

The background features a grid of circles in shades of green and black, with a diagonal line running from the bottom-left to the top-right. The circles vary in size and are set against a white background that transitions to black at the edges.

Melting Boundaries

**Fusing the Virtual and
The Real**

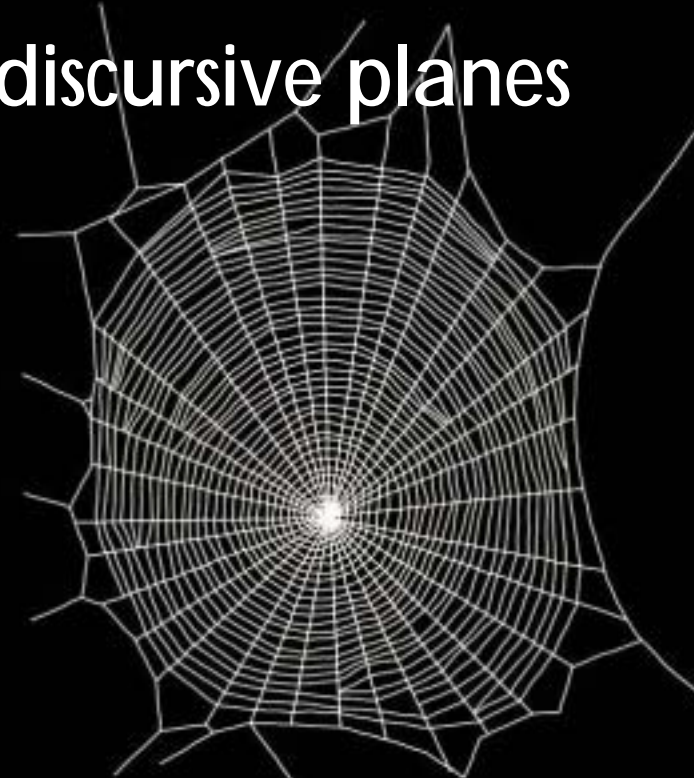
Inscriptions vs Incorporations

“The body” is an abstraction, implied by heterogeneous, overlapping systems of discourse and material practices; it is produced by medical, legal, political, and economic regulations, norms, and conceptualizations applied to actual physical bodies as objects to be ordered, organized and interpreted. On the other side of these concepts and schemas for action are the individual material body and its experiences, which though interpreted by the individual him- or herself and society in terms of “the body” are never fully captured and assimilated into discourse. The two poles stand in tension and are constantly interacting with one another. Discursive constructions of the body are constantly applied to embodied action, while inadequacies of fit among abstraction, intention, and individual experience open fissures motivating efforts to modify or build different discursive regimes.



Inscriptions vs Incorporations

- Discursive bodies vs embodiment
- A period of rapid dissolution of boundaries
- Simultaneous reshaping of discursive planes



