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Dr. Constantin Vică is Assistant Professor at the Faculty of Philosophy and researcher at the Research Centre in Applied Ethics, University of Bucharest. His main fields of interest are computer and information ethics, roboethics, philosophy of computer science, social and political philosophy, and the critique of intellectual property. He published several articles and studies on information and ownership, intelligent assistive technologies, online trust, web search engines ethics, digital dialectics, pirate politics, evolution of programming languages, and free software, authorship and intellectual property; he also co-edited *Filosofia științelor umane. In memoriam Mihail Radu Solcan (The Philosophy of Humanities: In memoriam Mihail Radu Solcan* (2015, University of Bucharest Press).

No VR without AI

2016 is the year of convergence between Virtual Reality and Artificial Intelligence. Big digital companies like Facebook or Google, medical companies and universities already started building intelligent virtual environments. The thesis I want to defend is quite simple: complete or full Virtual Reality is not possible without Artificial General Intelligence (AGI). By complete or full Virtual Reality I understand a total immersive environment that makes possible *at least* any experience one can have „in the real world" (and is also able to imagine and propose new experiences that are impossible under biological and physical constraints). By AGI I understand an artificial intelligence that is able to perform *any* human intellectual task.

I use the Kantian approach to the conditions of possibility of experience, *i.e.* the constitutive frame of sensibility – time and space. I argue that, by necessity, virtual experiences are not changing the perception of time and space; I consider that it is only within exactly the same frame of sensibility that human perceptions could apprehend virtual phenomena, that is, represent them. This assumption entails that the task of AGI would be to make possible experiences in full VR only in a time-space frame appropriate to the human mind. Even if these experiences are more diverse than those „in the real life", they are not possible outside the limits of human sensibility. The question is how AGI should look like under these circumstances and why the contemporary approaches, as deep machine learning, are not enough.