ABSTRACT

of the thesis of Pernekulova Mayra on the topic «Virtual reality and problem of realization of creative potential of personality» submitted for the degree of Doctor of Philosophy (PhD) in the Specialty «6D020100 – Philosophy»

General Characteristics of the Research. The dissertation is devoted to the study of the phenomenon of virtual reality and its influence on the disclosure and development of an individual's creative potential. Based on a critical analysis of existing concepts of virtual reality, personality, and creativity, the author formulates an original synthetic understanding of these categories, which makes it possible to reinterpret the process of human creative self-realization in the digital environment. The research identifies the specific features of creativity functioning within virtual space, determines the key challenges and threats associated with the realization of an individual's creative potential, and proposes ways to overcome them, using the example of the contemporary Kazakhstani context. The work is distinguished by the development of an optimal model for understanding virtual reality as a special space for personal realization, the identification of new forms and mechanisms of creativity emerging within it, and the formulation of conceptual foundations for human adaptation to the challenges of the virtual environment while preserving and enhancing creative potential.

The relevance of the study is determined by the radical transformations in the sociocultural reality of the late 20th and early 21st centuries, associated with the formation of the information society, where the production, storage, and dissemination of information play a central role. The development of computer technologies has generated the phenomenon of virtual reality, provoking active debates about its essence, nature, and impact on the human being. The virtual environment has become an integral part of contemporary life, exerting both positive and destructive influences on individuals and society. This makes a profound philosophical understanding of virtual reality particularly necessary.

Modern technologies, like many achievements of human civilization, possess a dual nature: they may contribute to human development, yet often become a source of dependence, loss of social skills, and the growth of cybercrime. This makes it especially important to explore how virtual reality influences the formation and realization of an individual's creative potential, since creativity is a fundamental aspect of human nature and a key means of self-actualization.

Understanding the mechanisms of interaction between the human being and the virtual environment, and identifying the opportunities and threats it presents for the development of creativity, constitutes a highly relevant task for contemporary philosophy and the socio-humanitarian sciences. The need to comprehend these processes and their influence on the individual within the conditions of the information society determines the significance and timeliness of the present research.

The Degree of Scientific Development of the Problem. The degree of scientific development of the problem encompasses three key directions: the study of the phenomenon of virtual reality, the study of personality, and the study of creativity. The

problem of virtual reality, which emerged at the intersection of philosophy, cultural studies, psychology, and sociology, has been actively discussed since the 1980s, when digital technologies began to shape a new space of human existence. Among the foreign thinkers who laid the foundations for conceptualizing virtuality, one may highlight J. Lanier, P. Lévy, J. Baudrillard, P. Virilio, and S. Lem. In the post-Soviet space, interest in this topic has been particularly evident in Russia, Kazakhstan, and Belarus.

In Kazakhstani philosophical thought, the phenomenon of virtual reality and the problem of personal creativity are explored in the works of A.K. Kusainov, N.A. Aitov, Zh.E. Abylkassymova, A.A. Nysanbaev, and others. Their studies focus on the spiritual and moral nature of the human being, cultural identity, and humanistic values in the context of digitalization. Particular attention is paid to achieving harmony between technological progress and the spiritual foundations of society. In recent years, interest in the philosophical comprehension of virtuality has been growing (V.Yu. Dunaev, A. Sagikyzy, B.I. Karipbayev), resulting in the formation of interdisciplinary approaches to understanding virtual reality. These studies constitute a methodological basis for analyzing the influence of virtual space on personal development.

In Russian philosophy, the phenomenon of virtuality is examined in the works of N. Nosov, V. Savchuk, V. Stepin, S.S. Khoruzhy, and others. Researchers focus on the ontological status of the virtual, issues of consciousness, and communication. In the contemporary Russian literature, two main approaches can be distinguished: the first studies the essence of virtual reality and its connection with postmodernist concepts of simulation and simulacra; the second examines the impact of the virtual environment on the human being, society, and culture. However, a systematic analysis of the influence of virtual reality on the development of an individual's creative potential has not yet been conducted.