Ubiquitous
Computing

Organic
computing

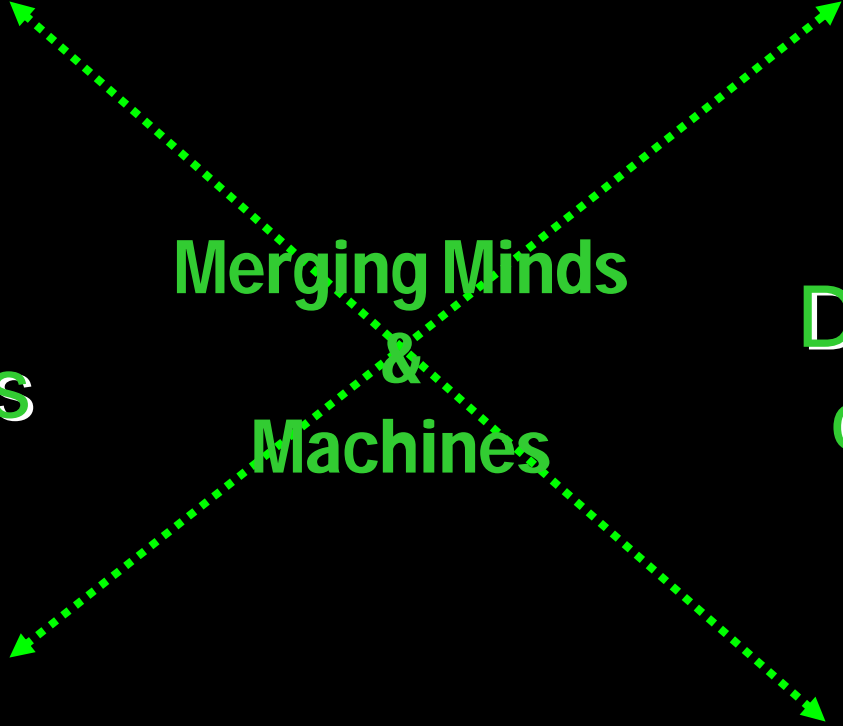
Genetic
algorithms

Merging Minds
&
Machines

Distributed
cognition

Neural
networks

Genomics



Ubiquitous
Computing

Organic
computing

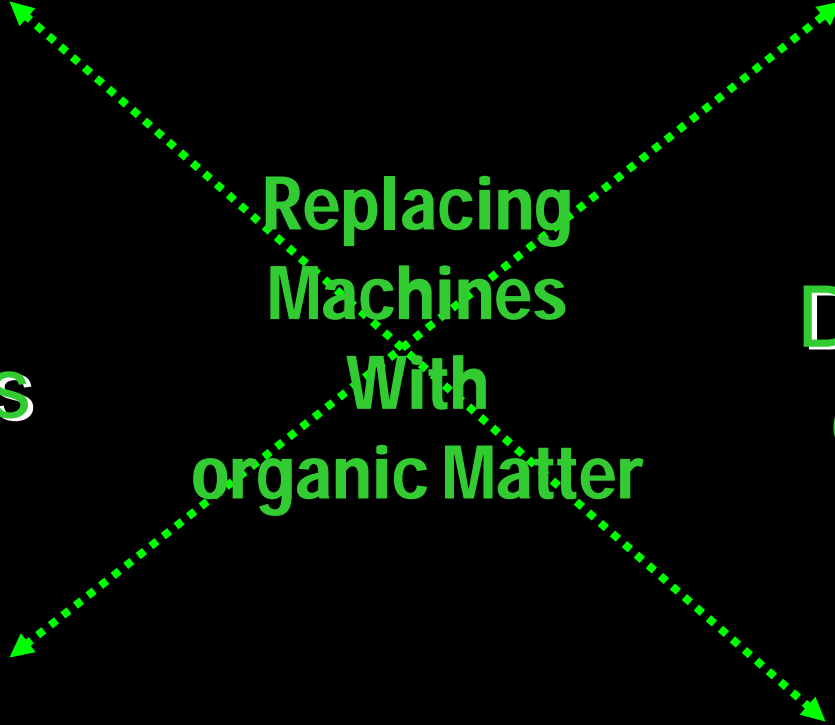
Genetic
algorithms

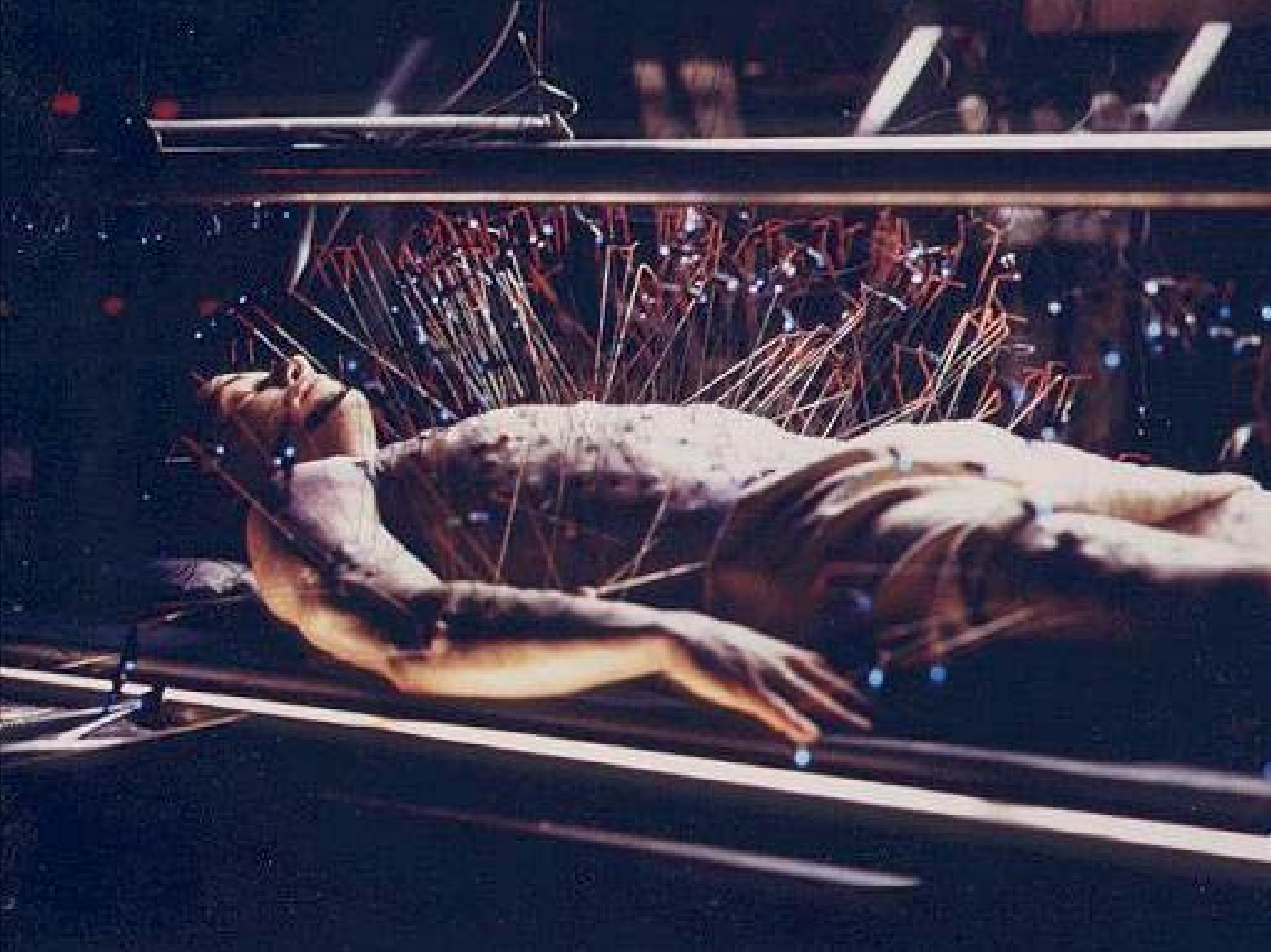
Distributed
cognition

Replacing
Machines
With
organic Matter

Neural
networks

Genomics








MAJESTIC™



MAJESTIC™

Sign Up for Contact Demo 




IT PLAYS YOU.™

MESSAGE BOARDS 



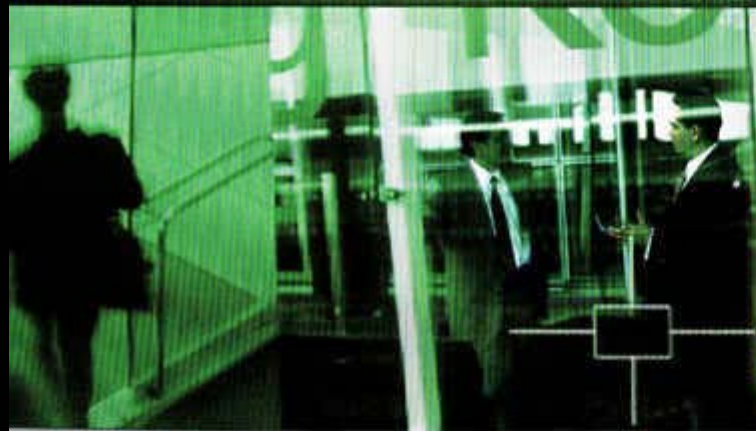
OVERVIEW

Majestic delivers its groundbreaking experience through familiar devices, such as the user's Web browser, AOL's Instant Messenger, email, telephone and fax, blurring the lines between reality and the game and leading users further into the adventure. Through the use of these devices and unique interactions, the player uncovers and ultimately becomes personally involved and implicated in an evolving mystery-suspense thriller. Majestic utilizes powerful technologies to enable these natural interactions.

