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Autore	Centro internazionale matematico estivo
Titolo	Potential theory : 1. ciclo, Stresa, 2-10 luglio 1969 / coordinatore M. Brelot
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Autore	Shapiro Alan N
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Nota di contenuto	Cover -- Contents -- Acknowledgements -- Introduction -- The Three Central Hypotheses -- The Logical Progression of the Three Concepts or Hypotheses -- Part One - HyperModernism: Digital Media Technologies and Science Fiction -- Part One to Part Two: From Hyper Modernism to Hyperreality -- Part Two - Hyperreality: Reevaluation of Jean Baudrillard's Media Theory and the Simulacrum -- Part Two to Part Three: From Hyperreality to PostHumanism and Creative Coding -- Part Three - Posthumanism: N. Katherine Hayles' History of Cybernetics, Creative Coding, and the Future of Informatics -- Originally Published Versions -- Methodology -- Thirty Minute Statement at my Ph.D. Oral Defense Alan N. Shapiro, April 12, 2024 -- Part One - HyperModernism: Digital Media Technologies and Science Fiction -- Overview of Part One -- Short Definitions of Modernity, Postmodernism, and HyperModernism -- The Three Essays of Part One -- Mobility and Science Fiction -- Introduction -- We Do Not Live in a Society Where Mobility is Encouraged -- The Dream of the Tomorrow Car -- Henri Matisse Paints "the Vision Machine" -- The New Vision Machine -- Close Encounters of the Third Kind: The Menace of Verticality -- The "Spinner" Flying Cars of Blade Runner: Simulation and Surveillance -- Blade Runner: We Are All Replicants -- Blade Runner 2049: Android Liberation Between Old and New Informatic Power --

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Domination -- Michel Foucault's Analytics of Power -- Jean Baudrillard,
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-- Part Two - Hyperreality: Reevaluation of Jean Baudrillard's Media
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the Future -- The Controversy Around Baudrillard -- Yes - Everything
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the Gift Economy -- The First Order of Simulacra: The Student of
Prague -- The Second Order of Simulacra: The First Industrial
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The Fourth Order of Simulacra: Value Radiates in All Directions -- From
Descartes to Baudrillard: The "Evil Demon" of Images -- Arthur C.
Clarke, "The Nine Billion Names of God" -- The Trapdoor Escape Hatch
Way Out of Hyperreality -- High Life: The Black Hole of Humanity's
Extinction and New Hope -- Poetic Resolution in Baudrillard's Thought
-- Daniel Boorstin, The Image: Hyperreality Overtakes America --
Umberto Eco, Travels in Hyperreality -- Roland Barthes, Mythologies --
Taking the Side of Objects -- Plato and the Simulacrum -- Plato as
Software Designer -- Brian Gogan on Plato, Baudrillard, and Rhetoric --

Deleuze on "Plato and the Simulacrum" -- Upgrading Hyperreality and the Simulacrum for Digitalization -- Personalized Advertising -- Transdisciplinarity is Good for (Post)Humanity -- Virtual Reality, Augmented Reality, and the Metaverse -- Baudrillard and the Situationists -- Introduction.

