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#### Communicative spaces such as debate are governed through biopolitical technologies of fluency which smooth over semiotic interruptions in search for stable and univocal operations. This bends bodies to align their speech patterns with compulsory able-bodiedness.

St. Pierre 17 Becoming Dysfluent: Fluency as Biopolitics and Hegemony Joshua St. Pierre Journal of Literary & Cultural Disability Studies, Volume 11, Issue 3, 2017, pp. 342-344 (Article) Published by Liverpool University Press //ACCS JM + UTDD

Given that compulsory able-bodiedness emanates from everywhere and nowhere, it is perhaps more fruitful to parse this consensus through the mode by which compulsory able-bodiedness circulates and is translated across different ideas, practices, and institutions rather than isolating the specific sites where this consensus, this hegemony, is produced. For McRuer, “the experience of the able-bodied need for an agreed-on common ground” is a common experience that “links all people with disabilities under a system of compulsory able-bodiedness” (8), and I suggest that this “common ground” of disability oppression is a how as much as a where or a what. That is, a common ground is never just found, but must be cleared away and maintained with effort through time. “Fluency” can accordingly be understood as a technology operating at the intersection of biopower and hegemony that smooths over and straightens discontinuous semiotics, temporalities, and materialities to eliminate frictions within productive, biopolitical systems and thus secure social order within the material realm. An attention to fluency moves beyond the orthodox focus on ideology as the essential vehicle of hegemony to locate, alongside Jon Beasley-Murray’s notion of “posthegemony,” the production of consensus and the security of social order not within the realm of representation but the governance of bodies and life itself. Fluency attempts to regulate and collapse not merely the time between encounters, but the embodied time of encounter and access and judgment. Fluency attempts to cover over political spaces—to mitigate (when it cannot eliminate) interruption and disruption—thus facilitating in one move the rationalization and naturalization of embodied difference that seems to emanate from everywhere and nowhere, as if everyone agrees. But whatever else it may be, fluency is first a process enacted and lived within the material and corporeal. Here I start from the semiotic and expand outwards. The vast array of rhythms, semiotic modes, tempos, dictions, and (racialized or disabled) accents that constitute practices of aural “communication” have become the objective domain of the biomedicalizing industry of Speech-Language Pathology. Barry Guitar, in his well-used textbook on speech impediments, offers an exemplary definition of fluency: “simply as the effortless flow of speech” (13). Yet there is hardly anything simple about this definition, which is offered amid caveats and backtracking. Guitar readily admits (12) that fluency is difficult to pin down and that researchers within Speech-Language Pathology often focus on what it is not—namely, dysfluency. There are a few characteristics: Fluent speech is marked by a lack of hesitation, and Speech-Language Pathology is forced to make (dubious and highly arbitrary) distinctions between “normal” and “abnormal” hesitations (Goldman-Eisler) since breaks and hesitations crop up in all speech. Fluent speech is marked by rhythmical (read: thoroughly normalized) patterning. Fluent speech is similarly marked by the lack of “extra sounds” interjected into culturally dominant phonetic patterns. Fluency is defined by the overall rate of speech, which includes not just the rate of vocal flow but of information flow (Starkweather). And lastly, fluency is often defined by a lack of “effort” on the part of the speaker; a conceit of mastery over language that highlights the twinned meaning of “fluency.” Transposing this definition into a critical register, the “effortless flow of speech” can be read as a coordinated—yet often strained—performance of bending the energies and capacities of bodies toward stable and univocal futures. [Those with Autism] ~~Autistics~~ are compelled to restrict stimming, to sit on their hands (to have “quiet hands,” Bascom), and thereby reroute bodily capacities to the smooth performance of so-called intelligible communication. Dyslexic bodies that process information piecemeal and slowly are forced out of social time (Cosenza 7). As Zach Richter has argued, the facial tics and erratic gestures of dysfluent speakers are likewise never communicative inflections, but are made abject and cast out of the communicative realm altogether by what I am here calling technologies of fluency. Tics of loud cursing and grunting from a public speaker with Tourette’s are imagined as an interruption to communication. Dysfluencies are erased from closed captions and courtroom transcripts. What is thus left is a univocal and fluid semiotic operation that instrumentalizes our relations with others. Or more precisely, if fluency is a type of Foucauldian technology, then the function of this biopolitical strategy is to regulate and focus the communicative event toward specific, technical ends through the logic of optimization and closure.

#### Abled subjectivity is tied up in a two-tiered affective response that explains disabled life – primary pity which reflects disability upon the ego threatening its ability status, which invokes secondary pity to overcorrect for the shattered-ego necessitating disabled death.

Mollow 15 The Disability Drive by Anna Mollow A dissertation submitted in partial satisfaction of the requirements for the degree of Doctor of Philosophy in English in the Graduate Division of the University of California, Berkeley Committee in charge: Professor Kent Puckett, Chair Professor Celeste G. Langan Professor Melinda Y. Chen Spring 2015 //ACCS JM

Much as the differentiation between the inseparable processes of primary and secondary narcissism rests on a distinction between building up and breaking down the ego, a similar heuristic distinction gives structure to my concepts of primary and secondary pity. To be clear, pity and narcissism are not the same thing: if narcissism can be understood as love of the self, pity involves a complex affective reaction to the suffering of someone else. Primary pity entails a response to the image of another person succumbing to what I have termed the “tragedy of disability.”121 Primary pity arises when one witnesses a fall of the self, a collapse of the ego; such falling is at once painful and pleasurable to observe. In other words, primary pity could be described as a vicarious experience of the tragedy of disability. A great deal of the pain and pleasure of primary pity center on questions about what, or who, this fallen self is. When most people think about pity, we refer to an affect in which, to adopt Edelman’s phrase, we purport to “feel for the other.” But as with primary narcissism, in which the self has not yet been constituted, and therefore cannot be said to enter into intersubjective relations with an “other,” primary pity entails a mixing up of self and other such that the ego, in becoming permeable to pain that may properly belong to “someone else,” is profoundly threatened in its integrity. Primary pity is that intense pain-pleasure complex that is provoked by the image of a suffering other who, it seems momentarily, both is and is not one’s self. This affective response can feel unbearable, as seen in Siebers’s formulation: one “cannot bear to look...but also cannot bear not to look.” Primary pity is difficult to bear because it involves a drive toward disability (one cannot bear not to look), which menaces the ego’s investments in health, pleasure, and control—because to contemplate another person’s suffering is to confront the question, “Could this happen to me?” Such a prospect, although frightening, may also be compelling; in this way, primary pity replicates the self-rupturing aspects of sexuality. Indeed, the unbearability of primary pity reflects its coextensiveness with sexuality. Sex, or the Unbearable, a book coauthored by Edelman and by Lauren Berlant, argues that sex “unleashes unbearable contradictions that we nonetheless struggle to bear” (back cover). This claim accords with Freud’s account of sexuality as a “pleasurable” “unpleasure” that the ego can never fully master or control (Three 49,75). As Leo Bersani puts it in his reading of Freud, “the pleasurable unpleasurable tension of sexual enjoyment occurs when the body’s ‘normal’ range of sensation is exceeded, and when the organization of the self is momentarily disturbed”; thus, “sexuality would be that which is intolerable to the structured self” (Freudian 38). Primary pity is also intolerable to the structured self, because it entails a fascination with the fantasy of a self in a state of disintegration or disablement. Secondary pity is something else, although it cannot wholly be differentiated from primary pity. Secondary pity attempts to heal primary pity’s self-rupturing effects by converting primary pity into a feeling that is bearable. As with secondary narcissism, secondary pity involves both an attempt to get back to that ego-shattering state of painfully pleasurable primary pity, and at the same time to defend against that threat to the ego by aggrandizing oneself at someone else’s expense. Secondary pity refers to all those ego-bolstering behaviors that most people think of when they talk about pity. Disabled people are all too familiar with these behaviors: the saccharin sympathy, the telethon rituals of “conspicuous contribution,” the insistence that “they” (i.e., nondisabled people) could never endure such suffering. More commonly known in our culture simply as “pity,” secondary pity encompasses our culture’s most clichéd reactions to disability: charity, tears, and calls for a cure. Correlatives of these commonplace manifestations of secondary pity are the obligatory claims that disabled people’s suffering is “inspiring.” Indeed, the speed with which conventional cultural representations of disability segue from overt expressions of pity to celebrations of “the triumph of the human spirit” highlights the ways in which secondary pity, as a defense against primary pity’s incursions, reinforces the ego’s fantasy of sovereignty. Secondary pity, in other words, can be seen as a variation of secondary narcissism: these affects enlarge the ego of the pitier or the narcissist at the expense of someone else. But primary pity is not the same as either primary narcissism, secondary narcissism, or secondary pity. Unlike primary narcissism, a feeling that emerges out of a relation to the world in which notions of “self” and “other” do not obtain, primary pity does depend upon the constructs of self and other, although these constructions are unstable and are continually threatening to come undone. Primary pity can thus be envisioned as a threshold category occupying a liminal position between the total denial of the other that is inherent to primary narcissism and the rigid structure of (superior) self and (inferior) other that constitutes secondary narcissism and secondary pity. My concept of primary versus secondary pity also differs from Freud’s primary- secondary narcissism distinction at the level of genealogy. Like Freud’s account of primary and secondary narcissisms, my model of primary and secondary pities involves a temporal transition; but whereas Freud imagines the movement from primary to secondary narcissism as a passage from an earlier to a later stage of an individual’s development, the temporal shift from primary to secondary pity happens much more quickly than this. It happens in an instant: that moment in which we feel primary pity and then, almost before we can blink, deny that we feel or have felt it. The denial is understandable: who wants to admit that one gets pleasure from the sight of another person’s suffering—or, to make matters worse, that this pleasure derives in part from the specter of disability’s transferability, the possibility that this suffering could be—and, fantasmatically, perhaps already is—an image of one’s own self undone?