The problems of personality and creativity have deep philosophical roots. In both domestic and world philosophy, these topics were addressed by N.A. Berdyaev, L.P. Karsavin, G.S. Batishchev, E.V. Ilyenkov, and many others. Contemporary approaches associate personality with its active capacity for self-realization and overcoming limitations, while creativity is interpreted as a generative activity aimed at producing new meanings and forms of human existence. However, the question of how virtual reality influences these processes, and in what ways the creative potential of the individual is formed and realized within its space, remains insufficiently explored. This gap underscores the need for further philosophical analysis.

Research Aim: The aim of the study is to conduct a critical analysis of the main concepts of virtual reality, to arrive at a substantiated understanding, and to identify the specific ways in which virtual reality influences the disclosure and development of an individual's creative potential.

Research Objectives:

– To develop an original understanding of the phenomenon of virtual reality based on a critical analysis of its main concepts, suitable for achieving the stated aim.

– Given the multitude of concepts of personality and creativity in the literature, to identify the most optimal ones or to formulate original approaches.

– To analyze the nature of creativity within the sphere of virtual reality and to identify the possibilities for realizing an individual's creative potential in this environment.

– To characterize the main challenges and threats to the realization of creative potential posed by the virtual environment.

– Using the contemporary Kazakhstani context as an example, to analyze the principal strategies for mitigating threats and responding to the challenges arising from virtual reality.

Research Object: The phenomenon of virtual reality.

Research Subject: The possibilities for realizing an individual's creative potential within the sphere of virtual reality.

Scientific Novelty:

– An optimal conceptualization of virtual reality has been developed, enabling the study of the process of realizing creative potential within this domain.

– A synthetic understanding of personality and creativity has been proposed, based on a critical analysis of their main theoretical frameworks.

– It has been established that creativity, while preserving its universal essence, acquires new characteristics when exercised within the sphere of virtual reality.

– The main challenges and threats to the process of realizing an individual's creative potential have been identified and characterized.

– By analyzing contemporary Kazakhstani reality, the study proposes key strategies for responding to the challenges and threats posed by virtual reality to individuals and their creative potential.

Key Statements for Defense

1. The phenomenon of virtual reality requires philosophical interpretation within the framework of modal ontology, as it represents a new ontological space for human existence where traditional forms of interaction with the world and the self are transformed. Virtual reality, generated by computer technologies, functions as a unique form of possible being, influencing the structure of consciousness and creativity. It occupies an intermediate position between the world of human consciousness and constant reality (the world of nature and culture), simultaneously serving as an arena, an environment, and an instrument for personal creative self-realization.

2. Virtual reality opens new forms of creative self-realization through digital communications, interactive media, and artificial intelligence, while simultaneously posing a risk of losing authenticity and spiritual integrity. The dissertation proposes a synthetic concept of personality based on the principle of complementarity of the ideas of N.A. Berdyaev, E.V. Ilyenkov, G.S. Batishchev, F.T. Mikhailov, and A.A. Khamidov. Personality is understood as a socio-cultural and culturally-historical human being, the highest form of human existence as a subject, whose primary attributes are creativity and responsible freedom.

3. The virtual environment acts both as a stimulus and a threat to individual creativity: it expands opportunities for self-expression and communication, but can also lead to the fragmentation of the «self» and the substitution of genuine creativity with its imitation. The study adopts an activity-based concept of creativity as the highest form of human action aimed at revealing and realizing the hidden potential of

objects or situations. True creativity is defined not merely by novelty, but by meaningfulness, grounded in the freedom and responsibility of the individual. Creativity represents the sphere where the essence of virtual reality is most fully manifested, although not all manifestations of virtual reality require human creative engagement.

