The Cybertraps of Emerging Technologies

"Deep Fakes," Augmented and Virtual Reality, the Metaverse, and Whatever AI Has In Store for Us

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Alaska Society for Technology in Education
2023 Annual Conference, Anchorage, AK
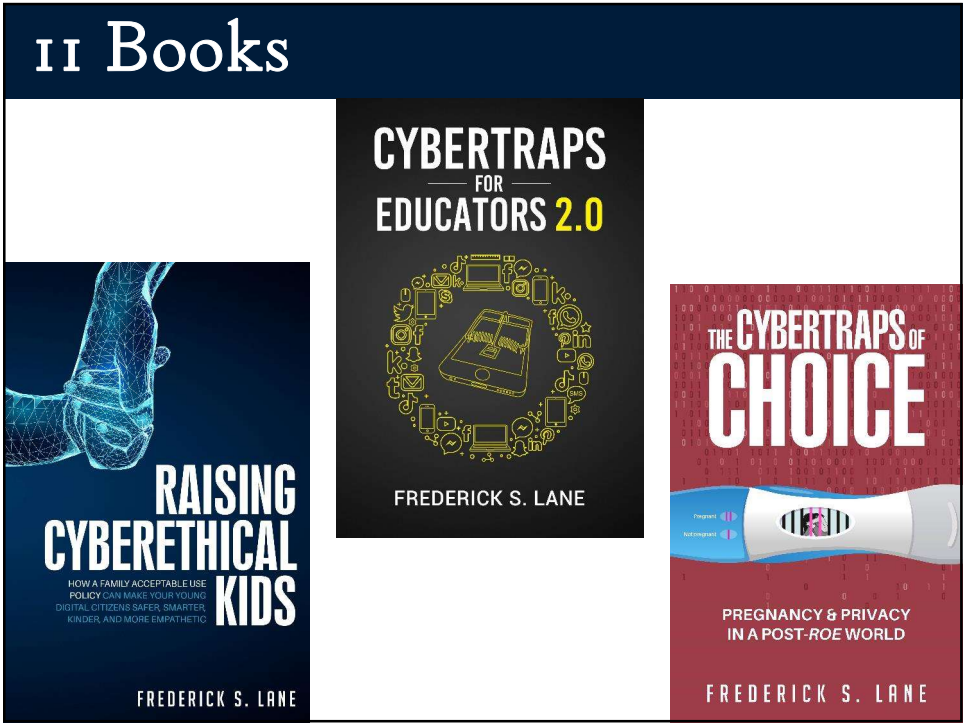19 February 2023

The Center for CYBERETHICS

THE CYBERTRAPS PODCAST

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Cybertraps & Cyberethics

The Center for CYBERETHICS

Frederick Lane & Jethro Jones
THE CYBERTRAPS PODCAST
CYBERTRAPS

The Cybertraps Newsletter

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11 Books

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What Is Reality, Really?

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Endless Alternative Realities

