

## L'immaginazione videoludica: l'esperienza virtuale come potenziamento del reale

SOFIA BIONDI COMPAGNONI

*Sapienza Università di Roma*

### *Abstract*

*Imagination in Gaming Involvement: Virtual experiences as enhancement of our sense of reality*

*This article investigates how gaming experience can broaden the player's sense of reality. Nowadays, increasingly sophisticated technologies are able to create very credible virtual environments, which can induce the user into enjoying an unmediated experience, usually defined as "immersive". Immersion does not describe experience since interaction and the possibility of exerting agency in virtual environments implies the ability to perform actions that affect the game world and the events. The faculty of imagination therefore may be considered as an extension of sensitivity allowing the individual to interact with the real environment and the virtual environment. Imagination is projected onto the virtual objects that the player encounters in the virtual world, rather than on the technical devices used by the player to access the virtual world. Imagination makes the player feel his or her avatar is incorporated into the virtual environment and facilitates the player in living his or her own individual experience. Gaming experience therefore allows for the positioning of oneself inside new and different contexts so as to interpret sensory reality in different ways.*

**Keywords:** imagination; experience; videogame; avatar; incorporation.