4. The preservation and development of human creative potential in the virtual world is possible only when grounded in spiritual and moral values, personal responsibility, and cultural identity, based on universal and Kazakhstani ideals. In the Kazakhstani context, this implies a harmony between tradition and innovation, human-centeredness, and spiritual renewal in the spirit of the «New Kazakhstan» concept. Virtual reality opens new opportunities for creativity, yet simultaneously entails significant risks: it can obscure constant reality, foster dependence, and replace genuine identity with digital images. As a result, individuals risk losing connection with actual existence, becoming anonymous participants in the digital space.

5. Artificial intelligence acts as a new intermediary of creative activity, capable of both expanding human capabilities and substituting them with algorithmic simulacra. Therefore, it is essential to preserve the subjectivity and meaningful dimension of human creativity. Managing the virtual reality domain requires both technical measures – such as filtering and monitoring destructive content – and spiritual-cultural efforts: the cultivation of critical thinking, value-based culture, and personal responsibility, which can serve as reliable protection against the threats of the digital environment.

Theoretical and Practical Significance of the Research. The results obtained in this dissertation have both theoretical and practical significance. The theoretical significance lies primarily in the fact that this study is one of the first investigations of virtual reality, and particularly of creativity within its sphere, in the Kazakhstani context. This undoubtedly serves as a stimulus and, to some extent, a starting point for addressing this issue within Kazakhstani philosophy and science. The main findings of this research can be incorporated into the curricula of disciplines such as philosophy, cultural studies, sociology, theoretical and applied pedagogy, and related fields.

The practical significance of the study lies in its potential to inform strategies for preventing threats to the realization of an individual's creative potential, beginning in early childhood and continuing through later stages of development. Moreover, the findings of the dissertation can be used to prepare an educational manual applicable in higher education settings.

Publications and Research Dissemination. 8 scientific publications have resulted from this research, including: 4 articles in journals recommended by the Committee for Control in Education of the Ministry of Education and Science of the Republic of Kazakhstan; 2 articles in the proceedings of international conferences; 1 article in a journal indexed in the Scopus database; 1 chapter in a scientific monograph.

List of Publications:

1. «Scientific Potential and Modernization of Science» Philosophical and Socio-Humanitarian Journal «Adam Alemi», №1 (75), 2018, pp. 9–11.

2. «Development of Individual Creativity in the Space of Virtual Reality» Philosophical and Socio-Humanitarian Journal «Adam Alemi», №1 (75), 2018, pp. 69–79.

3. «Virtual Reality and Human Personality in the Modern World» Proceedings of the III International Scientific-Theoretical Conference «Current Problems of World Philosophy, Human Development, Consciousness and Morality» Vol. II, 2018, pp. 175–180.

4. «Issues of Uniqueness from the Perspective of Humanistic Ideals» Proceedings of the International Scientific-Practical Conference «Formation of Kazakhstani Identity: Problems and Prospects» 2019, pp. 298–308.

5. «Problem of Identity in the Context of Interconfessional Relations» Philosophical and Socio-Humanitarian Journal «Adam Alemi», №3 (81), 2019, pp. 83–91.

6. «Virtual Reality and the Problem of Realizing Individual Creative Potential» Bulletin of Yassawi University, №2 (116), 2020, pp. 17–28.

7. «Virtual Reality and the Problem of Realizing Individual Creative Potential» in Consciousness and Society: Time of Transformations (Philosophical Analysis), Collective Monograph, edited by A.Kh. Bizhanov, Almaty: Institute of Philosophy, Political Science and Religious Studies, MES RK, 2020, §6.3, pp. 286–300.

8. «Definition of Virtual Reality through Creative Act» Academic Journal of Interdisciplinary Studies, Vol. 10, №2, March 2021, www.richtmann.org.

The dissertation was discussed and recommended for defense at the meeting of the Department of Philosophy at Al-Farabi Kazakh National University on 12 September 2025, Protocol No. 2.

Structure and Volume of the Dissertation

The dissertation consists of an introduction, three chapters each containing two paragraphs, a fourth chapter with three paragraphs, a conclusion, and a list of references. The total volume is 148 pages.

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