 Using the Interactive Technology Diagram
Click on any of the eight icons in the



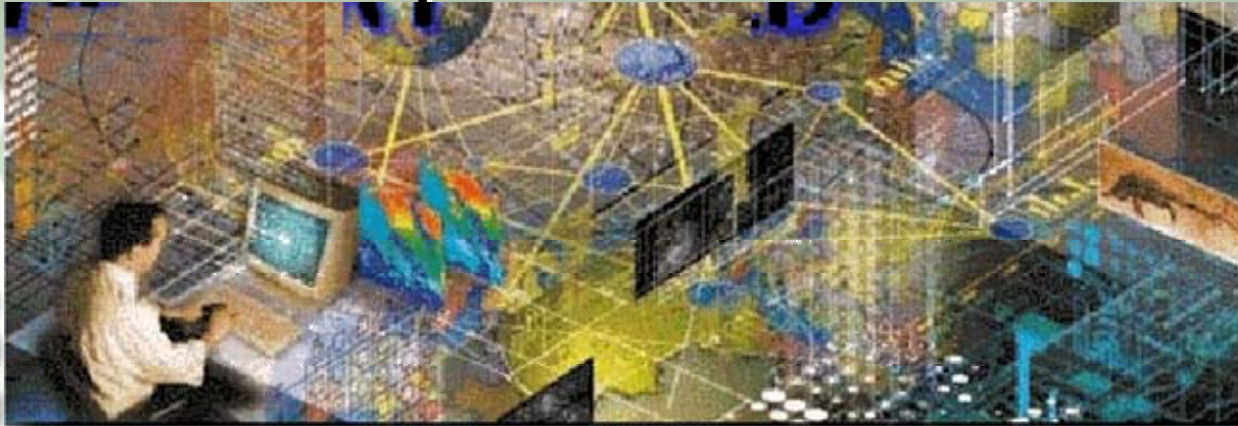
 SURVEILLANCE
SEC: 0327





ubiquitous computing
smart devices, MEMS
special purpose chips
wearable computers
smart matter

posthumanism



A new condition in which human being becomes seamlessly articulated with intelligent machines. In the posthuman there are no demarcations between bodily existence and computer simulation, between cybernetic mechanism and biological organism

