the Sims environment

simulation and virtuality

what do we do in the Sims?

set parameters
watch
intervene
react
identify
try to kill our Sims!

what does this
(model) tell us
of social reality?

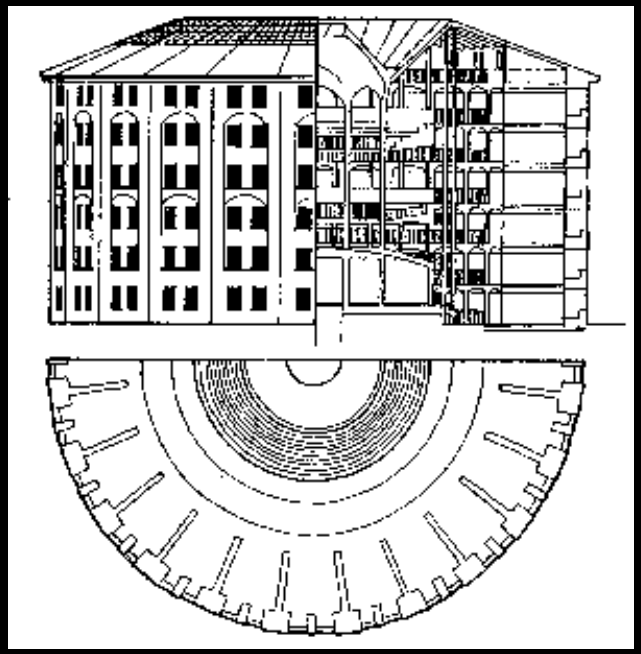
the Sims environment

for Socrates the body was a problem - needing control

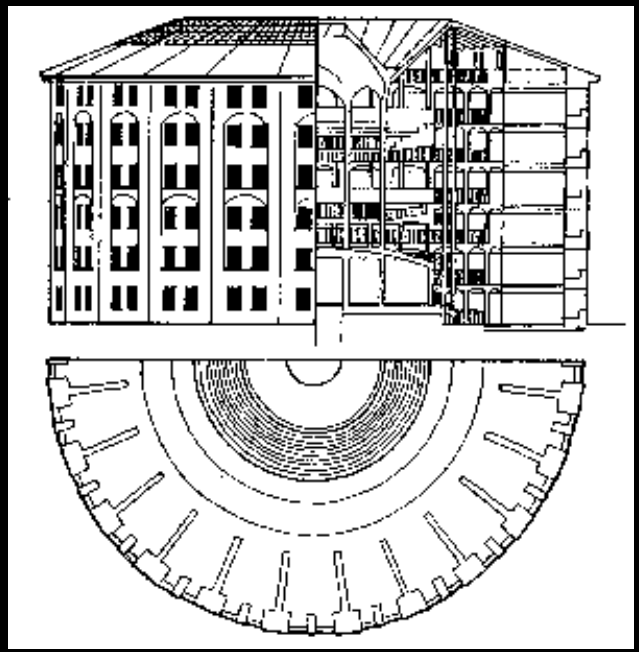
for Plato - a distraction located in a world of shadows

both these are features of the Sims environment - order and virtuality/representation

located bodies for the Sims



located bodies three
the disciplined body



regimes and regulations, algorithms and norms/values

key components of order in a simulation/model

are these the work of society overlaid upon the biological human body?

