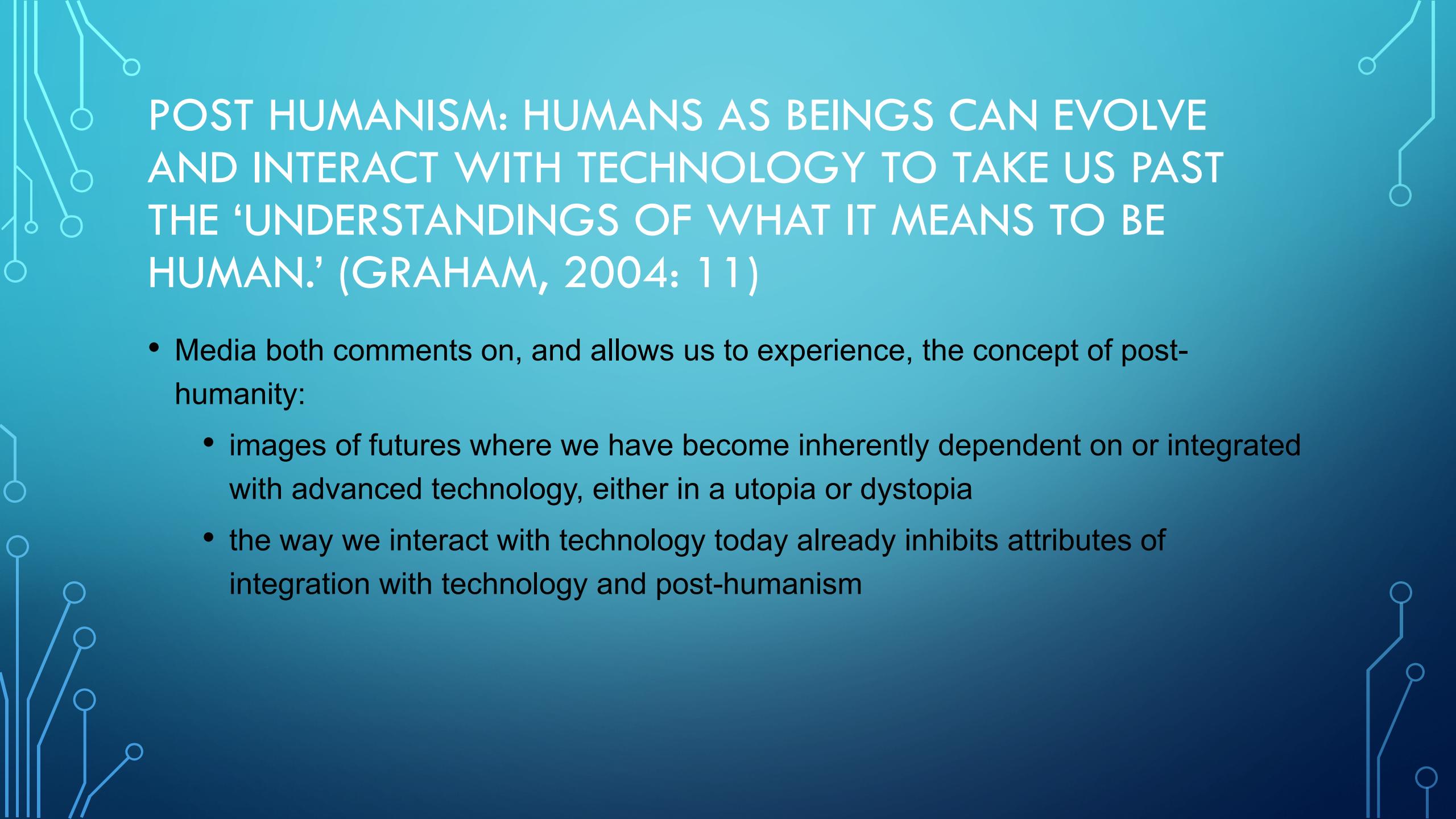




SCREEN MEDIA, TECHNOLOGY, AND THE POST-HUMAN EXPERIENCE

POST-HUMANISM IN *DETROIT: BECOME HUMAN* (2018) (PHILOSOPHICAL
READINGS OF SCREEN MEDIA)