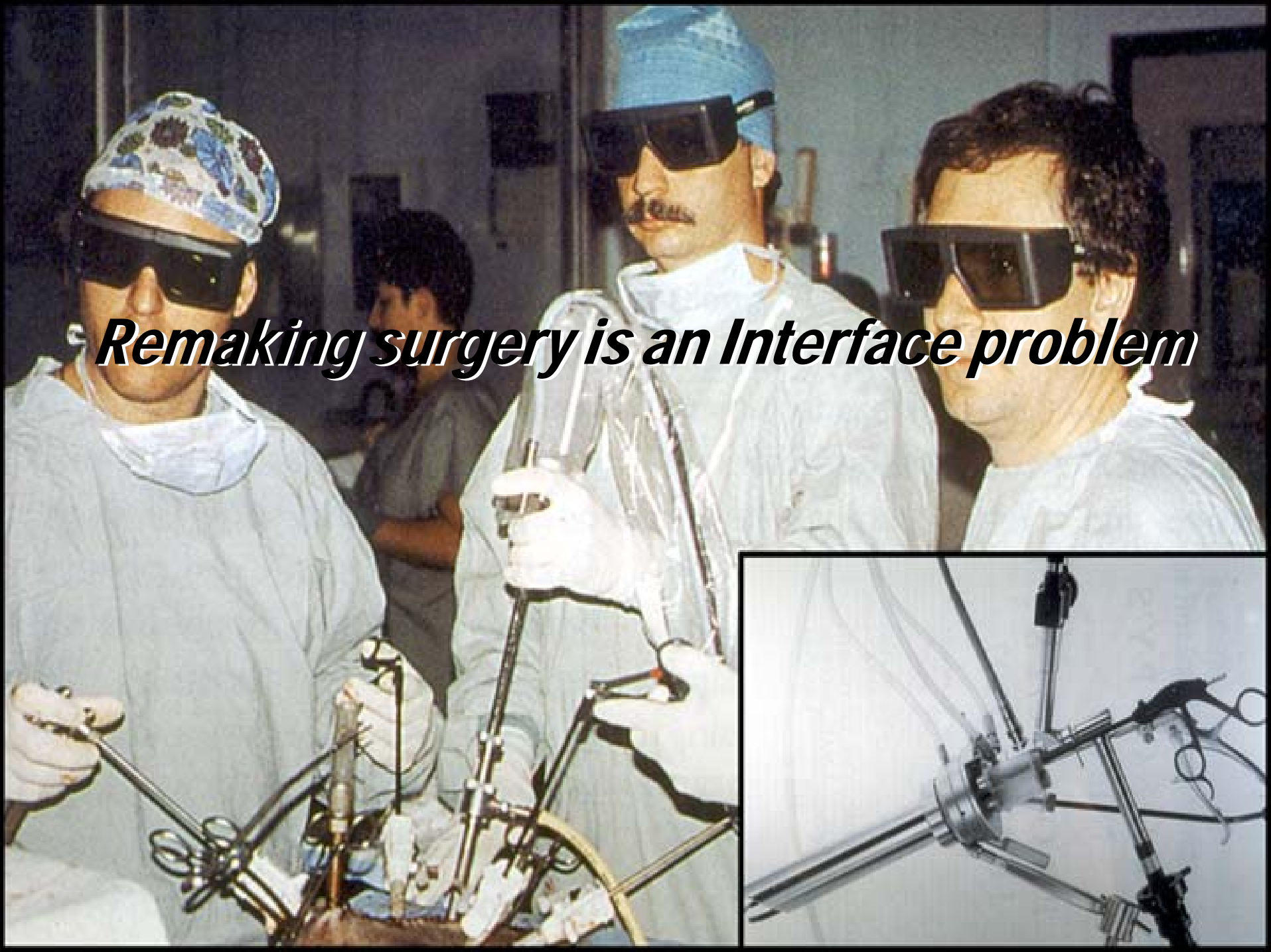
Minimally Invasive Surgery



First laparoscopic gall bladder removal performed by French surgeons in 1989



Remaking surgery is an Interface problem

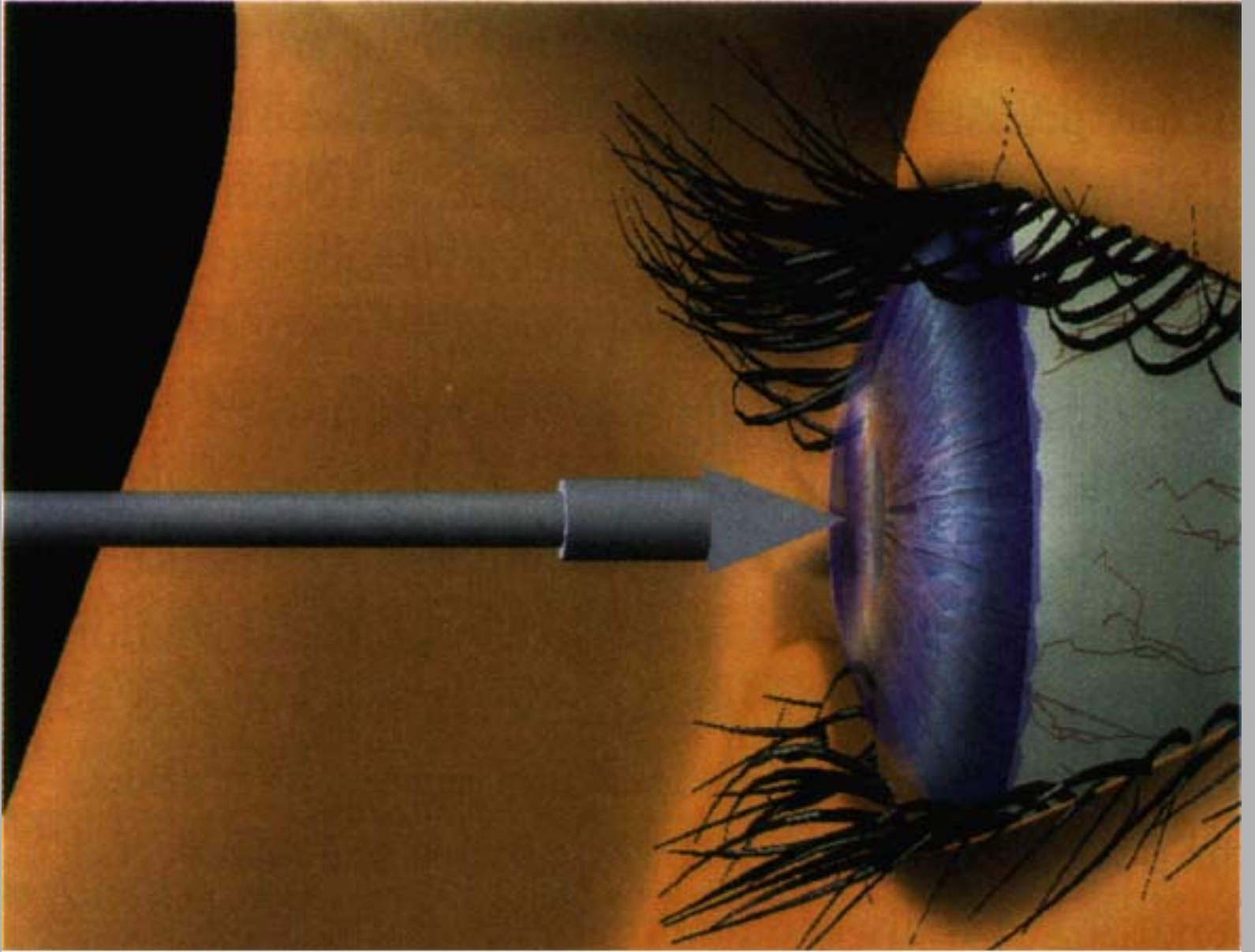


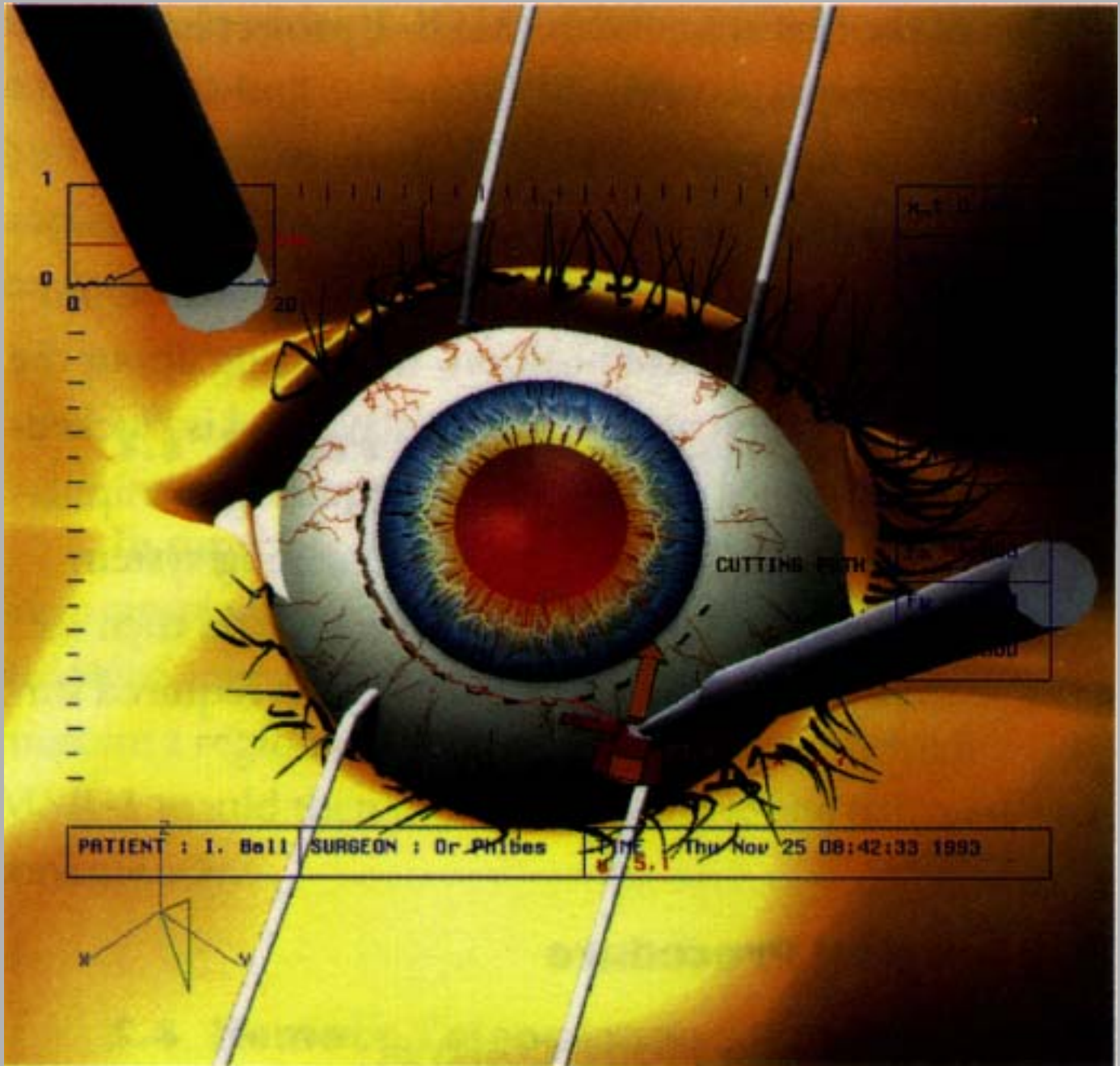
Teleoperated Microsurgical Robot

