Topic to Search: I want to write a screenplay about virtual worlds. I know that many films have already tackled this so I need my own angle.

Words or Ideas to Use:
- virtual worlds, virtual reality
- simulated environment, simulations
- assimilation, digitization
- cyberspace, cyberworld
- holograms, holodecks, 3D worlds
- immersion, immersive environment

Type of Search Resource: Human
Name of Resource: Richard Gilbert
Date Consulted: February 2, 2018

Exact phrases and queries tried:

Phrase/Query: I described my topic to Dr. Gilbert
Did it Work: Dr. Gilbert is an expert on virtual worlds and pointed out relevant references and fictional works right away.
How Useful: Results were useful. I now have a great starting point from which I can build my own ideas.

Type of Search Resource: Online
Name of Resource: Google
Date Consulted: February 2, 2018

Exact phrases and queries tried:

Phrase/Query: "virtual worlds"
Did it Work: Somewhat worked---top hit was a Wikipedia article, which had overview information and links to other sources. Other hits included existing virtual world systems and some in-depth articles (Google classification).
How Useful: Not entirely pertinent, but interesting. There were links to existing virtual world systems, which I am not as interested in as fictional ones, plus lots of images and articles about real people spending time in virtual worlds. I think I should be more specific.

Phrase/Query: Fictional virtual worlds in film
Did it Work: Worked---top hits were still Wikipedia articles, this time on simulated reality in fiction and virtual reality. As usual, main use for those is overview and potential follow-up sources. But there was a link to a class called virtual worlds and fiction --- I should see what texts/works were used there.
How Useful: Useful. The search results were more closely related to what I was looking for, and many of them are worth reviewing.
Resource(s) That Yielded This Result: Richard Gilbert (for citations), then the ACM Digital Library
Type of Source: Scholarly article

Citation Information:

Author: J. Dionisio, W. Burns III, and Richard Gilbert
Title: 3D Virtual Worlds and the Metaverse: Current Status and Future Possibilities
Year: 2013
Journal: ACM Computing Surveys, Volume 45, Issue 3, June 2013, Article No. 34

Initial Impression:

This article has a short history of virtual worlds in fiction, but also covers the real-world technologies (at the time) that influence its future progress. This latter section will be really useful for making my screenplay more realistic and grounded, but I need an update because the article is 5 years old and this stuff moves fast.

Resource(s) That Yielded This Result: Richard Gilbert (for citations), then Amazon
Type of Source: Book (novel)

Citation Information:

Author: Neal Stephenson
Title: Snow Crash
Year: 2000
Publisher: Bantam Spectra

Initial Impression:

Dr. Gilbert said that this is one of the seminal fictional works centered on a virtual world (and is in fact where Metaverse was coined), and it is always good to know the seminal stuff. Language is very casual and oh, dat Y.T. character.

Exercise and art example derived from Alexander Justice’s JBA 125 course materials.