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Alternative Reality -- 1976

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Alternative Reality -- 2002

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Alternative Reality -- 2017

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Alternative Reality -- 2022

Q3 2022 – Roblox (2005) reports 58 million daily active users

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Augmented Reality

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Virtual Reality

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Reality – Visiting "Mona Lisa"
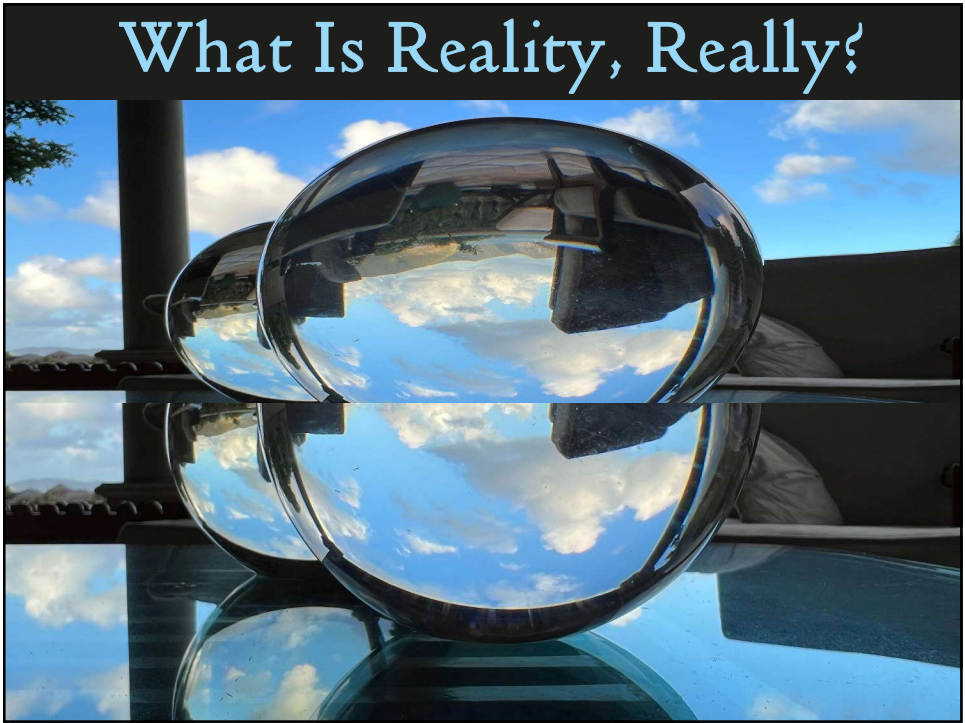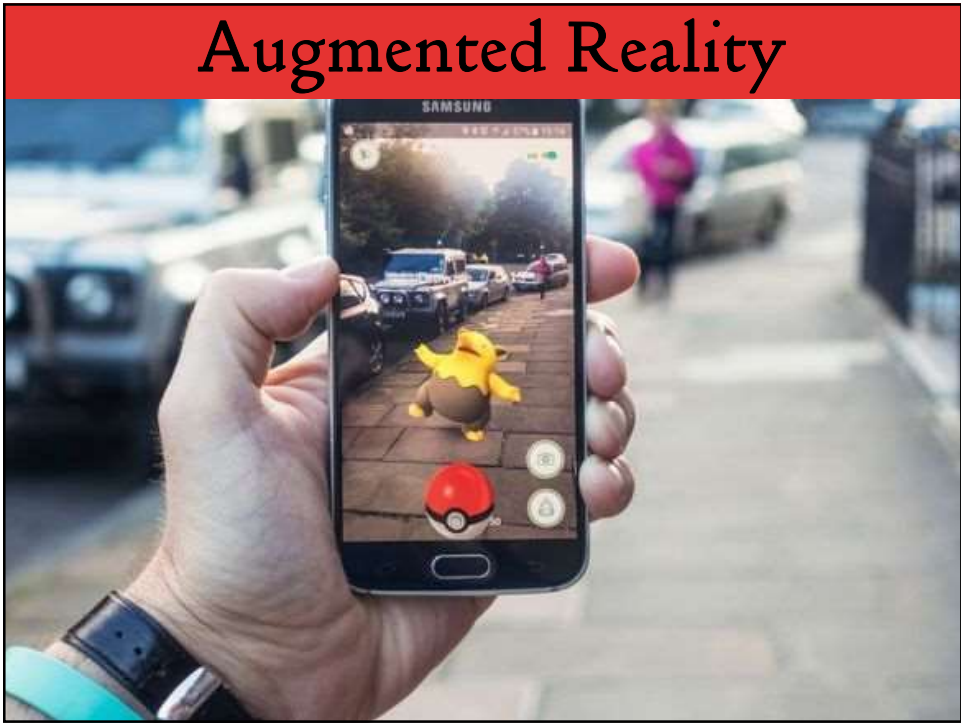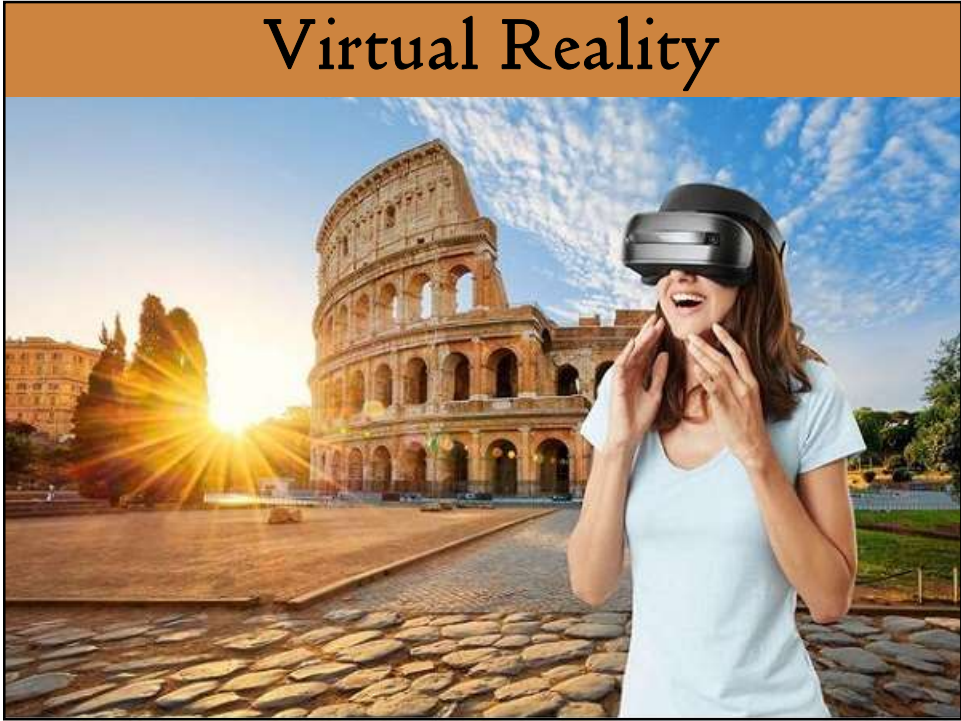
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What Is the Metaver$e?