Computer-Mediated Surgery



(C) Serge Lafontaine & Tilemachos Doukoglou

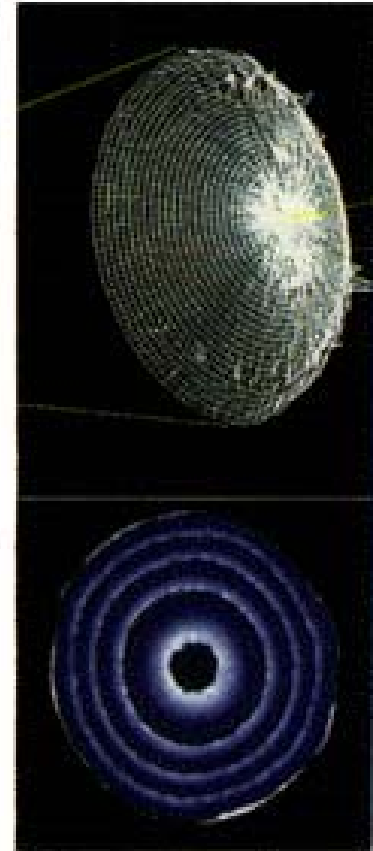
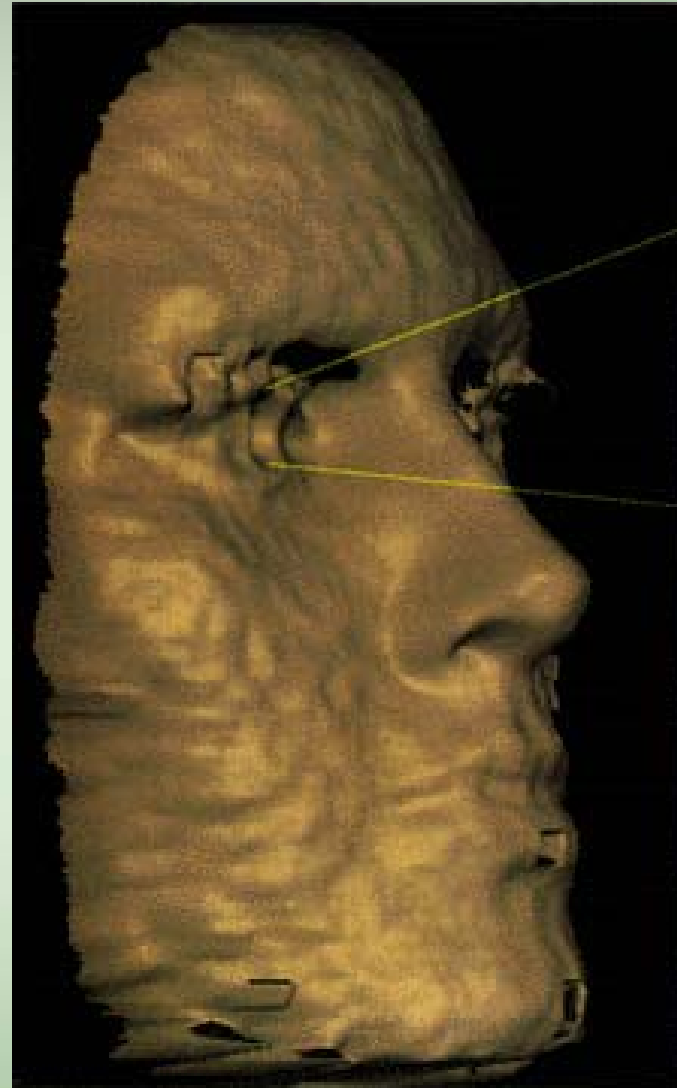




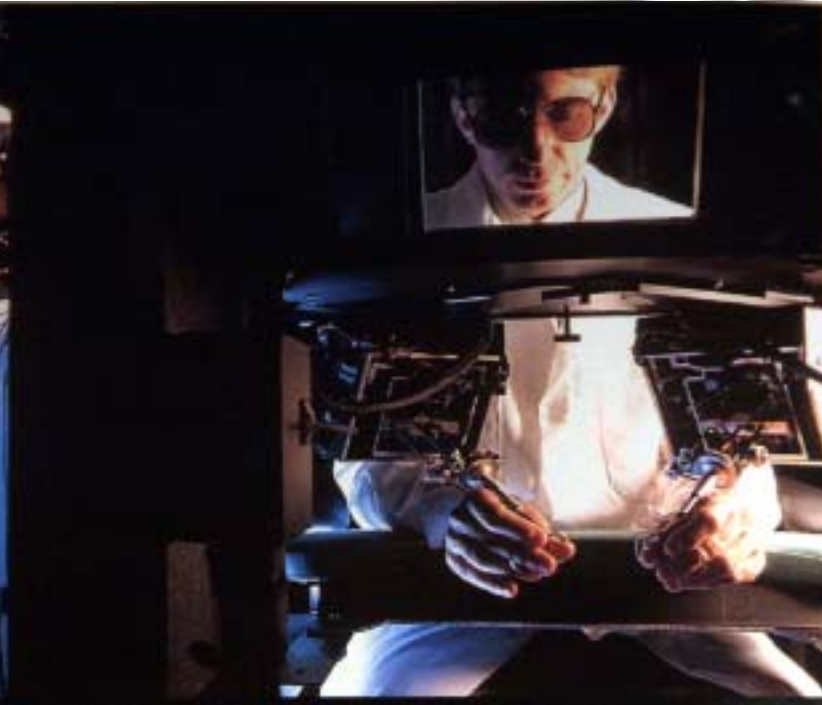
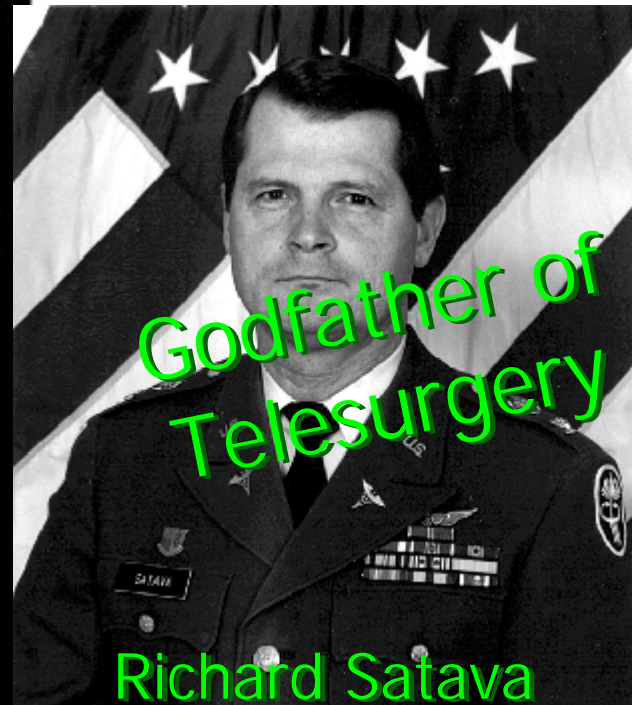
PATIENT : I. Bell SURGEON : Dr. Phibes Time : Thu Nov 25 08:42:33 1993