POST HUMANISM: HUMANS AS BEINGS CAN EVOLVE AND INTERACT WITH TECHNOLOGY TO TAKE US PAST THE ‘UNDERSTANDINGS OF WHAT IT MEANS TO BE HUMAN.’ (GRAHAM, 2004: 11)

- Media both comments on, and allows us to experience, the concept of post-humanity:
 - images of futures where we have become inherently dependent on or integrated with advanced technology, either in a utopia or dystopia
 - the way we interact with technology today already inhibits attributes of integration with technology and post-humanism

THE ‘ORGANIC’ HUMAN

- Media’s ‘organic’ human is opposed by a non-human character(s)– Human Caleb and Robot ‘Ava’
- Cartesian Dualism - combination of two ‘substances’: the ‘mind... A *thinking, un-extended* substance’ and the ‘body (I.e. matter), defined as an *extended, unthinking* substance’ (Dicker, 2013: 86)



- Media debates the theoretical answers for questions: when does someone becomes less human through technological integration?
- Hollinger: modern media that includes any form of post-humanism is in a way ‘commenting... on aspects of contemporary reality’ (2005: 236)
- We are already immersing ourselves in a form of post-humanism through interaction with media



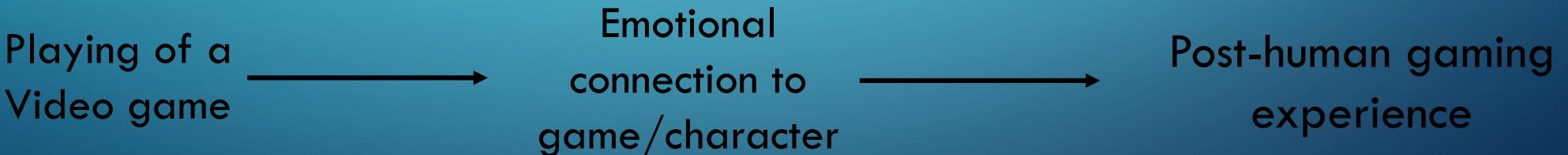
POST-HUMAN EXPERIENCES IN VIDEO GAME MEDIA

- Post-humanism can be seen through characters, themes, and interactions with characters in-game.
- Rouse: “players get to experience the story themselves instead of being told second hand” (2015: 226, cited)



EXPLORING THE LINE: POST-HUMANISM OR VIDEO GAME EXPERIENCES

- ‘What separates humans from the non-human other’? (Clapton and Shepherd 2019: 536)
- Media suggested experiences of post-human beings
- Question of post-human identity



POST-HUMANISM IN DETROIT: BECOME HUMAN

- Game technology allows the player to experience a post-human world
- Video games such as *Detroit: Become Human* offer valuable insight as to a not so unreasonable understanding of what a post-human may become after so much integration with advanced technology.



- the human experience of acting based on feeling, but the connection between how one feels and therefore how one acts is ‘not yet clear’ (Hatzimoysis 2011: 20)
- Seeming emphasis on emotion as a distinct part of humanity, necessary for a utopia idea of post-humanity
- A shift in human experience



- Returns us to the idea of dualism: a human mind controlling a non-human body, through the extension of a further piece of technology.
- Pepperell and post-humanism – post-human does not mean ‘the “End of Man”, but... the end of a... “human-centred” universe’ (1995: 176)
- Technological innovation does not mean the eradication of all that is a part of humanity



- To conclude

- Media often discusses philosophies through themes and characters
- Video games offer a unique way to explore philosophy of the post-human in the form of a literal explorable world
- We can consider today's interactions with technology and media as the beginnings of the post-human condition

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