience. Mediation itself is the unity of opposites, namely the unity of opposites of “0” and “1”.

3. From Reality Cognition to Virtual Cognition

Human epistemology begins to pay close attention to realistic subject and object no longer, but virtual subject and object, however, in spite of virtual technology has developed rapidly in the current social, virtual technology itself is no strange uniqueness, the development of virtual technology brings people alternative wonderful feelings. It makes public feel the overall network of social power and social control. Our brain system and imagine system are unable to capture the network, it can make us master new and non-center network world. Almost the whole phenomenon can be described as an “high-tech energy”. Most visions intend to be a recognized net communication across the globe. Virtual technology makes people immersed in the virtual reality scene.

From the above analysis, we know that virtual reality technology is taken as the main power to promote the cognitive development, it has significant impact on the cognition of object, subject, intermediary, speed and other aspects. Virtual technology makes subject and object, subjective and objective reach an unprecedented super convergence, greatly promoting the subjective initiative of human practice and the development of cognition.

In the history of western philosophy, Plato is first person who studied subject. His “soul recalls” made people’s attention on the source of knowledge from the outside world to subject itself. He said that soul is unconscious and consciousness, Unconscious contains the content of consciousness, consciousness activity reflects on the unconscious content to pioneer the study of human cognition structure. Later, Francis Bacon believes that human cognition is flawed. This kind of defect will become an obstacle to be the correct method. Descartes wanted to build indubitable knowledge building. Hobbes thinks that cognition is a duality substance, it is a kind of specific physical and composite activity, cognitive content belongs to cognitive subject. It is parity of subject, reflecting object of parity, it can take cognition as a phenomenon. Locke and Leibniz made further exploration, but unfortunately they are not able to make substantive progress. Rationalists discussed the natural roots of cognition, but they don’t breakthrough empiricist idea, when searching for the source of the physical knowledge. Piaget has criticized rationalist that even though “great Leibniz, he also is to defend the intellect and fight against sensationalism, they still take the view: He thinks that even though the form of ideas, judgment and argumentation is not generated by the feeling, its content is entirely derived from the feeling. In their view, there is nothing except feeling and reason in mental life - they forgot action. Kant highlight out cognitive structure of subject alone. He made clear instructions for his “critical philosophy” that “My so-called critical does not mean to criticize the system of the books, but about general rational criticism on independent of all experience to pursue the knowledge.” Critical philosophy is different from the critical theory and skepticism. The latter don’t probe rational ability, simply affirming or denying whether rational ability beyond to cognition of perceptual experience. And critical philosophy analyzed, discussed and examined human cognitive abilities, it also determines its task that it ought to analyze the range of cognitive ability, namely structure problems. Cognition cannot be regarded as pre-determined in the internal structure of subject -- they are caused by the effective and continuous construction; nor as pre-determined in features of object, Because object is known through the mediation of internal structure, and these structures make them rich by combining them to a greater range (even if just put them in a possibility system). In other words, all cognition contains something new, and the important problem of the epistemology is to make the creation of this new material be in line with the dualism of the following facts. In the form level, as soon as the new project is processed out, the inevitable relationship links up; In the real level, new projects make objectivity possible. “This is the Piaget’s description on uniqueness qualitative of genetic epistemology, in the meanwhile, he positively distinguishes from the two basic forms of traditional epistemology (empiricism and rationalism).

We have seen from Piaget that with the interaction between subject and object, acquired drawings develop gradually from lower to higher, subject obtains perception action schemata - concrete operational schemata - operational schemata successively. There is no doubt that Kant’s epistemology revolts against traditional epistemology, although it is a failed revolt. He was aware of subject’s important position in the cognitive process, but just as Hegel had laughed at, in other words, the epistemology may be discussed only in the interaction between subject and object, and Piaget did just that. Interaction between subject and object, the schema which develops from junior to senior gradually is cognitive schemata. Piaget was the beneficiary of Kant’s epistemology, as he says that he is along the tracks of Kant, He checked all empirical philosophy or theory of talent in the history.

4. Conclusion

The development of virtual technology and virtual cognition brings a new way of understanding the world for human beings, it also brings great changes to people’s lives. The development and application of virtual technology and virtual cognition will be more profound influence on people’s lives and social development. However, although the virtual technology brings to mankind a great change rapidly, virtual cognition is not only dream and unreal, it will eventually have to back to the real life and service for the present reality.

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