Finite Element Modeling

Computer predicts mechanical and optical response of lens as surgeon cuts



Telesurgery at SRI



Telesurgery at SRI

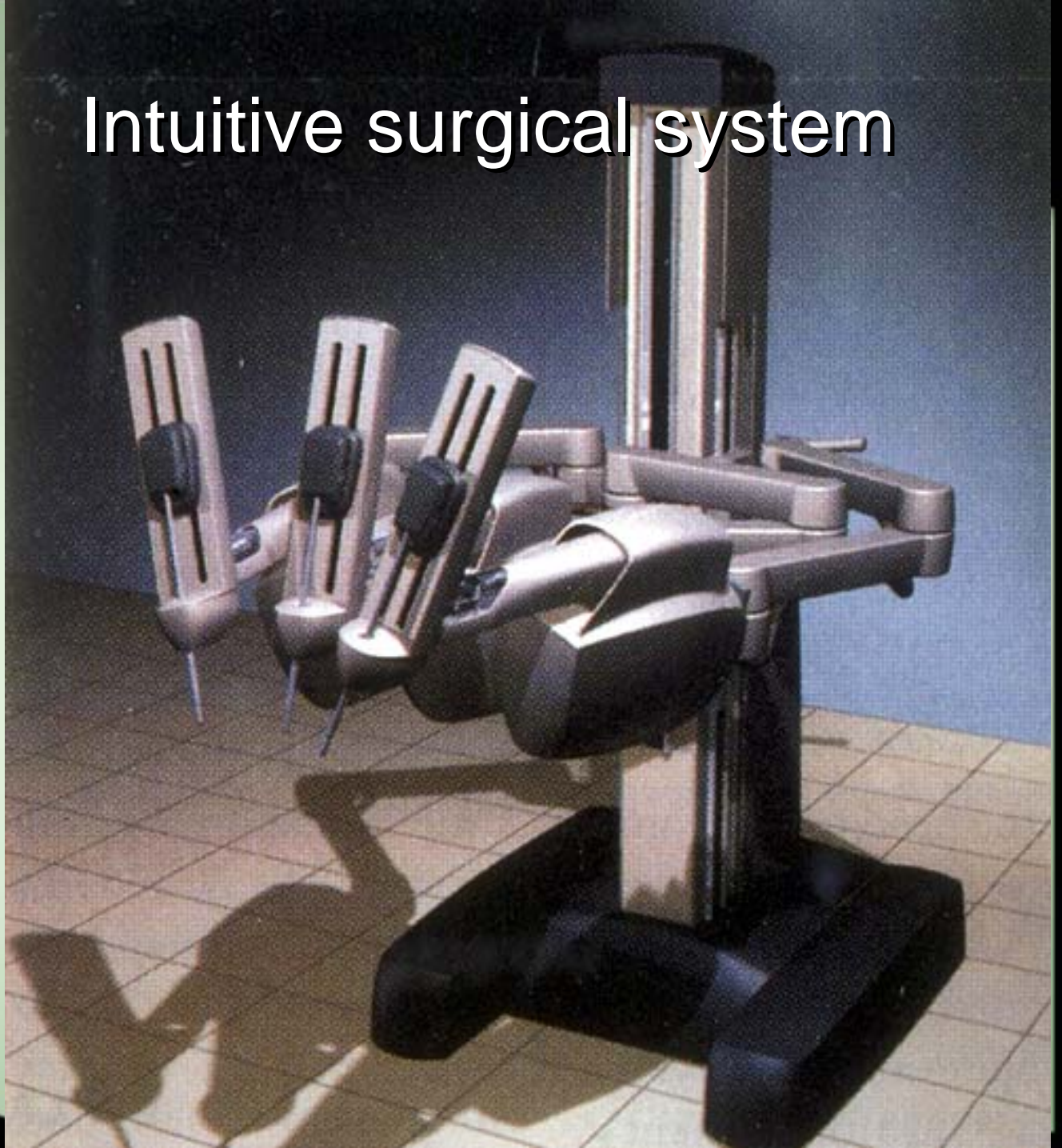
Microsurgery

**Precise servo-mechanics
Force feedback
3-D visualization**

**Sensitive scalable tactile
response
to 100x magnification**

**Hand motions reproduced
with 5-degrees of
freedom**

Intuitive surgical system



Intuitive Surgical



Instruments with

EndoWrist™

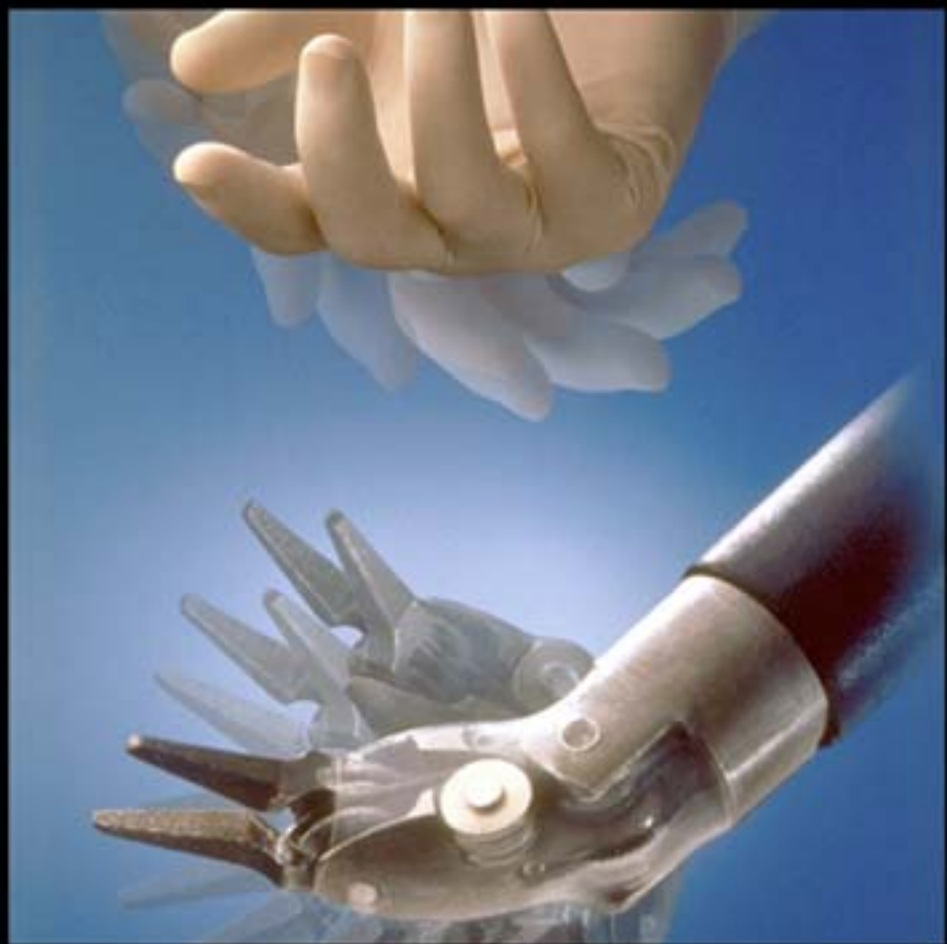
Technology

- Precisely replicate surgeon hand and wrist movements made at the console
- Modeled after the human wrist, EndoWrist™ technology is designed to provide the operative dexterity and additional in-situ degrees of freedom required for complex surgical maneuvers such as precise suturing