#### The 1AC’s belief of a better future becomes complicit in the logic of rehabilitative futurism, which is threatened by the Disabled Child.

Mollow 2 The Disability Drive by Anna Mollow A dissertation submitted in partial satisfaction of the requirements for the degree of Doctor of Philosophy in English in the Graduate Division of the University of California, Berkeley Committee in charge: Professor Kent Puckett, Chair Professor Celeste G. Langan Professor Melinda Y. Chen Spring 2015 //ACCS JM

“Let us begin our reexamination of Tiny Tim with a discussion of No Future, a text in which Tiny Tim takes a prominent position. No Future is a text with a target: the book takes aim at “the Child whose innocence solicits our defense,” a trope that Edelman names as the emblem of an ideology that he terms “reproductive futurism” (2). According to Edelman, commonplace cultural invocations of the figure of the Child (“not to be confused with the lived experiences of any historical children”) uphold “the absolute privilege of heteronormativity” (11, 2). Defying pronatalist social imperatives, Edelman names queerness as “the side of those not fighting for the children‟” (3) and urges queers to accept the culture’s projection of the death drive onto us by saying explicitly what Law and the Pope and the whole of the Symbolic order for which they stand hear anyway in each and every expression or manifestation of queer sexuality: Fuck the social order and the Child in whose name we’re collectively terrorized; fuck Annie; fuck the waif from Les Mis; fuck the poor, innocent kid on the Net; fuck Laws both with capital ls and with small; fuck the whole network of Symbolic relations and the future that serves as its prop. (No Future 29) Elsewhere, I have argued that No Future’s impassioned polemic is one that disability studies might take to heart. Indeed, the figure that Edelman calls “the disciplinary image of the ‘innocent’ Child” is inextricable not only from queerness but also from disability (19). For example, the Child is the centerpiece of the telethon, a ritual display of pity that demeans disabled people. When Jerry Lewis counters disability activists’ objections to his assertion that a disabled person is “half a person,” he insists that he is only fighting for the Children: “Please, I’m begging for survival. I want my kids alive,” he implores (in Johnson, Too Late 53, 58). If the Child makes an excellent alibi for ableism, perhaps this is because, as Edelman points out, the idea of not fighting for this figure is unthinkable. Thus, when Harriet McBryde Johnson hands out leaflets protesting the Muscular Dystrophy Association, a confused passerby cannot make sense of what her protest is about. “You’re against Jerry Lewis!” he exclaims (61). The passerby’s surprise is likely informed by a logic similar to that which, in Edelman’s analysis, undergirds the use of the word “choice” by advocates of legal abortion: “Who would, after all, come out for abortion or stand against reproduction, against futurity, and so against life?” (16). Similarly, why would anyone come out for disability, and so against the Child who, without a cure, might never walk, might never lead a normal life, might not even have a future at all? The logic of the telethon, in other words, relies on an ideology that might be defined as “rehabilitative futurism,” a term that I coin to overlap and intersect with Edelman’s notion of “reproductive futurism.” If, as Edelman maintains, the future is envisaged in terms of a fantasmatic “Child,” then the survival of this future-figured-as-Child is threatened by both queerness and disability. Futurity is habitually imagined in terms that fantasize the eradication of disability: a recovery of a “crippled” or “hobbled” economy, a cure for society’s ills, an end to suffering and disease. Eugenic ideologies are also grounded in both reproductive and rehabilitative futurism: procreation by the fit and elimination of the disabled, eugenicists promised, would bring forth a better future.” (68-69)

#### The desire to fill the insatiable lack creates experiences of impairment that structures the disability drive – cementing an order of signification that relies upon ableist value systems.

