

### DEATH PERCEPTION VIA VIRTUAL REALITY WITHIN A COMMUNICATION GAP

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*The development and change of attitudes towards death in the history of philosophy are studied and the problems of death in virtual reality are analyzed. A number of issues are proposed that require detailed consideration in connection with the trend towards the virtualization of social processes. A person's ability to perceive alternative (virtual) worlds gives rise to a number of new worldview problems. Among these problems are the changing attitudes towards death in society, death and immortality in social virtual reality, the erasure of human-controlled avatars and virtual agents. Within the framework of this work, death is considered both as the physical death of the body and as the death of the personality. Death can be interpreted not as a one-time event, but as an event extended in time, scattered throughout a person's life. The purpose of this paper is to identify some potentially new directions for research related to the problem of death and generated by virtual reality.*

**Keywords:** *virtual reality, games, religion, perception of death, social networks, humanity history, symbolic experience, Concept of Death, communication*

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