Computer

Enhanced

Workstation replicates surgeon's hand movement







May–December 1998: six open heart surgeries

Prof Alain Carpentier
Dr. Didier Loulmet



September 2001: Transatlantic Telesurgery



**Gallbladder Removal
in Strasbourg**

Medical Avatars

Mayo Clinic

Virtual Reality Assisted Surgery Program



Augmented Reality and
Image Guided Surgery

STRICOM

**Simulation
Training and
Instrumentation
Command**



THE NEW BENCHMARK IN FLIGHT SIM TECHNOLOGY

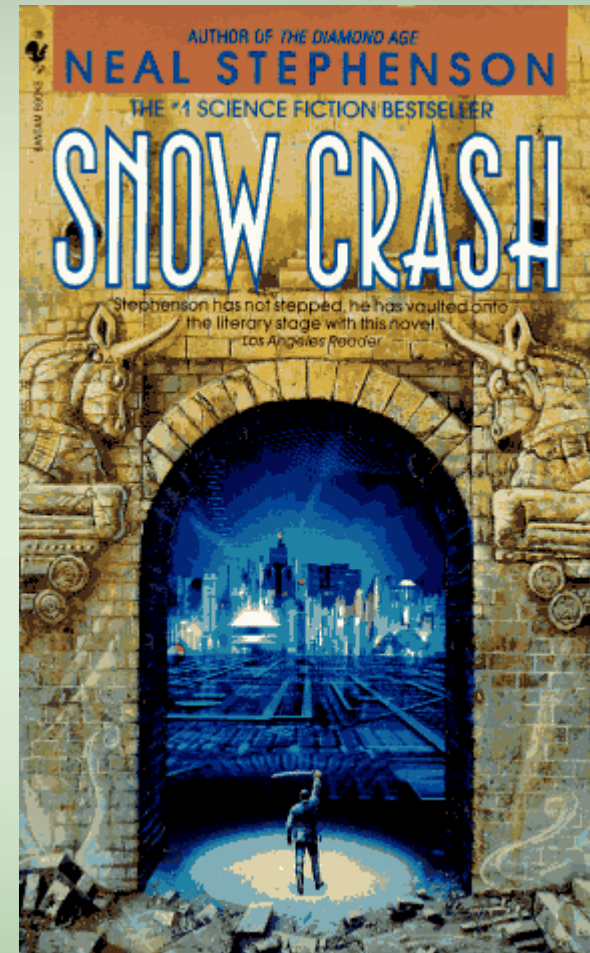
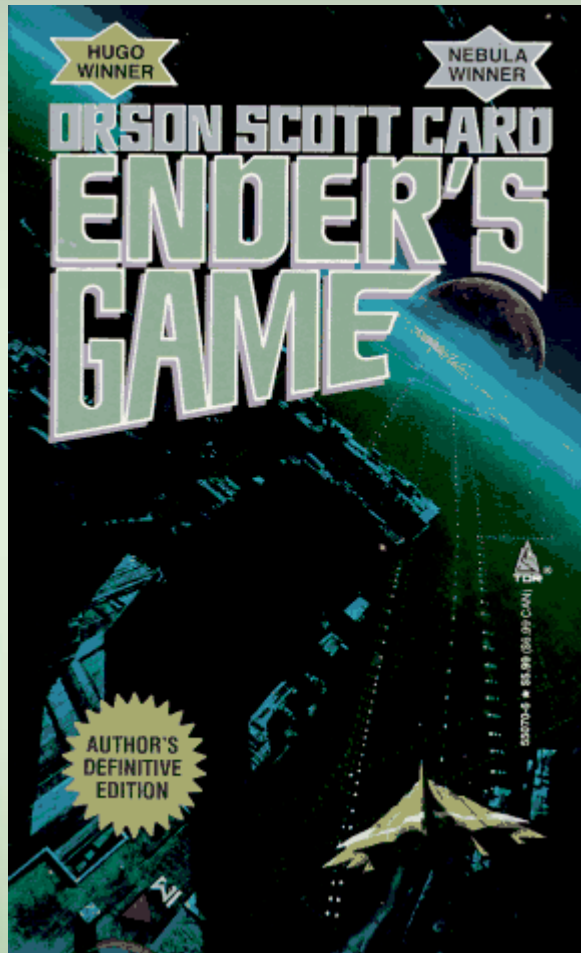
FALCON[®]
4.0

About Falcon[®] 4.0

Networked game

- supports four squadrons of four F-16s
- highly accurate flight model and avionics that incorporates real-world specifications
- weapons modeling extremely accurate—leaving out only classified details
- realism enhanced by real-world graphics

Desire and the Cultural Imaginary



Battle of 73 Easting



Battle of 73 Easting



THE OFFICIAL U.S. ARMY GAME

AMER



ARMY

COMPUTER
GAMING
WORLD

**EDITORS'
CHOICE**



EMPOWER YOURSELF
DEFEND FREEDOM



تجديد



تجديد

للمنتظرين الأوفياء الذين لم يكتفوا عن السؤال حول موعد نزول اللعبة المميزة والأولى من نوعها في العالم العربي ، البشرية بأن

اللعبة باثت في الاسواق ، وهي تتضمن العديد من المفاجآت .

للحصول على اللعبة التي تتضمن كل ما يحلم به التواق للمشاركة في مواجهة العدو الصهيوني .

اتصل بالموزعين المعتمدين في بلدك

القوة الخاصة ... اللعبة التي تجعل منك شريكاً في المقاومة

قدمة اللعبة للمزيد من المعلومات اضغط هنا

مع اللعبة للمزيد من المعلومات اضغط هنا



دار الفكر

TELEPHONE : +963-2211166

TELEFAX : +963-2239716

fikr-sales@fikr.com

دمشق - سوريا



SUNLIGHT

TELEFAX: +961-1-450155

H.P: +961-3-208996

sales@specialforce.net

بيروت - لبنان

[مقدمة](#)
[مشاهد](#)
[مواقع](#)
[شخصيات](#)
[تحميل](#)
[اهليات](#)
[اقتراحات](#)
[بريد](#)

IMPORTANT NOTICE

THE GAME "SPECIAL FORCE" IS BASED ON REALITY, MEANING THAT THE GAME IS BASED ON EVENTS THAT TOOK PLACE IN A LAND CALLED LEBANON.