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Tropes of disability are also present in what Edelman reads as Jean Baudrillard‟s “panicky offensive against reproduction without heterogenital copulation,” in which sex is described as devolving into a “useless function” and humans are distinguished (unsuccessfully, Edelman argues) from “the order of the virus” (qtd. in Edelman 64, 62).111 Edelman‟s apt reading of these remarks by Baudrillard in relation to what was once called “the gay plague,” as well as his own plays on the word “bent,” suggest that it can be difficult, in homophobic and ableist culture, to distinguish between queerness and disability (62, 90).112 Anti-queer religious leaders, Edelman notes, characterize queer sexualities as “unhealthy” and “ugly,” and “ministries of hope” offer cures to those who have “grown sick-to-death of being queer” (91, 47). 113 Against the “pathology” or “social disease” as which queerness is diagnosed, queer-baiting of children, Edelman argues, functions as a form of “antigay immunization,” while the narrative of A Christmas Carol serves as an annual “booster shot” (143, 19, 49). These repetitive references to disability suggest that not only queerness but also disability might be a fitting name for what Edelman, alluding to the death drive, calls “the remainder of the Real internal to the Symbolic order” (25). Indeed, disability metaphors are often the closest approximations that Edelman can find for the “unnameable” death drive (25). The terms that Edelman uses to describe the death drive include “wound,” “fracture,” “stupid enjoyment,” “mindless violence,” “lifeless machinery,” “senseless compulsion,” “disfiguration,” and a “shutdown of life‟s vital machinery” (No Future 22; “Kid” 28; No Future 38, 23, 27, 38, 37, 44). Although these signifiers do not directly refer to specific impairments, they do, taken together, evoke the physical and mental injury and dysfunction as which disability is commonly understood. And then there is Edelman‟s term “sinthomosexuality,” a neologism formed by “grafting, at an awkward join,” the word “sexuality” onto Lacan‟s term “sinthome.” With its “awkward” “grafting,” the word “sinthomosexuality” embodies disability at the level of the letter.114 Etymologically, too, Edelman‟s term harkens back to disability: “sinthome” is an archaic way of spelling the French word for “symptom” (qtd. in Edelman 33). The root meaning of “sinthomosexuality,” then, is something like “symptom-sexuality.” However, Lacan‟s “sinthome” means more than simply “symptom”: it refers, Edelman explains, to “the particular way each subject manages to knot together the orders of the Symbolic, the Imaginary, and the Real” (35). The sinthome is the only means by which the subject can access the Symbolic order of meaning production; but paradoxically, because each subject‟s sinthome is arbitrary and meaningless (as individual as a fingerprint), the sinthome also threatens the Symbolic order to which it provides access (36). Both this access and this threat are figured as disability. In order to be constituted as a subject and to take one‟s place within the Symbolic order, one must be metaphorically blind: the cost of subjectivity is “blindness to this determination by the sinthome,” “blindness to the arbitrary fixation of enjoyment responsible for [the subject‟s] consistency,” “blindness” to the functioning of the sinthome (Edelman 36, 38). The alternative to subjectivity as disability would be, according to remarks that Edelman attributes to Lacan, “radical psychotic autism” (qtd. in Edelman 37).115 That is, whatever might alleviate our constitutive “blindness” by exposing “the sinthome as meaningless knot” must effect a “disfiguration” (Edelman 38), the consequences of which would be “pure autism” (Žižek 81, qtd. in Edelman 38). On the one side, blindness; on the other, disfiguration, psychosis, autism: when it comes to recognizing the senselessness of one‟s sinthome, it seems we‟re disabled if we do, disabled if we don‟t. This is why I have proposed that the “death drive”—a force that has less to do with literal death than with a strange persistence of life in death, or of death in life (perhaps like the “life not worth living” of which disability is often supposed to consist)—would more accurately be termed the “disability drive.” Writing of the contingency of disability as an identity category, Michael Bérubé observes: Any of us who identify as “nondisabled” must know that our self-designation is inevitably temporary, and that a car crash, a virus, a degenerative genetic disease, or a precedent-setting legal decision could change our status in ways over which we have no control whatsoever. If it is obvious why most nondisabled people resist this line of thinking, it should be equally obvious why that resistance must somehow be overcome. (viii) Could part of this resistance be attributable to a fear that, in the car crash or other identity- shattering event, it might be the driver‟s own hand that makes that disabling turn, that is, that the driver might be driven by an impulse, unwanted and unconscious, toward something beyond the principles of pleasure and health? Applying the name “the disability drive” to this “beyond” affords insight into the reasons that images of disability so powerfully excite and repel, becoming, as Tobin Siebers writes, “sources of fear and fascination for able-bodied people, who cannot bear to look at the unruly sight before them but also cannot bear not to look” (178). Later in this chapter, I will define the affect that Siebers references here as “primary pity.” For now, though, I simply want to point out that Siebers‟s important observation can be extended by noting that it is not only nondisabled people who react to images of disability with a mixture of aversion and attraction. Disabled people may also respond in this way, especially when contemplating impairments other than those that currently disable us.116 Building on Douglas Baynton‟s famous assertion that “disability is everywhere,...once you begin looking for it,” I suggest that the same may be true in regard to the disability drive: this ego-undoing psychic force shapes the subjectivities of disabled and nondisabled subjects alike (52). Manifestations of the disability drive may be present in Edelman‟s discussion of Tiny Tim. Take, for example, Edelman‟s contention that “the pleasurable fantasy of survival” in Dickens‟s story requires the survival of the fantasy that Tiny Tim “does not excite an ardent fear (or is it a fearful ardor?) to see him . . . at last cash in his chips” (45). It‟s a familiar cultural fantasy: cure ‟em (as Dickens might hope) or kill ‟em (as Edelman suggests readers must secretly wish).117 But in this unacknowledged wish, there may be more at stake than either killing or curing. In the chapter that follows his reading of A Christmas Carol, Edelman adduces Lacan‟s discussion of the legend of Saint Martin, who was said to have cut his own cloak in two in order to give half of it to a beggar. “Perhaps,” Lacan suggests, “over and above that need to be clothed, [the beggar] was begging for something else, namely that Saint Martin either kill him or fuck him” (qtd. in Edelman 83). Drawing upon this passage in his analysis of North by 72 Northwest, Edelman proposes that as Leonard attempts to push Roger Thornhill to his death from atop Mount Rushmore, he “enacts . . . the one [killing] as displacement of the other [fucking]” (85). Killing as displacement of fucking: might a similar displacement be at work in Edelman‟s attribution, to Dickens‟s readers, of a “fearful ardor” to see Tiny Tim “at last cash in his chips” (45)? As evidence for this suggestion, take the mode by which Edelman introduces his discussion of A Christmas Carol: “Take Tiny Tim, please!,” “with a nod to the spirit of the late Henny Youngman” renders Tiny Tim wifelike—clearly undesirable in this context, but not wholly uneroticized (41). And then there is the word “take,” which, particularly when followed by the word “please,” has a meaning other than the ones Edelman seems deliberately to invoke: “take” means “fuck,” and so Edelman‟s directive to “take Tiny Tim, please!,” which echoes his earlier injunction to “fuck Annie; fuck the waif from Les Mis; fuck the poor, innocent kid on the Net,” seems to authorize an additional imperative: fuck Tiny Tim. “Fuck” here means, of course, “remove” or “the hell with,” but it also means fuck.118 Arguably, these two ways in which No Future says “fuck Tiny Tim” coincide with what disability studies most ardently desires. “Fuck Tiny Tim, please!” disability scholars beg: rid us, please, of this most reviled textual creation. And also: if it is our cultural mandate to embody this pitiable, platitude-issuing, infantilized, and irritating figure—well, then fuck us, every one. Fuck us because figuratively, we are already “so fucked” by our culture‟s insistence, through this figure, that the disabled are not fuckable. This insistence must be understood as a form of reactive reinforcement: propelling every cultural representation of disability as undesirable, there may be a “fearful ardor,” an unacknowledged drive. Such representations include Edelman‟s abjection of Tiny Tim. And, I will argue, they also pertain to a similar abjection of Tiny Tim in the field of disability studies. As we shall soon see, the drive that infuses affective reactions to disability with ardor is often expressed through the emotion of pity. In taking account of the various forms that pity can take, we will be led to pose a question to disability studies and to queer antisocial theory together: are we sure that we want to take Tiny Tim out of the cultural text? A Tale of Two Pities “Piss on pity,” declares a well-known disability activist bumper sticker. A more polite companion to this tag, the slogan “No pity” is a rallying cry of the disability rights movement.119 For disability studies, a field that since its inception has vigorously resisted the imposition of pity upon disabled people, Tiny Tim is anathema. Understandably so: every year, the image of Tiny Tim is used to drum up pity for disabled people; the widespread circulation of this affect, disability scholars have compellingly argued, does not alleviate the social barriers that we face but instead reinforces our oppression. Indispensable as this disability studies analysis is, it leaves some important questions about pity unanswered. For example: if, as is commonly said, “No one wants to be pitied,” then why is this so? And also, if nobody wants to be pitied, who, if anyone, wants to feel pity? At first glance, the answer to the latter question might seem to be “everyone.” Certainly, multitudes of moviegoers appear to enjoy our culture‟s annual recitations of Tiny Tim‟s pity inducing tale. If it can be fun to perform pity, perhaps this is because pity gives a boost to the ego of the pitying person. “You are broken, and I am whole,” the pitier says to the one who is pitied. “I look down on you because you suffer.” Naturally, disabled people resist performing this service for the nondisabled. “Spare us your pity,” we say, because pity is felt to be demeaning. 73 Yet an incoherence structures this familiar account of pity: if pity fortifies the ego of the subject who feels it, then why do people so often resist feeling pity? Some folks get pissed when they are prodded to pity. “Your appeals to pity won‟t work,” they say. “I have no pity for you.” This is the attitude that Scrooge takes toward Tiny Tim. It‟s also the stance that Edelman invites queers to take in relation to the Child—and not only to the Child per se, but also to anyone who calls for a performance of pity. Edelman argues that compassion (which, of course, is a close relative of pity) is fundamentally narcissistic (73). When we call ourselves compassionate, we think we‟re feeling for the other; but, Edelman contends, we‟re really only feeling for ourselves (83). That is, compassion involves projecting one‟s own ego onto the object of one‟s compassion. In this schema, the pitied person is used as a vehicle for the pitier to feel sorry for his or her own self.

#### The alternative is to disable the figure of the “human” – instead of seeing disability as a redeemable position within civil society, the alternative weaponizes disability’s structural position against the human. If we win their starting point is ableist they cannot weigh the consequences of it.

Mollow 4 Mollow, Anna. "Is Sex Disability? Queer Theory and the Disability Drive." Sex and Disability, by R. McRuer and A. Mollow, Durham, Duke UP, 2012, pp. 306-10. http://www.sfu.ca/~baw2/GSWS826/Mollow.pdf //ACCS JM

