

“Simulation is no longer that of a territory, a referential being or substance. It is the generation by models of a real without origin or reality: A hyperreal. The territory no longer precedes the map, nor does it survive it. It is nevertheless the map that precedes the territory—precession of simulacra—that engenders the territory.”

Jean Baudrillard, *Simulacra and Simulation*, 1994

- 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