- Literally, above or beyond the Universe ...
- Term coined by Neal Stephenson in his 1992 book, *Snow Crash*
- General concept: a virtual world that is immersive and interactive

Pop Culture Examples	
Tron (1982)	Wreck-It Ralph (2012)
Total Recall (1990)	Ready Player One (2018)
The Matrix (1999)	Upload (2020)
Avatar (2009)	Free Guy (2021)

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Artificial Intelligence

"Her" (2013)
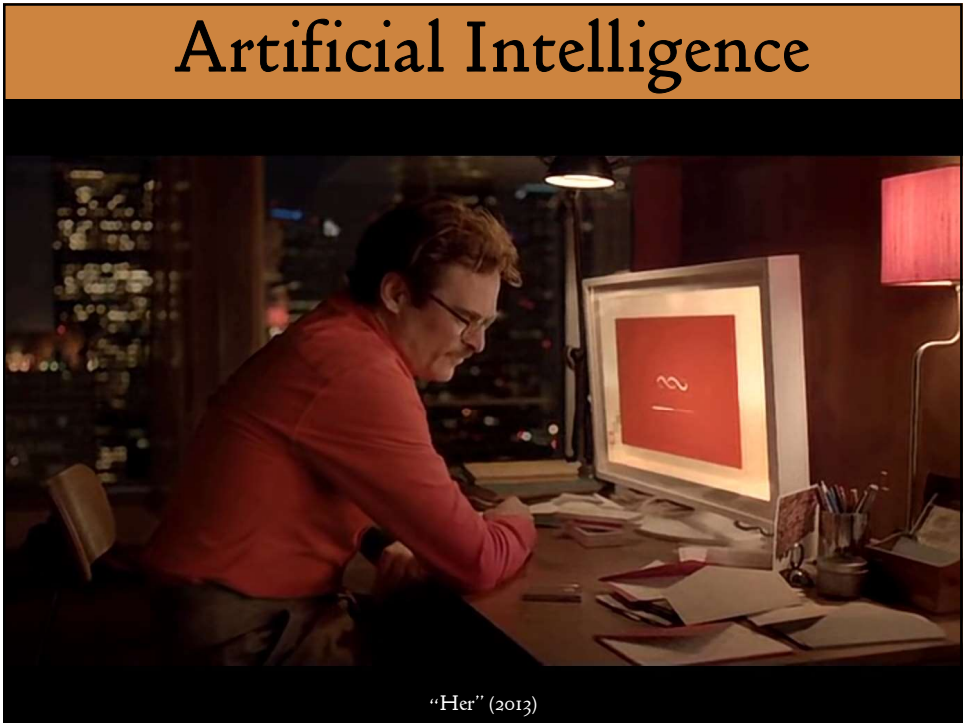
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AI-Reality

- Photos
  - DALL-E
- Videos
  - Stable Diffusion
  - Meta "Make-A-Video"
- "Deep Fakes"

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Cybertraps in the Metaverse

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Defining "Cybertrap"

- A "Cybertrap" is defined as:
  - An <mark>unintended or undesirable</mark> consequence
  - Resulting from
  - The <mark>use or misuse</mark>
  - Of a digital device or an electronic communication service.

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General Risk Factors for Educators

- Insufficiently Understood Technology
- Deployment without Adequate Risk Assessments
- More Shared Spaces with Students
- Technical Savvy of Students
- Challenge of Supervising Behavior in Virtual Worlds

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Personal Cybertraps

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Personal Cybertraps in the Metaverse

- Distraction & Addiction
- Virtual Cameras and Microphones Are Everywhere
- Creative Works & Personal Hobbies
- Distribution of Intimate or Indecent Content (Hobby or For Profit)
- Accessing Inappropriate or Illegal Content

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Professional Cybertraps in the Metaverse

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Categories of Professional Cybertraps

- Inappropriate Friendships
- Favoritism / Gift-Giving
- Invasions of Student Privacy
- Misuse of Deep Fake Technology
- Cyberharrassment and Cyberbullying
- Virtual Assault

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