But here a problem emerges: as we have seen, the writing by Bersani and Edelman that I have examined forwards powerful arguments against the project of becoming human. Urging queers to embrace the “inhumanity of the sinthomosexual,” Edelman observes that the liberal goal of expanding the category of “human” to encompass those presently excluded from it will not “stop the cultural production of figures” made to embody the inhumanity of the death drive (No Future 107). What would it mean for disability theory to embrace disabled people’s figuration as inhuman? As we contemplate this possibility, a moment from How I Became a Human Being may give us pause. After a presentation by the physicist Stephen Hawking at the U.C. Berkeley campus, O’Brien posed the following question: “Doctor Hawking, what can you say to all the disabled people who are stuck in nursing homes or living with their parents or in some other untenable situation and who feel that their life is over, that they have no future?” (Human Being 230). A response that might be derived from Edelman’s book—that there is, and can be, no future, since the future, by definition, can only ever be a fantasy (“always / A day / Away,” in Annie’s paean to “Tomorrow”)—hardly seems more adequate than Hawking’s reply: “All I can say is that one must do the best one can in the situation in which one finds oneself ” (No Future 30; Human Being 231). In light of O’Brien’s question, Edelman’s embrace of the death drive, or Bersani’s celebration of what he calls “the breakdown of the human itself in sexual intensities,” can easily appear as irresponsible theoretical indulgences (“Rectum” 29). Indeed, the word “irresponsible” is one that Bersani himself uses when he reflects, at a distance of thirteen years, on “Is the Rectum a Grave?”: “Much of this now seems to me a rather facile, even irresponsible celebration of ‘self- defeat.’ Masochism is not a viable alternative to mastery, either practically or theoretically” (“Sociality” 110). This remark highlights important shifts and ambivalences in Bersani’s thinking over the course of his career, which may serve as an entry into the question of the status of the human in disability theory. Bersani and Edelman are often cited, as if in the same breath, as proponents of an “antisocial” or “antirelational” “thesis” in queer theory, in opposition to which some critics of their work, such as Muñoz, have defined their own projects as “utopian.”17 But Bersani’s work, rather than conforming to either side of a utopian/antirelational binary, often reveals an interest in thinking in both of these ways at once. For example, writing of passages in his book, Homos (published in 1995) that are frequently cited as the origin of the “antirelational thesis,” Bersani describes the “performance of antirelationality” that he celebrates in Jean Genet’s Funeral Rites as a “utopic form of revolt” (“Sociality” 103; emphasis added). This joining of the utopian and the antirelational corresponds to what Bersani describes, in an essay published in 2004, as a central concern throughout his career: “a dialogue (both conciliatory and antagonistic) between” Foucault and Freud (“Fr- oucault” 133). In this essay and other recent writings, Bersani moves away from the “Freudian” and toward the “Foucauldian.” Worrying that the psychoanalytic (or antirelational) side of this paradigm may be politically irresponsible (insofar as its insistence on the intractability of the death drive seems “resistant to any social transformations whatsoever”), Bersani has become increasingly interested in the creation of what, invoking a phrase of Foucault’s, he calls “new relational modes” (“Fr- oucault” 134). Interestingly, this “admittedly utopic” project often employs a rhetoric of futurism, both reproductive and rehabilitative (Bersani, “Fr- oucault” 134). For example, in a reading of Plato’s Symposium, Bersani approvingly observes that “the goal of a love relation with Socrates” is “the bringing to term of the other’s pregnancy of soul” (“Sociality” 110; 117).18 Not only a pregnancy but perhaps also a rehabilitation of the soul is at stake at moments in which a utopian impulse is evident in Bersani’s work—as when, for example, he speaks of effecting “a curative collapse of social difference,” or of enabling a future enjoyment of “as yet unarticulated pleasures” that have thus far been “suppressed and crippled” (Homos 177; “Fr- oucault” 137; emphasis added). If, as these examples suggest, Edelman is correct in asserting that we cannot think of the future without reference to the Child—and if I am right in suggesting that the overlapping ideology of rehabilitative futurism is equally pervasive and insidious—then how should disability theory answer O’Brien’s question? The disability rights movement, of course, has already provided compelling responses: protestations against the injustice of institutionalization, critiques of the nursing home lobby, and advocacy for attendant programs. Theoretically, it could be said that the goal of de- institutionalization is merely a liberal one, as it aims only to include disabled people within the social fabric. Yet in this instance (and many similar ones), an imperfect politics clearly seems better than no politics at all. But what is the role of disability theory in relation to this politics? Is it, as Paul Longmore described disability studies in 2003, to serve as the “academic counterpart to disability rights advocacy” (Burned 2)? Or should disability theory conceive of itself as sometimes in tension with this movement (as queer theory often is in relation to the mainstream lGbt movement)? Insofar as it has acted as a “counterpart” to the disability rights movement, disability studies has made crucial contributions to what might be called a humanizing enterprise. It has offered, for example, myriad analyses of the reasons for our society’s willingness—its desperation, even—to dehumanize and exclude disabled people, even to the point of locking them up. But when sex enters the picture, things get complicated. Consider, for example, the following remark, made by a doctor to a group of patients at one of O’Brien’s rehabilitation hospitals: “You may think you’ll never have sex again, but remember . . . some people do become people again” (Human Being 80). The doctor’s comment points to a paradox that inheres in any conversation about sex and disability: disabled people, it is implied here, are less than fully human because they are presumed not to “have sex”—but sex, psychoanalysis shows us, is radically dehumanizing, effecting a “shattering” of “the structured self” rather than its entrenchment in personhood or identity. This paradox is at the root of the double bind I discussed in the introduction to this chapter, in which disability simultaneously figures sexual excess and sexual lack: disabled people are regarded as sexually deficient and therefore not fully human, but at the same time, disabled people register as less than human because disability is the ubiquitous figure for a dehumanizing, identity- disintegrating force that resembles sex. If, as the second half of this paradoxical construction suggests, assertions of humanity are in necessary conflict with expressions of sexuality, then perhaps disability theory should, rather than seeking to humanize the disabled (insisting that disabled people be treated “as human beings”), instead ask how disability might threaten to undo, or disable, the category of the human. It might do so in part by attending to the insights Bersani’s and Edelman’s readings of psychoanalytic theory yield, according to which sex, far from enabling us to “become people,” ruptures the self and dehumanizes us all. But what, then, would become of disability politics? Critics of No Future— despite Edelman’s insistence that its argument pertains to “figurality,” not to “being or becoming” the death drive—tend to read the book as advocating, on a literal level, the abandonment of hope and political goals (No Future 17; 25).19 As noted earlier, however, it is “politics as we know it” that Edelman refuses, and even this refusal does not mean that queers should stop insisting on “our equal right to the social order’s prerogatives” (No Future 3; 29; emphasis added). Edelman further clarifies this point in his essay “Ever After”: “Without for a moment denying the importance that distinguishes many [political] projects, I want to insist on the need for an ongoing counterproject as well: a project that’s willing to forgo the privilege of social recognition” (473; emphasis added). Such a counterproject—one that can be read as possibly opposing the humanizing impulse behind O’Brien’s narration of How I Became a Human Being—may take shape in some of O’Brien’s own poetry. While the title of his autobiography speaks of becoming human, his unpublished poem “Femininity” disrupts this trajectory. O’Brien writes of lying: Naked on the gurney in the hospital corridor, surrounded by nurses, tall, young, proud of their beauty, admiring my skinny cripple body. “You’re so thin, you should’ve been a girl.” “I wish my eyelashes were as long as yours.” “Such pretty eyes.” I thought or think I thought or wish I’d said, “But your bodies work. Get scissors, cut my cock and balls off. Make me a girl, without anaesthesia, make me a girl, make me a girl.”20 Much of the unnerving intensity of these lines derives from what, invoking Bersani, we might refer to as their embrace of “the suicidal ecstasy of being a woman” (or a girl, or queer, or disabled); from their rejection, that is, of the ideology of rehabilitative futurism, and from their refusal to engage in a “redemptive reinvention” of sex or disability. O’Brien’s speaker does not plead with the nurses who admire his “skinny cripple body” to “cure me” or “make me walk again.” Nor does he attempt to redefine his body (which does not “work”) as merely a manifestation of human variation. Suffering and lack, rather than being dissociated from disability, are amplified and eroticized: “cut my cock and balls off . . . without anaesthesia,” the speaker implores, the repetition of his plea (“make me a girl, / make me a girl”) evoking the repetitiveness of a drive. “Femininity” can indeed be read as an instantiation of the disability drive: disability in this poem, like “the rectum” in Bersani’s essay, “is the grave in which the masculine [and nondisabled] ideal of proud subjectivity is buried.” It will of course be tempting to evade this “nightmare of ontological obscenity” (“Rectum” 29), this fantasy of unbecoming human.21 But the dehumanizing double binds that so persistently structure cultural representations of sex and disability suggest that such evasions may be futile. Intrinsically obscene, yet inherently asexual: rather than attempting to assume a different position within this impossible paradigm, disability theory should perhaps underscore its pervasiveness as evidence of a disability drive; as a sign, that is, that our culture’s desexualization of disabled people functions to defend against a deeply rooted but seldom acknowledged awareness that all sex is incurably, and perhaps desirably, disabled.

#### Communicative spheres always zone out disability – breaking down notions of progress is necessary in the face of social death. Thus, the role of the ballot is to vote for the debater who best disrupts notions of progress within civil society.