Michel Foucault and the history of the body

the body is not simply a biological datum

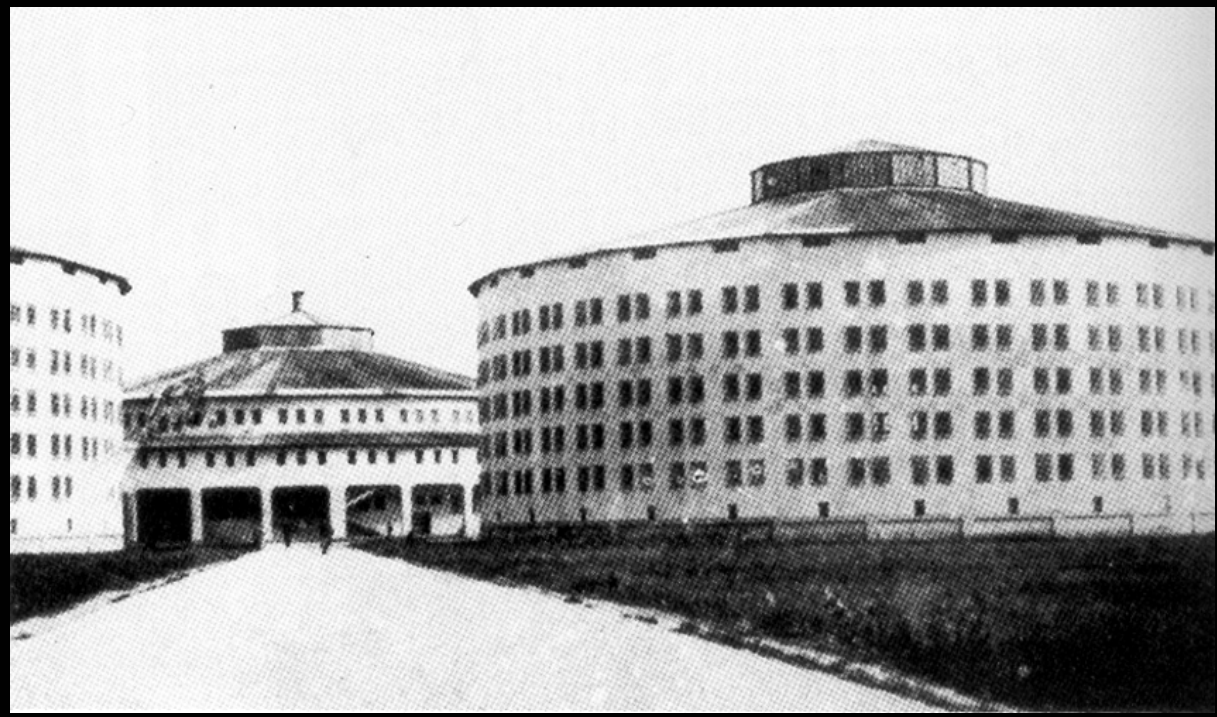
it is a biological-cultural amalgam

the human body itself has a (cultural) history

surveillir et punir - surveillance and punishment

regimes of control and punishment in the modern era

- the workings of the Panopticon



prison - a cultural paradigm

prison - a regime of control and knowledge

of discipline, watching,
generating knowledge

the disciplined body - from prison to anthropometrics to eating (dis)orders

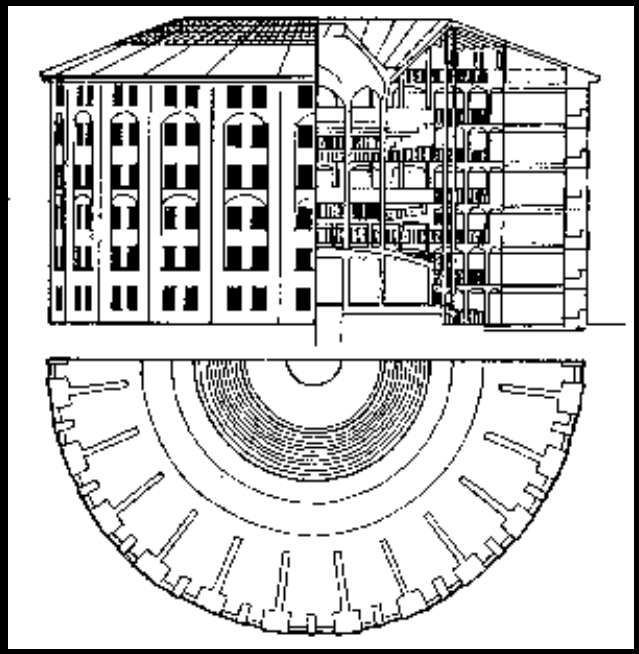
the disciplined body is not just about the prison

consider some kinds of intimate knowledge of the person

fingerprints
phrenology
quantification
psychometrics (a basic component of the Sims)

generally - managing and controlling self in the face of others

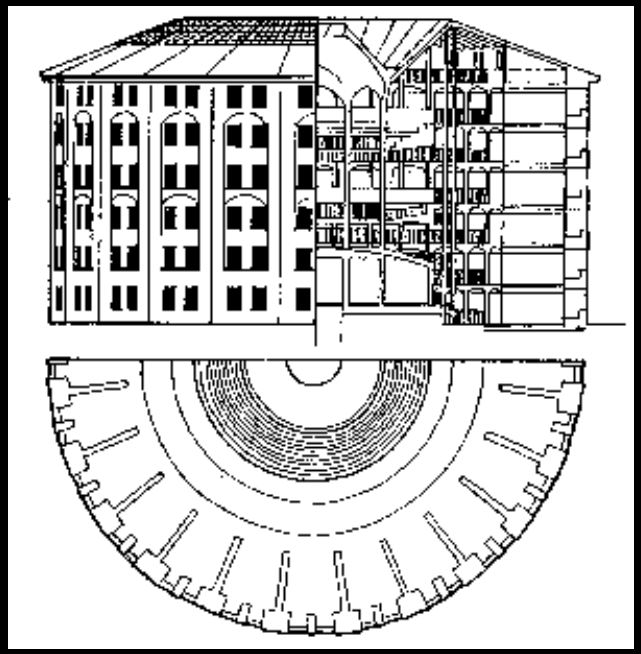
located bodies three
the disciplined body



its location - controlled/regulated and watched spaces

invoking questions of social order and its origins

located bodies three
the disciplined body



as a regime and mode of knowing, the disciplined body is both material and immaterial

its location is as much in systems of communication and expression (discourse) as in physical locations such as a building

this brings me to its close companion ...

