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Nota di contenuto	Cover; Table of Contents; Introduction: The Long Term; Section I - Theories; 1 - Values, Signs and Subjects; 2 - Technology, Information and Reason; 3 - The Poetics of Pessimism; 4 - Making Sense of Simulation; Section II - Cases; 5 - Disney World Culture; 6 - War in the Persian Gulf; 7 - Working with Computers; Conclusion - 8 - Pessimism of the Intellect, Optimism of the Will; Annotated Bibliography of Further Reading; References; Index
Sommario/riassunto	Like the idea of ideology, simulation is a political theory, but it has also become a deeply pessimistic theory of the end of history and the impossibility of positive change. Sean Cubitt argues for a critical and selective use of the concept.