

Brooke Broussard
Hunter College~ Immersive Worlds
3.7.22

Hamlet on the Holodeck ~ Lord Burleigh' s Kiss

This particular chapter from this book Hamlet on the Holodeck, Lord Burleigh's Kiss is visually interactive. The imagery is rich for the purpose of storytelling creating an illusory world. It is "stated at the dramatic climax of the episode, almost all of Voyager's crew are lost in hallucinatory trances, transfixed by apparitions of distant spouses welcoming them home or disapproving parents sapping their confidence." This alone bring intense visual imagery in defining the holodeck as a computer that can project simulations by combining holography and magnetic force fields. The holodeck extends to a world that becomes activated and interacts in time, space, and energy through holography, an image based light form. In this sense the holodeck is a means through which to create visual digital storytelling in unique environments that are visually saturated. These worlds that were built through the holodeck became bridges for communication and cultivation of connection with others through time and space; the stories from the worlds are told through the medium of a hologram. There is a very specific sensitivity that occurs on the holodeck unique to our universe and our human race.

There is something very freeing about the way in which the author Janet H. Murray describes the holodeck as an inviting environment. The holodeck, like any literary experience, is potentially valuable in exactly this way. It provides a safe space in which to confront disturbing feelings we would otherwise suppress; it allows us to recognize our most threatening fantasies without becoming paralyzed by them. Like a magical starship designed for safely exploring the distant quadrants of the galaxy, the holodeck is an optimistic technology for exploring inner life.