



## APS Bibliography

### Techno-Animism & The Simulation

**Study:** The American Periphenomenal Survey

**Unit:** The Archive | **Region:** Cascadia (Reg10)

**Status:** ACTIVE REFERENCE | **Version:** 3.0 (Expanded Citations)

**Target Category:** THEORY

**Rationale:** This bibliography focuses on the belief that reality is code, techno-mysticism, and digital emergence.

- **Baudrillard, Jean.** *Simulacra and Simulation*. Ann Arbor: University of Michigan Press, 1994. ISBN: 9780472065219. <https://www.worldcat.org/title/simulacra-and-simulation/oclc/856796350> (WorldCat)
  - Jean Baudrillard’s foundational text on hyperreality argues that media-saturated cultures replace reality with simulations — a theoretical basis for “glitch” and simulation memes that treat representation as ontologically prior to physical existence.
- **Bostrom, Nick.** “Are You Living in a Computer Simulation?” *Philosophical Quarterly* 53, no. 211 (2003): 243–255. doi:10.1111/1467-9213.00309. <https://academic.oup.com/pq/article/53/211/243/1610975> (OUP Academic)
  - Bostrom’s highly cited argument posits that if future civilizations can run realistic simulations, simulated minds likely outnumber non-simulated ones, forming the philosophical root of the contemporary simulation hypothesis as a meme and research subject.
- **Chalmers, David J.** *Reality+: Virtual Worlds and the Problems of Philosophy*. New York: W. W. Norton, 2022. ISBN: 9780393635805. [https://en.wikipedia.org/wiki/Reality%2B\\_%28book%29](https://en.wikipedia.org/wiki/Reality%2B_%28book%29) (Wikipedia)
  - Philosopher David Chalmers argues that virtual worlds should be regarded as genuine realities. His work expands the simulation debate beyond epistemological scepticism, influencing how both scholars and popular culture frame “simulated” existence.
- **Davis, Erik.** *TechGnosis: Myth, Magic, and Mysticism in the Age of Information*. New York: North Atlantic Books, 2015. ISBN: 9781583949306. <https://www.worldcat.org/title/techgnosis-myth-magic-and-mysticism-in-the-age-of-information/oclc/55656246>
  - Davis explores how technology and esoteric belief systems co-evolve, showing how information age metaphors of code, circuitry, and virtual presence become vessels for spiritual interpretation.

- **Virk, Rizwan.** *The Simulation Hypothesis: An MIT Computer Scientist Shows Why AI, Quantum Physics, and Eastern Mystics All Agree We Are in a Video Game*. San Francisco: Bayview Books, 2019. ISBN: 9780983056904. <https://www.amazon.com/Simulation-Hypothesis-Computer-Scientist-Quantum/dp/0983056900>
  - Virk’s popular treatment synthesizes scientific, spiritual, and cultural strands of simulation discourse, explaining why simulation theory has jumped from academic philosophy into mainstream and meme culture.
- **Wheeler, John Archibald.** “Information, Physics, Quantum: The Search for Links.” In *Proceedings of the 3rd International Symposium on Foundations of Quantum Mechanics* (Tokyo: Physical Society of Japan, 1989), 354–368. <https://philpapers.org/rec/WHEIPQ> (PDF available via archive).
  - John Archibald Wheeler introduces the “it from bit” concept — that every physical quantity (every *it*) derives its meaning from binary information (*bit*) — linking quantum theory and information. This essay has become a key reference in simulation-centric and informational interpretations of physical reality.