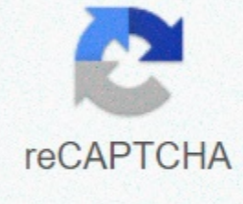




I'm not robot



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## I need scissors 61 meaning

Welcome, my friends, to the future. Unfortunately, I haven't seen any flying cars or self-cleaning meals, and I don't seem to have a way to connect myself so I can reduce how many hours I need to sleep. We have not digitized human memories or solved shy. With the latest news about Facebook storing and selling the data that we happily gave it, it was understandable outrage. But then there was another small detail: we not only gave our information, but were so happy to use this shiny new toy that we did not read the fine print and agreed to let it delve into our personal data and use it in any way he sees fit. I suppose trying to sell me a Playstation because I watched a certain game seemingly innocuous, but what happens when our online experience has become too tailored and too curated? What happens when political ads can be shown to the right people, and propaganda can be selectively shown to people most likely to believe and distribute it? Oh sorry. I meant: Creating Context In 2001, Metal Gear Solid 2: Sons of Liberty was released, and it was the most mind-blowing gaming experience I've ever been a part of. The twists the story took were unexpected - especially between tanker and factory missions - and the subject seemed serious, and yet somehow still fantastic. In addition to the rather obvious anti-war message that floated on the surface, the main idea of the game is that there is a shadow organization called the Patriots, which tries to gently control the course of human development, manipulating the way information is stored and presented to humanity as a whole. While over your coin, it seems like a terrifying thing, the artificial intelligence that represents patriots makes a pretty compelling argument for doing so. He quotes memes... No, not such a meme Unlike the photos with funny captions that we know today, a meme is a term coined by ehtologist Richard Dawkins (the guy pictured above) to mean a small bit of intellectual information that can be passed on to the next generation. It's the equivalent of a thought or the equivalent of a Mind, a gene. Basically, what AI says is that, once upon a time, some memes die off if they weren't adopted by the collective public mind, just as a certain gene would die off if not chosen to be transmitted. But in today's digital world, in which everything that can be said on the Internet can be saved forever, do not know how offensive, stupid, or otherwise cruel it is, can be passed around and saved forever. The AI argument is that this complete preservation slows down the evolution of the species, as the natural pruning of useless ideas slows down. And perhaps, having looked at the state of affairs now, 17 years later, it is possible that he was Creating Truth It's Hard to Talk About keeping wrong or harmful ideas, not to mention propaganda and other controversial speech that comes through racism, sexism, classism, and all the other -isms that are out there. But it captured very well in two small words that somehow not only appeared in our folk, but terribly stuck around. Sure, the phrase is catchy, and some people have used it as a tongue-in-cheek way to call something a lie, but that hasn't stopped the actual alternative facts from spreading, passed around, and preserved as facts. Some of these alternative facts have emerged in an attempt to influence public opinion about political or social issues, to the extent that the elections in the United States have been influenced by a flood of alternative facts passed around in a carefully orchestrated propaganda attempt. Please note that this is not a comment about collusion or anything else. However, ads that spread false information exist and have been passed on all over the Internet. Even now, a simple browser search can pull them out. What I find so fascinating about this is that in Metal Gear Solid 2, patriots can manipulate the media and technology in order to subtly change the course of events according to their goals. While I don't think there is a comparable group that exists in real life, the fact remains that those who can manipulate what we see and how we interact with technology can influence how we perceive our world and how we interact with our world, too. Even more intimidating is what Rose AI says to poor Raiden: Everyone goes into their own small gated community for fear of a larger forum. They remain inside their little ponds, leaking any truth suited to them in the growing cesspool of society as a whole. The colonel adds: ... No one has been declared invalid, but no one is right. We've seen it online. Some call it an internet hive-mind, but look at any social media site, from Facebook to Tumblr to Twitter to Reddit and anything in between, and it's easy to find like-minded people finding each other, checking out each other, reinforcing us to define, and then pounced on those perceived as theirs. We've seen this with politics, with GamerGate, with civil rights issues, and with any other topic that may have strong opinions about it. In this great technological machine