

Research Theme and Question

1. Historical Trauma in *White Terror VR*: A Practice-Based Inquiry

Research Question:

How can VR recreate not only historical events of the White Terror, but more importantly, the pervasive psychological atmosphere of censorship and political surveillance that defined the era?

Explanation:

This research adopts a *historical psychological thriller* narrative structure. Its central aim is to evoke and transmit the affective dimensions of trauma—those unspeakable emotions that linger beneath the surface of history—through immersive art and sensory design. It explores how the fusion of storytelling and art can enable an *embodied understanding* of historical trauma.

2. Immersive Design for Totalitarian Atmosphere in *White Terror VR*

Research Question:

What specific XR design strategies (including sound, visuals, spatial design, and interaction) are employed to construct and convey the atmosphere of fear under authoritarian rule?

Explanation:

This section focuses on the technical and artistic design of immersion. It analyzes how multi-sensory and narrative elements work together to build a tangible experience of political oppression and psychological confinement.

3. The Hyperreal and the Traumatic: Baudrillard in *White Terror VR*

Research Question:

Why do we attempt to understand a *real* historical trauma through an *obviously artificial* medium like VR? How does *White Terror VR: Island of the Inmates* function as a system of *simulation and simulacra* in Baudrillard's terms? How does it construct a *hyperreal* version of historical trauma, and what are the cultural and ethical implications of this process?

Explanation:

This theoretical inquiry begins with a paradox: the use of virtual reality—a simulated medium—to approach real trauma. Drawing on Baudrillard, the study examines how

the VR experience operates as a hyperreal system, where the representation becomes more intense, immersive, and persuasive than the historical "real" itself.

4. The Virtual Aura: Reinterpreting Benjamin in White Terror VR

Research Question:

How do immersive digital technologies like VR, which create a strong sense of *presence*, respond to, complicate, or even subvert Walter Benjamin's prediction of the decline of "aura" in the age of mechanical reproduction?

Explanation:

This inquiry reinterprets Benjamin's theory by proposing that VR does not simply destroy the traditional aura of historical events. Instead, through immersion and embodiment, it generates a new kind of *experiential aura*—one rooted in subjective, felt presence rather than material authenticity.