Selck 16 Selck, Michael L. "Crip Pessimism: The Language of Dis/ability and the Culture that Isn't." (Jan 2016) //ACCS JM

Despite the fact that a large basis of American culture is founded on ability, dis/ability rarely enters the dominant public communication sphere. The unpleasant and visceral questions that accompany communication about dis/ability have been strategically re-zoned and relocated like so many dis/abled patients, veterans, and transients. Yet, when conversation about dis/ability does seem to permeate the ideological walls of ability the messages are inspirationally distorted and optimistic. My time researching dis/ability in academia found that the conversation there mimicked the exploitive inspirational humaninterest trope found in cinema and journalism. To break the optimistic silence I set out with a performance art piece titled Under The Mantle to advance a theme of crip-pessimism, which intended to raise the stakes of contemporary dis/ability research. The beginning of this essay takes the time to detail the vast theoretical backgrounds of critical disability theory and philosophical pessimism. In the following section I reviewed intercultural communication literature for dis/ability because much of the theory literature I drew from existed outside the communication studies discipline. The evidenced lack of intercultural dis/ability artifacts up against a dis/ability centric performance art project necessitated an interdisciplinary multi-method framework. In that framework I demonstrate how autoethnography is significant to dis/ability studies because it illuminates even the most mundane able-bodied norms. In the final sections I offer a textual description of the performance and hone in on three explicit arguments that augment traditional thinking about dis/ability and communication. The trouble I encountered with dis/ability research in communication studies has to do with the way American culture understands offensive communication. Political correctness as a disciplining communication concept dictates what terms are socially acceptable at a given time. Political correctness underscores how many communication studies programs operate within the rubric of conflict (Wilderson, 2010). The thinking that suggests simply avoiding offensive terms will diminish oppression is within the rubric of conflict because it understands the oppression as materially reconcilable. What crippessimism does, and what UTM performed, is skepticism that speaking inspirationally and avoiding speaking offensively about dis/ability would end disablism. Instead I argued that what dis/ability represents is an antagonism, it is an oppression so much more foundational to the core of American values that linguistic reforms would not even scratch the surface. The significance of antagonism is that it raises the stakes of dis/ability research. The end goal of research should not be to service the meta-theoretical assumptions of the paradigm (Kuhn, 1962), because consequently the researcher never stops to ask if the assumptions of the paradigm are ethical, valid, or effective. Crippessimism is a call for some demolition and redistribution of communicative identity paradigms. If the radical promise of our theories is nothing more than a call for social stability then they are complicit in the neoliberal eugenic project. We need to theorize so that there is nothing already ‘given’ or taken for granted. Often in those moments, like the moments of so many textbooks, the underlying optimism goes completely unquestioned. Crip-pessimism as a theme is characterized by negotiating debates surrounding the efficacy of identity politics. Arguments that fit within the theme ask why the disabled should abandon their bodies in the political sphere. Social death has already occurred, the dis/abled are being rendered culturally unintelligible and physically fungible. So what we need when we are having discussions about how to progress is a theory that breaks down the notion of progress. The recognition and need for a theory like this comes about when we ask central dis/ability questions like: ‘when did eugenics end?’ and ‘where is disability in U.S. society before and after the passage of the Americans with Disabilities Act?’ and ‘globally has the Convention on the Rights of Persons with Disabilities reconciled the antagonism of disablism?’. These are the questions that I want to end on and encourage communication and dis/ability scholars alike to take up. As scholars and mass media engines continue to project dis/ability within the rubric of conflict our collective reliance on capitalism and neoliberalism grow deeper. It is my hope at the end of this project that my voice both in performing and in writing encourages more scholarship detailing the omnipresence of disablism in American culture. Under The Mantle is a reminder to me that all representations of dis/ability have consequences and in many cases all we need to witness those consequences is a slight perspectival shift.

#### The 1AC is an activist game – they trade violence for points and collect the ballot for passing “Go” – vote negative to induce a break in that operationality in favor of critical reflection.

Schleiner 19 Anne-Marie Schleiner, 2019, “The broken toy tactic: Clockwork worlds and activist games,” from “The Playful Citizen Civic Engagement in a Mediatized Culture,” edited by René Glas, Sybille Lammes, Michiel de Lange, Joost Raessens, and Imar de Vries, SJBE

