BLACK MIRROR / ESSAY //

"*Lupus est homo homini, non homo, quom qualis sit non novit*" ("Man is no man, but a wolf, to a stranger," or more precisely "A man is a wolf, not a man, to another man which he hasn't met yet.")*Plautus, Titus Maccius., and A. Ernout. Asinaria. Belles Lettres, 1933*

Black Mirror series examines the actual society and the fears/insecurities of the humanity and transports them into a hyper technological futuristic environment where those fears get expanded and multiplied due not the technologies themselves but to the possibilities this one gives to the users.

This probabilistic view of the near future is mainly based on the utilization of the actual IOT devices, gadgets, etc performed out of the actual digital capabilities. We could despise this futuristic view as it is not futuristic at all. The B.M. Series tries to make us feel conscious of our forgotten sensibilities and not on the rise of the technology and the easy feeling of the lost of humanity that comes from it.

"If technology is a drug – and it does feel like a drug – then what, precisely, are the side effects? This area – between delight and discomfort – is where *Black Mirror*, my new drama series, is set. *"Charlie Brook   the dark side of our gadget addiction". The Guardian. London. 1 Decemb   2011. Retrieved 17 Decemb   2011.*The definition of techno   is the forgotten point in this conv
as it only int   it as the latest device of int   an not concept of it.

The discovery and control of fire can be considered one of the humans primal technologies, the steel, and other materials and creations are also technologies. The compound of all of it and his evolution is what we could call future.
B.M. Touches in some episodes the ¨forgotten¨ terminology of technology, but mostly relating it with the cloud world or virtual reality.

The future is unknown but we know what are the actual evolution trends and most important we know how our past has been and how the different technologies in all fields and techniques have been evolving. So we could strongly say that the future does not only evolve as the augmented interaction represented in B.M. In a static way but as an more fluid possible reality where the immateriality could be controlled, could mutate, could change based on the interaction given by the users or situations.

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