that we have built for ourselves, every person is given great power. We can spread our views around the world and reach people we have never met in person. Take a look at this blog; how many of you trust what I say? I read comments that people have made about how they feel, how they learned something after stopping, which is great. I relate to this and try to be as objective and accurate as possible in my words. But I also don't have much of an agenda, pushing, except that I really really want to talk about video games and their impact on people with other people, as we all know from Spider-Man, with great strength comes a lot of responsibility. Since everyone has so much power, it can be used for good, bad or neutral. It can divert attention from real problems, divide people where they could be united, and put alternative facts where there was once objectivity. It really becomes easier for one person - or one idea - to manipulate, and perhaps constantly, change the world. Back at MGS2, when AI continues to scold Ryden, the colonel makes the observation that these unfiltered and untested ideas will never disappear, never become weaker. Just as our cutting-edge in modern medicine has allowed disease and other debilitating conditions to flourish in a vicious twist of intent, just as our advances in technology have begun to drown us using what we all want in our lives: choice. In a world where you can choose what facts to believe, can we say that we are truly free? Freedom is not a choice There is an idea that floats around popular culture that says that the more options a person has, the happier they are. In general, this is not the case. While there are many factors besides too many options (for example, having 30 flavors of ice cream to choose from is not always overwhelming), when there are many options, people actually become more stressed and more miserable. When people have to achieve psychological equilibrium again, I guess they go for something that is more attractive, or the easiest to understand. But what does this have to do with freedom, Metal Gear Solid 2, creating context and controlling through technology? A few points: Anything that can be quantified (reduced to numbers and formulas) now. Spending habits and clicks can be tracked, stored, analyzed, and then used for targeted advertising in an attempt to affect your spending habits. We believe in quantifying data to the point that even dating sites are trying to quantify romance in order to influence who we are talking to and when. Are you talking to people with low match percentages? But if you didn't know that number and meet that person, would you talk to them? Everything we put on the Internet creates context. Everyone likes to share, and subscribe offers implied reality for other people looking for information. Just like every dislike. No matter how smart we say we are, I'm sure each of us, at some point, checked the likes or views on the video to determine if it was worth watching. Thus, our familiarity with the truth can now be based on popularity. And, unfortunately, popularity is not Popularity is often based on emotional responses rather than logical analysis. And people often gravitate toward ideas that align with theirs, called confirmation of bias. We strive to be tested, not c, and the Internet easily allows us to, literally, block opinions that are not our own if they are too frustrating. The colonel tells Ryden that anyone can be formed into anything, given the correct information. In each of these cases, we used technology to influence how we think about our reality and existence. With an internet full of choices, from what to read, who to trust, and how to interpret things, it is often easiest to just get into old habits and follow people who already believe what we believe and who know what we know. And because of this, it's even easier to manipulate how we think and act, given little knowledge of human behavior. No, that's not true. So is that freedom? So is humanity moving forward? Are computers, as the colonel argues, best to save us from ourselves, or are we simply opening up to control and manipulation, but this time an insensitive algorithm? We can be imperfect, we can all create our own realities and decide which memes to pass on to our children. It may not be a perfect algorithmic system, but our dirty way of doing things was the goal, as The Solid Snake claims. Like everything in nature. At what point do we stop blindly relying on technology and start relying on our own brains again? Have we passed the point without a return? Maybe we don't need lords. Maybe we already have them. What do you think? Do all those science fiction writers who have warned about the dangers of technology have been on to something? Was Metal Gear Solid 2 ahead of its time, or just some propaganda rags? Am I understandably concerned, or overly alarmist? Let me know in the comments! Thank you for stopping by and I'll see you soon! Athena Do you like what you read? Become a revered AmbiGaming And show your support to small creators and video games as a serious, viable and appropriate medium! Tolerant!

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