Although my argument in this chapter will be informed by the substantial inroads that Bogost and others have wrought theorizing the dynamic procedural rhetoric of games, what has been somewhat overlooked, even by critics of ‘procedurality’ like Miguel Sicart (2011), is a closer consideration of procedurality itself. In particular, I am interested in the impact of these ‘gamic’ procedures on political or social critique in what are called ‘serious games.’ Serious games is a grab-bag appellation for diverse educational, training, and activist games, which I will for this chapter primarily limit to the analysis of ‘activist simulation games,’ games such as Climate Defense (Auroch Digital 2013) or Sweatshop (Littleloud 2011) with explicit political and/or persuasive ambitions on the part of their concerned citizen makers. A one- or two-person developer is often solely responsible for all aspects of the game-making in these independent small companies, including art direction, design, programming, and playtesting. The maker of an activist simulation game attempts to make use of mimetic algorithms in the game to present a persuasive argument in motion, to launch a social, environmental, or other activist critique, or to open a political question. As more ordinary citizens come of age among the ‘ludoliterate’ versed in the language and genres of gameplay, relatively easy to produce casual games are becoming an attractive vehicle for political action (Raessens 2010). Still, we are only beginning to forge an understanding of how such games both serve and fail as activist tools, as tactics, among others, available to the concerned citizen. Therefore, my definition in this chapter of an ‘activist simulation game’ is both: a. motivated by an activist or political intent on the part of the game-maker, and b. attempts to harness simulation and procedurality in the game to carry the maker’s political critique or message to the playing public.3 A definition relying partially on the game-maker’s intention does encounter inherent contradictions, as when, for example, games not explicitly intended to be politically persuasive, such as entertaining war games, can easily be read as propaganda. But the desire on the part of the game-maker to use a game as a form of political argumentation with a broader public, both when it succeeds and fails as it is countermanded by aspects of the game, is a primary tension that I will explore in this chapter. Referring to this difficulty in designing serious games Mary Flanagan writes: “These play spaces must retain all the elements that make a game enjoyable while effectively communicating their message” (2009, 249). In an activist simulation game, a play move is not only an inconsequential act of fun, but also carries symbolic weight by referencing real issues and world problems, for instance signifying whether a member of a threatened species like the polar bear in Polar Plunder (AIMS Games Center 2013) can find enough food under the ice for her cubs despite Arctic climate change. And yet, in spite of this added worldly weight and consequentiality, it is often difficult to take serious games seriously. Although game-makers set out to shock players with a moving diagram of harmful and tragic operations, players conversely succumb to the enchantment of lively, toy-like, mechanical processes within the miniature, abstracted clockwork game world, no matter how damaging the actual operations in the exterior world, regardless of how many dolphins are killed or how many tracts of rainforest are destroyed. The game asks to be played and mastered, inviting the player to enter into its cause and effect mechanical loops, regardless of the consequences—it is only a game, after all. The ‘toyness’ of the world of the game, the miniature abstraction of the model that announces itself as game, not life, contributes to this nullification of the game’s critical impact, as I will discuss further on. Moreover, I will argue that the operational movements running inside the game induce a complacency akin to what Martin Heidegger referred to as “everyday sight,” a way of “Being-in-the-World” already familiar to us from procedural interactions in the world outside the game (1927, 107). In order to better understand the effect of the procedurality of the game on the player, in this chapter I will draw on what may seem an unlikely and acontemporous source from outside the fields of game studies and computer science, where procedurality itself has often been accepted at face value as a positive rhetorical tool within games.4 In Being and time, his primary work devoted to forwarding a temporal, embodied phenomenological understanding of human existence, Heidegger theorized a common, everyday mode of being (ontology) and a mental framework that he understood as a submersion within the everyday circulations and procedures of the work-a-day, social world (Ibid., 78). This practical view of the workings of the world is what he refers to alternately as “everyday sight” and “circumspection” (2003, 107). A railway line transports workers from the suburbs to the city; the suburban train stops to let a passenger off at an inner-city station guarded by a vigilant conductor who steps back and forth on the station platform. Such an interlocking set of functional workings, which we also see running compellingly in the toy city of Madurodam, is supplementary to Heidegger’s “Dasein in the They,” an immersed everyday orientation within the common world (1927, 167). We seldom question or “disclose” our place or the place of others in such work-a-day utilitarian operations, for to do so continuously would impede our ability to plug into the “equipmental workshops” we use to take care of daily business (Ibid., 105). The dilemma that confronts the activist game-maker is that the very procedural logic of the simulation game that he or she hopes to harness for a provocative critique has a bewitching effect on the player, comparable to Heidegger’s state of fascinated absorption in the practical workings of the world (1927, 107). Examples of equipment in Being and time, of clocks, hammers, planes, and needles, speak of a more rhythmic, mechanical, Industrial Age, but almost a century later, well into the Information Age, much of our world is still composed of functional, instrumental relations, on and off the screen (Ibid., 99). Circuitous operationality has found yet another abode in the weightless, abstract toy workings of computer games. And yet there are exceptions to this rule of the genre, ways for concerned citizens to design games that snap the player out of the hypnotic circle of toy operationality, via what I will refer to as the broken toy tactic. A rupture in the game catapults the player outside the comforting and rewarding operational sphere of the clockwork game world and induces him or her to critical reflection, contestation, or action. While analyzing two popular activist games closely, I will argue that the player’s shift from fascinated immersion in moving game world operations to a disturbed confrontation with a malfunction of play mirrors Heidegger’s anxious illuminations of the operational clockwork loops of the world that might arise when a tool, like his oft invoked hammer, is broken or missing (1927, 102). A break in the smooth functionality of the game discloses its operational logic in greater “totality” (Ibid., 105). For Heidegger, a “clearing” of everyday sight uncovers the disquieting temporality of “the who’s” existence, as well as illuminating his possibilities (Ibid., 167). Yet, in the hands of the concerned citizen game-maker, this unsettling existential pause or stop, this interruption of the game’s workings, is also a moment ripe for critical reflection and evaluation that precedes the formation of a political stance and possible action, the intended transformation of ‘games for change.’Overseers of toy world operations Let’s enter into a closer comparison of toy world operations at work in two widely played pioneering activist simulation games. The player of Uruguayan Gonzalo Frasca’s airstrike simulator game, September 12th (Frasca 2003a) assumes a ‘god’ or ‘bird’s-eye’ position overlooking a Middle Eastern city from above (see Figure 6.1). This is similar to the perspective on Will Wright’s classic SimCity (Maxis 1989) where the player as city planner constructs and manages a city from above. In fact, many simulation games, following the genre template set by SimCity and The Sims (Maxis 2000), position the player as a distant overseer of automated, minutely scaled, toy working worlds. The goal at the outset of September 12th, similar to many commercial war games released after the terrorist attacks in the United States on September 11, 2001, appears to be to eliminate terrorists from the streets of a Middle Eastern city, identifiable by their gray robes and machine guns. But as the game proceeds, the player recognizes that the more frequently he launches missiles on the terrorists in the city, the more neighboring civilians, including women and children, are converted into terrorists. Forging a rational feedback loop between the player’s actions and visible outcomes in the game environment, September 12th simulates an escalating cycle of conflict exasperated by the War on Terror. This interactive, escalation between player and game becomes a dynamic, interactive argument for “violence begets violence.” Thus, the game procedurally makes a case for peace via the interactive simulation of strife between the terrorists and the player—who is cast in the role of an air force striker. But here we may be slightly misled in applying Frasca’s own belief in the rhetorical efficacy of simulation to the analysis of the game (2003b). The cycle of the escalation of violence largely becomes illuminated in a critical light because the game does not work properly as a game—the only way to ‘win’ the game would be to abstain from playing, from interacting with the game! On the flip side of the ‘positive’ simulation of a damaging cycle of the escalation of violence, lies a negative argument for non-intervention, for non-engagement, a ‘no play imperative’ in either war or games. Paradoxically, can the simulation of a harmful process only become visible (disclosed) to the player, and thereby leveraged as critique, if the game is made frustratingly unplayable, in effect rendered a broken toy? Before we continue with this question, let’s take a few moments to consider how procedurality and simulation have been understood in game scholarship thus far. Murray was one of the first to call attention to the procedurality of games and electronic media. According to Murray, [p]rocedural authorship means writing the rules by which the texts appear as well as writing the texts themselves. It means writing the rules for the interactor’s involvement, that is, the conditions under which things will happen in response to the participant’s actions. It means establishing the properties of the objects and potential objects in the virtual world and the formulas for how they will relate to one another. (1997, 152-153) Bogost refers to the rhetorical impact of such gamic procedural mechanisms on the player as ‘procedural rhetoric’: “I suggest the name procedural rhetoric for the practices of using processes persuasively, just as verbal rhetoric is the practice of using oratory persuasively and visual rhetoric is the practice of using images persuasively” (2008, 125). As a rhetorical form, game procedurality appears to be an important new form of communication available in the public political sphere. Similarly emphasizing the communicative power of gamic procedures, according to Frasca, a game designer or ‘Simauthor’ (simulation author) communicates via the rules, logical processes, and algorithms in the game that model the trajectory of outside the game workings and outcomes: Whoever designs a strike simulator that is extremely hard to play is describing his beliefs regarding social mechanics through the game’s rules rather than through events. […] They are not only able to state if social change is possible or not, but they have the chance of expressing how likely they think it may be. (2003b, 228) Activist game-makers such as Frasca therefore believe it is possible to harness the procedures of the game to mimic the probable outcome of a military assault, and to thereby communicate a particular belief about the workings of the world to the player-citizen, a citizen who may have voting rights and live in a nation with influence over the course of the war. Simulation games deliberately encourage the forging of correspondences from inside-the-game actions, procedures running within Johan Huizinga’s “magic circle” of play (1950), to external spheres of action, so as to provoke a confusion that Bogost dubs as ‘simulation fever’: “But for the magic circle to couple with the world, it must not be hermetic; it must have a breach through which the game world and real-world spill over into one another” (2006, 136). Therefore, for the purposes of this discussion, what is important from Huizinga’s much-cited and challenged magic circle is the relation between procedures running inside the game and those outside the game. Worldly goings-on, when transposed via simulation to the game sphere or magic circle, become magically enchanting because they are miniature toy-like abstractions. My application of the magic circle to contemporary simulation games is not intended to imply that such digital games are magical, sorcerous rituals, as in Daniel Pargman and Peter Jakobsson’s (2008) critique of the contemporary usage of Huizinga’s term. The movement of causal loops within the game exerts the more mundane, everyday magic of the toy miniature, what Chaim Gingold (2003) refers to as a “miniature garden,” a spatially reduced, abstracted world like a Japanese garden, model train set, or a doll house. Over the course of his Master’s thesis, also conducted at Georgia Tech, Gingold expands on the term he encountered in an interview with Shigero Miyamoto, the influential Japanese game designer of Nintendo computer games. Gingold writes: [A] garden has an inner life of its own; it is a world in flux which grows and changes. A garden’s internal behaviors, and how we understand those rules, help us to wrap our heads and hands around the garden. […] Gardens, like games, are compact, self-sustained worlds we can immerse ourselves in. (2003, 7) The reduction in scale and in complexity in a Japanese garden, the scaling down from forest to tree, from lake to pond, serve in a game as a cognitive aid for the player’s apprehension of the systematic clockwork world, a miniature sphere of operations. The simulation game’s ‘procedural argument’ intentionally blurs the line between the miniature game world and the outside world, but there are important differences between the operations running on either side of this fence or ludic border. Although all games have dynamic, timebased procedures, not all of these play moves make much sense outside the game—in other words, to state the rather obvious, not all games are simulation games. For example, when a player makes a move in checkers, this does not correlate to a specific action undertaken in the world outside the game. In this way, the falling, colorful squares of Tetris (Pajitnov 1984) are just that, falling colorful squares. These primarily signify play moves. In such abstract games, actions procedurally advance the game forward toward a goal (or multiple goals) triggering wins and losses. By contrast, in the simulation game, actions and processes have a double signification as both gamic procedures and as metaphoric actions. And yet this added layer of metaphoric significance does not mean that the player will reflect critically on the simulated operation in activist games, as will become apparent in the following example. By way of comparison to September 12th, let’s now consider another widely played, free for download, activist simulation game that affords the player an overview of a miniature toy world. Similar to September 12th, Paulo Pedercini’s farcical McDonald’s Video Game (Molleindustria 2006), simulates a harmful operation, in this case, an environmentally destructive fast food corporate industry. McDonald’s Video Game is structured as a managerial simulation game, and although designed and programmed entirely by Pedercini, the prolific creator behind Molleindustria, the game implements a slick graphical user interface button panel (see Figure 6.2) reminiscent of commercially produced The Sims. The McDonald’s Video Game player alternates between managing four distinct production cycles: a. overseeing farm production; b. administering a cattle feedlot; c. managing a chain of hamburger-grill workers; and d. negotiating policies and marketing campaigns in ‘corporate headquarters.’ The challenge of the game is to effectively multitask, manage, and maintain the production routines in all four areas without letting one slip. As the player’s skill improves, outcomes of actions in one sphere of operations have ramifications elsewhere in the game. For instance, if not enough cattle are raised, negative consequences arise further up the supply chain, ultimately effecting the McDonald’s corporation bottom-line. Although McDonald’s Video Game periodically discloses snippets of textual information about fast food industry practices, it is this simulation of lively processes that imparts a convincing overview of interlocking cycles of fast food bio-production, from deforestation to raising enough cattle for meat to fastfood public relations campaigns. Despite recurrent dips into bankruptcy, McDonald’s Video Game operates so well as managerial training software with the management of a miniature, toy-like, cheerful cow and hamburger world that the ironic subtext of this being an unethical business practice is often missed by players. For instance, when my game design students in Singapore played McDonald’s Video Game, they seemed largely unconcerned about the detrimental side effects of this type of production on workers, animals, consumers, or the environment. They were willing to undertake whatever was necessary to keep the game system alive and the McDonald’s corporation above the bottom line, even adding diseased cows to the food chain. The enchanting ordinariness of toy world equipment Unlike the vehicles circulating in the toy model city of Madurodam, games like September 12th and McDonald’s Video Game require interaction from the player via buttons or a graphical user interface (GUI), conventionally organized into an instrumental dashboard at the edge of the screen. September 12th presents the player with a weapon for targeting and shooting the terrorists; McDonald’s Video Game offers the player a colorful toy-like button interface of slaughterhouse machinery to first convert the livestock into hamburgers, and then a different range of equipment for converting hamburgers into dollars. This observation on the equipment of the game interface may seem obvious, but it is this very ordinariness in game interaction that poses another challenge to critical and activist game design because ‘equipmental’ interactions with game procedures contribute to the player’s ‘everyday sight.’ In a chapter of Being and time entitled ‘The worldhood of the world,’ Heidegger describes the equipment required for his everyday operational view of ‘Being-in-the-World’: “In our dealings we come across equipment for writing, sewing, working, transportation, measurement. […] A totality of equipment is constituted by various ways of the ‘in-order-to,’ such as serviceability, conduciveness, usability, manipulability” (1927, 97). When observable in the clockwork toy world, these equipmental operations impart everyday common sense. Referring to the simulation of a natural cycle in a clock, Heidegger writes: “In a clock, account is taken of some definite constellation in the world system” (2003, 72), and further on he writes: “When we make use of the clock-equipment, which is proximally and inconspicuously ready-to-hand, the environing Nature is ready-to-hand along with it” (Ibid., 101). In other words, those earthly relations that are simulated or incorporated in the equipment, such as the movement of the sun from day to night being replicated in the clock, are easily ‘discovered’ and naturalized in the ‘clock-equipment’. Equipment, or the “ready-to-hand” is easy to see, contrasting to Heidegger’s “presence-at-hand,” the term he uses to refer to the sounds and colors of perceived but not yet differentiated “reality,” such as a rumble of noise that upon reaching the ear does not quite resolve into the screech of a passing motorbike (1927, 228). Unlike the confusion that an intrusion of “presence-at-hand” reality might occasion, the equipmental operations of the ready-to-hand world are easily apprehended, made sense of, or ‘discovered.’ The equipment’s functionality seems obvious, running smoothly in plain sight, in the common-sense realm of ‘the They.’ Naturally, the player would want to use the available buttons to operate the farm machinery and produce hamburgers. Thus, simulation games simulate alleged processes from outside the game sphere in plain view, invoking the everyday perspective of how things work, the operations of fast food production, or of an efficient airstrike. If we apply an extended Heideggerian interpretation, ‘equipment’ refers not only to interface buttons, but also to the larger operations (in his terms ‘workshops’) that these buttons trigger or manipulate. For instance, September 12th presents the player with a weapon for targeting and shooting the terrorists; while McDonald’s Video Game offers the player a colorful toy-like button-interface of slaughterhouse machinery to turn livestock into hamburgers, and then a different range of equipment for turning hamburgers into dollars. Although ready-to-hand equipment is easily discoverable, it is also hidden, in another sense. The familiarity of everyday sight or circumspection, conceals “the totality” of a clockwork operation, the in-order-to relations that it is connected to, including objects and persons at a distance (Heidegger 1927, 105). Immersion in the clockwork world’s operations is a state of “concernful” absorption that is to a certain extent blind and alienated, not only to its own existence, but to the larger repercussions of the operation (Ibid., 101). The game’s movement compels the player to accept its operations as ordinary, as unquestionable cycles of everyday life, unfolding within plain view or, to be more precise, in relation to simulation genre games, within the elevated plain view of the great overseer of the toy world operations. The challenge that then confronts the concerned citizen game-maker is that no matter what these simulated operations are, as they run with the evocative mimicry within miniature toy worlds, they acquire everyday currency and uncritical acceptance among players via the motion of their interlocking, toy-like workings. Player vs. game But do the toy world’s procedures really subsume the player to such an extent? Is the operational functionality of the game truly so bewitching? Furthermore, an allegation could be made that Bogost’s rhetorical transmission of procedural game logic from the sender (the game-maker or ‘Simauthor’) to receiver (the player) is limited by a communications model of sending and receiving. The player in this analysis, even while interacting with the game, becomes a passive recipient of rhetoric in motion. In a similar vein, Sicart critiques the limited role that players are afforded in designer-weighted, instrumental ‘proceduralist’ game studies, writing that players “are important, but only as activators of the process that sets the meanings contained in the game in motion” (2011). Are game designers, then, the only ones afforded the role of agents of engaged ludic citizenship? In support of player agency, Frasca proposes that players, not only game designers, potentially impact the ultimate rhetorical “outcome” of a game by channeling the course of play into directions unimagined by the game-maker (2003b, 228). Frasca calls upon Brazilian theater director Augusto Boal’s “Theater of the Oppressed” as a model for how a game can depart from Aristotlean narrative closure. Frasca writes “one of [Boal’s] most popular techniques, re-enacts the same play several times by allowing different audience members to get into the stage and take the protagonist’s role,” resulting in unforeseen outcomes (Ibid.). For instance, such player-directed outcomes are evident in the spectacular demise of artificial game life, of entire families and their pets, in a dark genre of the Sims known as ‘Disaster Sims.’ The player’s influence on the game’s rhetorical outcome in such cases amounts to a breaking of the original game designer’s ‘script’ to breed a suburban American family. With these morbid, broken games, often ending in fire, we return via a different path, following the player’s initiative rather than the game-maker’s, to derailed and broken game equipment. On the other hand, when the toy is not broken, when the system is running without interruption, as when the player engages with the productive fast food mechanizations of McDonald’s Video Game, the player remains blind to its workings even as she plugs into its persuasive everyday perspective. Losing track of time, the player immerses herself in a sequence of game challenges that, if designed well, alternates rewards (points, bonuses, and additional tools) with escalating peaks of difficulty, oscillating within what psychologist Mihaly Csikszentmihalyi refers to as a pleasurable “flow state” between challenge and skill (1990, 74). Thus, the player’s fascinated state of absorption during gameplay suggests a loss of agency to the game’s mechanics, except for when the player willfully alters the course of the game’s ‘oppressive script’. Similarly, again from the realm of phenomenological philosophy, Heidegger’s student Hans-Georg Gadamer makes the inverse proposal that the game plays the player rather than the player the game (1975). Gadamer conducted an inquiry into aesthetics and art that brought him to the phenomenology of play. Gadamer’s player gives up his will to the game while performing the reflexive moves demanded by a game: “The structure of play absorbs the player into itself, and thus frees him from the burden of taking the initiative, which constitutes the actual strain of existence” (1975, 105). The player merges with the game, entering into an ongoing interactive, reflexive feedback loop: “What happens to us in the experience of art, Gadamer suggests, is very much like what happens to us in play: we lose ourselves” (Weinsheimer 1985, 102). Unless the player is forced to reflect upon correspondences reaching beyond the game, the player’s critical and reflective capacity, political or otherwise, is easily bewitched amid the movement of game actions. Reacting with neither doubt, nor, on the contrary, belief, the player flows with the game’s operational allegations about how the world works. Only when the model is broken or interrupted by a renegade player, such as the maker of a Disaster Sim, or a game cheater or breaker, or through some form of sabotage installed by the game-maker, does the toy world’s algorithms and workings become visible. Frasca’s September 12th catapults the player outside the cozy assumptions of the clockwork game world and the comfortable correlations between rewarding player proficiency with toy weapons and ‘how things work.’ The brokenness of September 12th manifests in that playing well delivers loss, subverting the expectation of the player to master a rewarding challenge of eliminating terrorists. In McDonald’s Video Game, on the other hand, the very operationality of the model of fast food production cycles transmitted to the player overcomes the game’s critical impact. Beautiful toys that run too well are always enchanting, no matter how ugly the outcome of their workings. The player is lost in the game. Broken toys and the no play imperative The operational logic of the game takes hold. A player’s action inspires a resulting reaction on the part of the game. The game, in turn, compels the player to further reflexive play moves and if the game is designed well, the player loses herself, losing even a sense of the passage of hours and days, within the game, absorbed into the game’s workings, immersed in a feedback loop, Gadamer’s aesthetic union of player and game. The player performs a role among other processes running within the clockwork world through interaction with the game machine and the management of its simulated processes. Like the imprint of a popular tune that demands to be liked through its repeated exposure to the ears, players unreflectively absorb the logic of military operations, internalize the production cycle of hamburgers, and flow with the hum of tractors. How satisfying when at least the toy world is operating as it should. In the rational, operational spheres of games, as in the instrumental spheres of life, one’s everyday perspective turns away from suffering and the consequences of damaging human operations. Most feel powerless to disengage from, halt, or redirect harmful goings-on that are naturalized. Players flee their own mortality to the artificial circulations of ageless clockwork, toy worlds. In this sense, Madurodam’s endless ship and train circulations are a soothing and forgetful memorial to the untimely demise of young George Maduro. A tactical recipe for the activist simulation game consists then of two steps, f irst a positive, then a negative; f irst to constructively program a simulation of a harmful operation from the world into the game, followed up by either a game-maker, or player instigated interruption, or sabotage that breaks the spell of the game’s movement and procedurality, thereby illuminating its operationality in a critical light. Absorption in the everyday world of ‘equipmental’ dealings and transactions are broken at this rift of ‘in-order-to’ relations among entities, things, and persons. Induced to a discomforting re-evaluation and analysis of the games’ operational logic, the player performs a critical diagnosis of the wrongness or rightness of the broken play equipment. After being subjected to the broken toy tactic, a worldly operation’s common sense, the everyday claim on existence comes into dispute, becoming a matter of critical concern for the citizen-player. What is paradoxical with the broken toy tactic is that the game and activist critique remain in the last instance incompatible—only by interrupting or ejecting the player from the game, the no play imperative, is a critique illuminated and a political questioning made possible. Moreover, the intended effect of such games is not just a break in the game, but also the possibility of putting a stop to the destructive worldly procedure that is being simulated. The no play imperative extends beyond the game to the refusal to be a ‘player’ in the harmful processes of the world, a refusal to play at war, a refusal to play at the exploitation of the environment in the production and consumption of fast food. Thus, the most earnest mixture of politics and games seems to be delivered in games that do not believe in playing per se, but in the impossibility of separating the world and game, of separating procedurality in one realm or the other on either side of the ludic border. The activist game attempts to catapult the player from absorption in the clockwork toy world, to a realm of politics that he or she is otherwise quite busy avoiding.