"Taking the Side of Objects" and the Situationists -- Baudrillard's Paradigm Shift -- Is Baudrillard Fair to the Situationists? -- "Baudrillard and the Situationists" Commentators Douglas Kellner and Sadie Plant, and the Tension between Critical Theory and Fatal Theory -- Exhibit A (Baudrillard selfsimplifies): -- Exhibit B (Baudrillard's critique of the Situationists is reductionist): -- Exhibit C (Sadie Plant's critique of Baudrillard is reductionist): -- Situationist Practices -- Wandering or the Drift - Le Dérive -- PsychoGeography -- The Diverting of Technologies - Le détournement -- The Making or Creating or Construction of Situations -- The Radical Illusion Beyond Art -- Neo Situationism in the Field of Advanced Digital Technologies -- Urban and Street Art Activism -- Augmented Reality versus Wall Street -- Conclusion -- McKenzie Wark on the Situationists -- Play Don't Work -- Existential Encounter with the Object -- From the Subject to the Object in JeanPaul Sartre's Nausea -- The Myth of Sisyphus: Albert Camus on the Side of Objects -- Simone de Beauvoir, The Ethics of Ambiguity -- Jean Baudrillard and the Donald: Is Trump a Fascist or is He the Parody of Fascism? -- Epistemology of True and False -- Society of the Spectacle and Hyperreality -- Donald Trump the Empty Signifier -- From Simulation to the Grotesque and the SelfParody -- Springtime for Hitler -- Serge Latouche Remembers Baudrillard -- Biosphere 2: The Artificial Paradise of Nature -- Reality TV and Baudrillard's Telemorphosis -- The Truman Show: "The Last Thing That I Would Ever Do is Lie to You" -- My Two Key Differences from Baudrillard -- Part Three - Posthumanism: N. Katherine Hayles' History of Cybernetics, Creative Coding, and the Future of Informatics -- Overview of Part Three -- The Science Fiction of Star Trek.

Star Trek's Spock, Data, and Seven of Nine and the Three Orders of Cybernetics -- What is Posthumanism? -- The Concept of Nature in Whitehead and MerleauPonty -- Rosi Braidotti's Celebratory Posthuman Philosophy -- A Fully Posthuman Situation -- Wendy Chun on Software Code -- Software Code as Expanded Narration -- The Software of the Future -- Star Trek: Technologies of Disappearance -- Technoscience and Storytelling -- From Liberal Humanism to Posthumanism -- Cyborg Spock and NASA's Cyborg -- First Order Cybernetics -- How Information Lost Its Body -- Claus Pias on FirstOrder Cybernetics -- Gene Roddenberry Designs His First Alien -- "The Devil in the Dark": Empathy for Radical Otherness -- Second Order Cybernetics -- Bernhard Dotzler on SecondOrder Cybernetics -- The Android Data of Star Trek: The Next Generation -- "The Offspring": Data's Daughter Lal -- Third Order Cybernetics -- "BecomingBorg" Seven of Nine -- Star Trek: Picard, "Remembrance" -- "Embodied Informatics" is a Science Fiction Idea -- Hayles on Writing and Software Code -- Hyper Modernist Science -- I, Robot and the Moral Dilemmas of the Three Laws of Robotics -- The Zeroth Law of Robotics and the Robot Unconscious -- Hayles on the Cognitive Nonconscious -- MarieLuise Angerer Critiques Hayles -- Judith Butler and Gender Theory -- Ex Machina and the Turing Test -- Ex Machina: The Performance of Female and Human -- Monique Wittig, The Straight Mind -- Software Code as Expanded Narration -- Software Code as Expressive Media -- Friedrich Kittler: The Numeric Kernel is Decisive -- Kittler's Media Archaeology -- Wolfgang Hagen on Programming Languages -- Ten Paradigms of Informatics and Programming -- The First HyperModern

Computers -- Enter Software Studies -- Enter Creative Coding -- Alan Turing: The Imitation Game and Befriending the Evil Demon.
Alan Turing: The Scientific and Cultural Levels of Computing.

Sommario/riassunto

How do digital media technologies affect society and our lives? Through the cultural theory hypotheses of hyper-modernism, hyperreality, and posthumanism, Alan N. Shapiro investigates the social impact of Virtual/Augmented Reality, AI, social media platforms, robots, and the Brain-Computer Interface. His examination of concepts of Jean Baudrillard and Katherine Hayles, as well as films such as Blade Runner 2049, Ghost in the Shell, Ex Machina, and the TV series Black Mirror, suggests that the boundary between science fiction narratives and the » real world« has become indistinct. Science-fictional thinking should be advanced as a principal mode of knowledge for grasping the world and digitalization.

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