LEBANON WAS INVADED BY "ISRAEL" IN 1978 & 1982 ,AND WAS FORCED TO WITHDRAW AND DID WITHDRAW IN THE YEAR 2000.

AFTER THAT WE DECIDED TO PRODUCE A GAME THAT WILL BE EDUCATIONAL FOR OUR FUTURE GENERATIONS AND FOR ALL FREEDOM LOVERS OF THIS WORLD OF OURS. ()



To the loyal expectants who endlessly inquired about the launching date of the outstanding game, the first of its kind in the Arab world. The good news is that:

The Game is now available in the markets, and includes many surprises.

To obtain the game, which includes all that an anxious persons dreams of in order to participate in facing the Zionist enemy

Call the accredited distributors at your country

Special Force game will render you a partner of the resistance.



SUNLIGHT

Main

Scenes

Positions

Actors

Download

Information

Suggestions

Mail

Special Force game has been inspired by the operations of the Islamic Resistance in South Lebanon during the period of the Zionist occupation whose forces were expelled on May 22, 2000, drawing behind tails of defeat and failure.

Stages of the game represent heroic operations executed by heroes of the Islamic Resistance against true positions, fortified to protect the enemy. This page was specialized to provide summary of those positions, consecutively.

Tallousa Outpost



Outside view of the outpost

Previously considered as one of the frontline positions on line of confrontation with the Zionist enemy

Geographic location: Lies on the west side of Tallousa Village

Overlooked areas: eastern mounts of the two villages, Majdal Salim & Qabreckha, in addition to northern part of Wadi al-Slouki

[Main](#)
[Scores](#)
[Positions](#)
[Actors](#)
[Download](#)
[Information](#)
[Suggestions](#)
[Mail](#)



War games becoming all too real

9 March 2003

While Hezbollah's young supporters pick off virtual Israelis in a bloody new video game, the simmering conflict in the Lebanon looks set to escalate as soon as Iraq is attacked, reports Alasdair Soussi in Beirut

THE slogan on the outside of the packaging says it all: 'Be a partner in the victory. Fight, resist and destroy your enemy in the game of force.'

This is the latest technological development by Lebanon's Islamic resistance group, Hezbollah: a computer game that allows players to take the part of its fighters during military operations against Israeli soldiers. Special Force, a product of the 'Hezbollah Central Internet Bureau', hit the shelves late last month, after taking some two years to develop. Each stage of the game was inspired by actual Hezbollah operations. Everything is based on real-life battles that took place before Israel's withdrawal from southern Lebanon in 2000 -- even down to the number of Israeli soldiers that players face.

Special Force also offers a training mode where enthusiasts can fine-tune their shooting skills. Israeli premier Ariel Sharon will probably not be too surprised to learn that he is one of the targets on the practice range, along with several other Israeli political figures.

Thousands of copies of Special Force have reportedly been sold in Lebanon -- and Syria, Iran, the United Arab Emirates and Bahrain are also distributing what bureau official Mahmoud Rayya calls a 'unique gaming experience [for the] trigger-happy.'

He adds: 'This game is resisting the Israeli occupation through the media ... In a way, Special Force offers a mental and personal training for those who play it, allowing them to feel that they are in the shoes of resistance fighters.' It will not be surprising if it leads to a glut of willing young recruits.



GAME FEATURES

SCREENSHOTS

DOWNLOADS

SUPPORT

COMMUNITY

ENLIST

FEEDBACK

F.A.Q.

WELCOME TO KUMA: WAR



Kuma: War
From The Headlines to Your PC
Coming in February 2004

NEWS

October 30 - Happy Halloween (almost)

A few more screenshots posted in the [screenshots section](#) as a treat to our visitors.
Have a safe and fun night.

PRESS RELEASE

[more...](#)



[KUMA REALITY GAMES
TARGETS BROADBAND
SUBSCRIBERS WITH NEW
GAMING CONCEPT](#)
08.14.2003

KUMA | REALITY GAMES



Legal

KUMA | REALITY GAMES

For Immediate Release

KUMA REALITY GAMES TARGETS BROADBAND SUBSCRIBERS WITH NEW GAMING CONCEPT

Real World News Combined with Intense Action Gaming Deliver Innovative New Entertainment Experience

New York, NY (August 14, 2003) – Reality entertainment broke new ground today with the unveiling of 'Reality Games' by new start up venture, Kuma Reality Games. Delivered through high-speed Internet connections to consumers' PCs, Kuma will offer weekly episodic content that allows gamers to "play the news as it is reported."

"Episodic gaming is the next logical step in the evolution of broadband entertainment and an exciting way for consumers to enjoy the new advancements in high-speed Internet services," said Kuma Reality Games co-founder and chairman, Jeff Samberg. "With Kuma Games, news junkies and PC game players alike will be able to experience their passion in a whole new dimension."

Kuma's first gaming franchise, *Kuma: War*, is a subscription product that will be available through both traditional software outlets and high speed access providers upon its launch in February 2004. In each harrowing mission of *Kuma: War*, consumers will be briefed with real world news reporting, KH-11 satellite imagery and expansive intelligence provided by a decorated team of military veterans to truly pull gamers into missions based on real-world news. First-person tactical and vehicle-based games are updated weekly and automatically downloaded to the consumer's computer to reflect unfolding events in the real world. Kuma will be expanding its content offerings beyond *Kuma: War* into other reality segments such as sports, crime and celebrity.

"We have developed an innovative new entertainment genre combining the best of reality television with high-quality action gaming," said Keith Halper, co-founder and CEO of Kuma Reality Games. "Consumers will be able to experience or re-live real world news events through a compelling game play experience." "Kuma games are ideal for broadband distribution as they can be developed and distributed in a timely manner to coincide with real world events," Halper added. "We feel we can add tremendous value to service providers as they try to attract customers to new high-speed packages."

The Kuma Reality Games executive team consists of high tech software executives, gaming industry veterans, an experienced documentary and news producer, and a retired Major General of the U.S. Marine Corps who serves as the expert military consultant for *Kuma: War*.



 **+46** | **1/3**





F1 F2 F3 F4

+60 13/0

Fusion of the Virtual and the Real

Robotics

Scientific Visualization

Simulation & Modeling

Predictive Medicine

Online Gaming

Tansey, "Reader"