located bodies four
the cybernetic body

cybernetics – communication and control in living organisms or machines

material and immaterial flows that are the functioning of the machine or organism

but which are not only contained within it - they connect within and without

located bodies four
the cybernetic body

cybernetics – communication and control in living organisms or machines

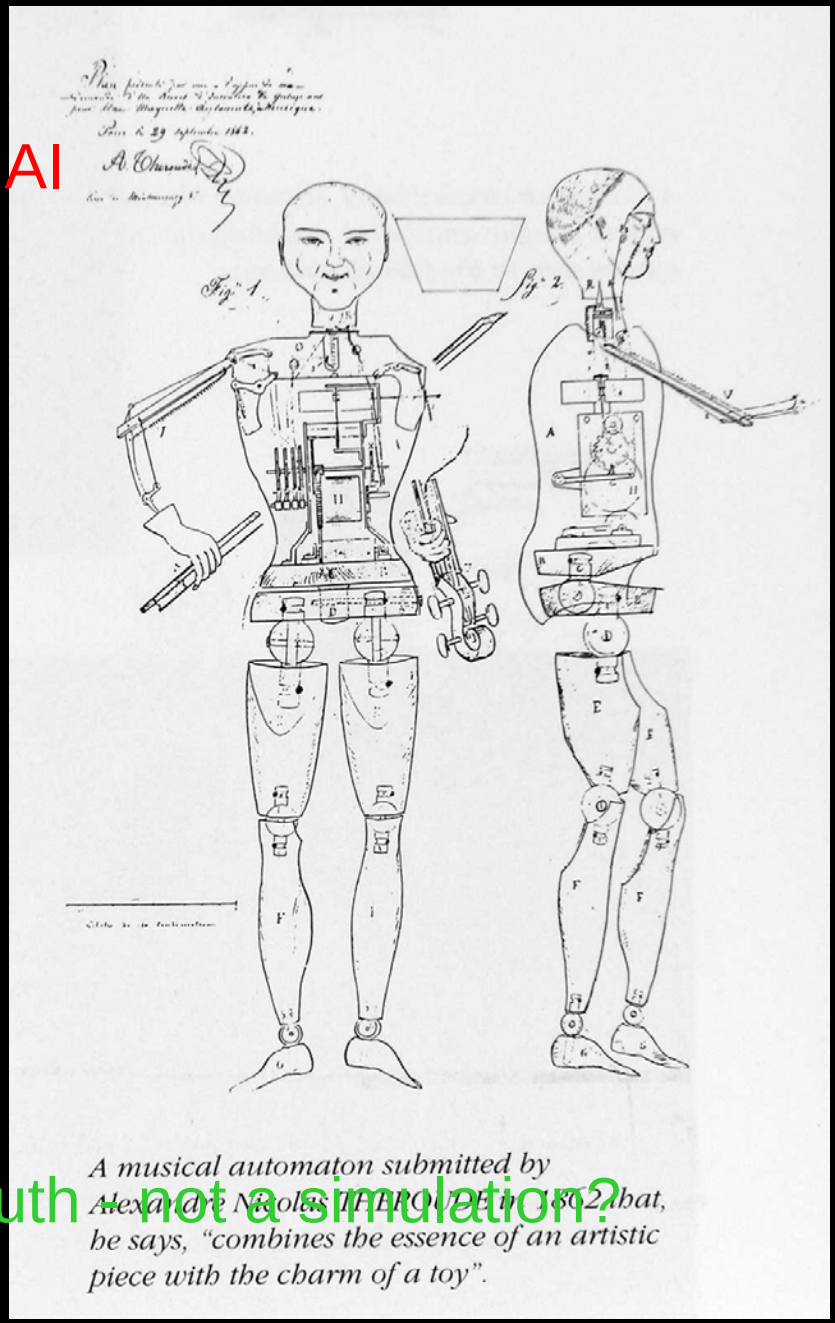
the Sims as a machine-like amalgam

consider also the online version as cybernetic network

QuickTime™ and a TIFF (Uncompressed) decompressor are needed to see this picture.

the automaton - a model

- issues of materiality and AI



A musical automaton submitted by Alexandre Nicolas [illegible] 1802 that, he says, "combines the essence of an artistic piece with the charm of a toy".

what of free will, ethics, truth – not a simulation?

another cybernetic body - the cyborg

are these a new feature of (post)modernity?

argument -

… we are all cyborgs
(and have been since people acquired culture)

- amalgams of the organic,
inorganic and immaterial flows

located bodies ten
the cybernetic body

its location - in systems of control, information flows, feedback loops

and consisting of dispersed networks and flows rather than discrete entities/persons