#### The affirmatives obsession with the elimination of the possibility of death encourages us to adopt a perspective of invulnerability that disability, sickness and death fundamentally denies.

Hughes 12 (Hughes, Bill. "Ableism and Disgust: Psychogenesis and Disability." Disability and Social Theory: New Developments and Directions, by Dan Goodley et al., Houndmills, Palgrave Macmillan, 2012, pp. 22-23.) //Lex VM

Ableism rests on the effort to eliminate from awareness, chaos, abjection, animality and death: all that civilisation seeks to repress. It encourages us to live in the false hope that we will not suffer and die, to adopt a perspective of invulnerability, to confuse morality with beauty and to see death, pain and disability as the repulsive woes of mortality rather than as the existential basis for community and communication. Kolnai (2004: 74) reminds us that, ‘in its full intention, it is death … that announces itself to us in the phenomenon of disgust’. Disability, in modernity, has been produced in the ontological household of the abject, as the antithesis of communication and community, in a place that we might on occasion peer into only to ‘choke’ on the unsavoury sights that greet us. Disability is put out, put away, hidden, segregated or transformed into its opposite, covered up by whatever medical or aesthetic techniques are available to achieve this end. Any opportunity that disability might have to take its place at the heart of communication and community is thwarted by the ablest sensibilities that push it back down among the disgusting, the sick, the dead and the dying. In fact, as Elias (2000) suggested, the making of ‘civilised’ community and communication in modernity proceeds by exclusion and interdiction, by cutting out and hiding away whatever causes or might come to inspire angar (choking) or anguista (tightness).

# Accessibility

## 1

#### Communicative spaces such as debate are governed through biopolitical technologies of fluency which smooth over semiotic interruptions in search for stable and univocal operations. This bends bodies to align their speech patterns with compulsory able-bodiedness.

St. Pierre 17

the need for common ground links all disabilities under compulsory able-bodiedness Fluency smooths over and straightens discontinuous semiotics to eliminate frictions and secure social order to govern bodies Fluency attempts to mitigate interruption enacted within the material semiotic modes and accents have become the domain of Speech-Language Pathology fluency the effortless flow of speech the “effortless flow of speech” can be read as a performance of bending bodies toward stable and univocal futures. [Those with Autism] are compelled to restrict stimming Dyslexic bodies are forced out of social time facial tics and erratic gestures are made abject and cast out of the communicative realm altogether What is left is a univocal and fluid operation that instrumentalizes our relations with others.

#### Abled subjectivity is tied up in a two-tiered affective response that explains disabled life – primary pity which reflects disability upon the ego threatening its ability status, which invokes secondary pity to overcorrect for the shattered-ego necessitating disabled death.

Mollow 15

pity involves a reaction to the “tragedy of disability.” Primary pity is unbearable to contemplate another person’s suffering is to question, “Could this happen to me?” Secondary pity attempts to heal the ego at someone else’s expense and calls for a cure. we feel primary pity and then deny that we have felt it.

#### The 1AC’s belief of a better future becomes complicit in the logic of rehabilitative futurism, which is threatened by the Disabled Child.

Mollow 2

the image of the Child” is inextricable from disability the Child is a display of pity that demeans disabled people. the Child makes an excellent alibi for ableism because not fighting for is unthinkable. The logic relies on “rehabilitative futurism,” Futurity is imagined that the eradication of disability would bring a better future.

#### The desire to fill the insatiable lack creates experiences of impairment that structures the disability drive – cementing an order of signification that relies upon ableist value systems.

Mollow 3

disability might be fitting for “the remainder of the Real internal to the Symbolic order” signifiers evoke disability The sinthome is the means the subject can access meaning paradoxically, because each is individual also threatens the Symbolic to be constituted as a subject one must be blind to the fixation of enjoyment to alleviate “blindness” must effect disfiguration we‟re disabled if we do, disabled if we don‟t. the “death drive” has less to do with death than life not worth living which disability is supposed to consist nondisabled know a decision could change our status a fear that the driver makes that disabling turn the drive affords insight into sources of fear and fascination this shapes subjectivities You are broken, and I am whole because you suffer compassion is narcissistic we think we‟re feeling for the other; but only for ourselves projecting one‟s own ego onto the object

#### The alternative is to disable the figure of the “human” – instead of seeing disability as a redeemable position within civil society, the alternative weaponizes disability’s structural position against the human. If we win their starting point is ableist they cannot weigh the consequences of it.

Mollow 4

expanding the category of “human” to encompass those excluded will not “stop the inhumanity of the drive rather than conforming to a utopian/antirelational binary think both at once disability studies has offered reasons for society’s desperation to dehumanize and exclude disabled people the double bind simultaneously figures excess and lack disability theory should, rather than humanize the disabled instead disable the human. abandon politics Suffering and lack, rather than dissociated from disability, are amplified It will be tempting to evade unbecoming human. But the dehumanizing double bind suggest that evasions may be futile. rather than to assume a different position within this impossible paradigm, disability theory should underscore its pervasiveness as evidence of a disability drive

#### Communicative spheres always zone out disability – breaking down notions of progress is necessary in the face of social death. Thus, the role of the ballot is to vote for the debater who best disrupts notions of progress within civil society.

Selck 16

dis/ability rarely enters the communication sphere. communication about dis/ability have been relocated when conversation does permeate the messages are distorted and optimistic. To break the optimistic silence I advance crip-pessimism The trouble dis/ability has with Political correctness is because it understands oppression as materially reconcilable. dis/ability represents antagonism reforms would not scratch the surface. If theories call for stability then they are complicit in eugenic Crip-pess is characterized by debates surrounding why the disabled should abandon the political Social death has already occurred the dis/abled are being rendered unintelligible and fungible. what we need is a theory that breaks down the notion of progress.

#### The 1AC is an activist game – they trade violence for points and collect the ballot for passing “Go” – vote negative to induce a break in that operationality in favor of critical reflection.

Schleiner 19

activist games present a persuasive argument to open a political question a play move is an inconsequential act of fun, but carries symbolic weight players succumb to the enchantment no matter how damaging in the exterior world, The game asks to be played and mastered, inviting the player to enter its cause and effect loops, the operational movements induce complacency outside the game We seldom question our place in such utilitarian operations, And yet A rupture in the game catapults the player outside A break in the smooth functionality of the game discloses its operational logic is a moment ripe for critical reflection that precedes the formation of a political stance only by interrupting is political questioning made possible.

#### The affirmatives obsession with the elimination of the possibility of death encourages us to adopt a perspective of invulnerability that disability, sickness and death fundamentally denies.

Hughes 12

Ableism rests on the effort to eliminate death to live in false hope that we will not die to confuse morality with beauty and disability as repulsive death announces disgust’. Disability has been produced in the ontological household of abject Disability is covered up by medical techniques that push it down among the disgusting sick dead and dying