

- cursor movement is a “map” that has no original:
 - once done, they belong the past -> no direct access
 - cursor is a digital construct
 - cursor movement cannot be traced to a “real” thing: it is mapped from how your hand interacts with the mouse or trackpad, via several modalities (distance moved, direction, speed)
- mapping requires a procedure that systematically translates the perception of

reality into its representation in the mental model -> the map is a function of the reality and the mapping procedure

- on the computer interface, the action of the mapping procedure is invisible; and its mechanism can be a mystery
- -> power imbalance in the representation (and by extension construction) of reality
- potential (Gramscian) resistance: JavaScript programmers (i.e. organic intellectuals) to reverse engineer the mapping mechanism and make it visible to

Based on your project, what areas will you suggest for further research?

q8