**Interpretation – debate is a game and the affirmative should have to defend the implementation of United States government action grounded in the resolution.**

**This does not require any use of a particular form of argumentation, type of evidence or the assumption of the role of the judge – the resolution is especially meant to limit the form of debate, and that’s pretty neat!**

**Hoofd’07**|Ingrid M. Hoofd, National University of Singapore, “The Neoliberal Consolidation of Play and Speed: Ethical Issues in Serious Gaming” in “CRITICAL LITERACY: Theories and Practices Volume 1: 2, December 2007,” p. 6-14, 2007|KZaidi // recut ahs emi

Serious games are a fascinating next stage in the continuous exploitation of digital media technologies over the last decades for training, learning, and education. As formal education and training always involves the transmission and repetition of certain culturally and socially specific sets of skills and moral values, it would be of paramount importance to ensure that developments within the serious gaming industry are in step with the effects of the good intentions of nurturing people within a social framework that emphasises a fair, culturally diverse, and blooming society. In this light, it is interesting that from the very advent of the information society, digital technologies have been depicted as central to the development of a more just and equal society by harbouring the promise of bridging gaps between classes, races, and genders locally as well as globally. Driven by the vision of this utopian potential of new technologies, the education industry and larger policy organisations have been exploring the pedagogical possibilities of these technologies both in- and outside the traditional classroom for the last twenty-five years. Indeed, the implementation of increasingly more sophisticated and technologically mediated methods and tools for learning and education, takes as its starting point the techno-utopian assumption that (new) interactive technologies themselves are the primary harbingers of a fair and blooming society through facilitating (student) empowerment. This paper takes issue with this widespread techno-utopian perspective by seeking to shed light on the larger ethical implications of serious gaming. It will do so through foregrounding the relationship between global injustices, and the aesthetic properties and discourses of serious gaming. So while reframing serious games themselves in a new ethical perspective constitutes the main objective of this paper, it is equally important to situate serious games within a larger political discourse on the teaching of new skills. Firstly then, policy papers and academic studies on serious games all display an assumption of the inherent neutrality of gaming technologies, as if these technologies were mere tools equally suitable for all. What also becomes apparent in the language used in these studies and proposals, is how this instrumentalist vision of gaming technologies for learning goes hand in hand with a particular neo-liberal assumption of what constitutes a fit individual, and by extension of what the hallmarks of a ‘healthy’ society may be. For instance, in the European Union study “Serious Gaming – a fundamental building block to drive the knowledge work society” by Manuel Oliveira on the merits of serious games for education, justification runs along the lines of gaming ‘encouraging risk-taking and a winning attitude’ and creating a ‘performance-oriented individual.’ Similarly, Michael Guerena from the US Orange County Department of Education proposes in one of the Department’s web-casts that serious games instil “twenty-first century skills” like risk-taking, adaptability, self-direction, interactive communication, and ‘planning and managing for results’ in the students through the “channelling of fun.” Likewise, the UK-based Entertainment and Leisure Software Publishers Association last year published their white paper Unlimited learning - Computer and video games in the learning landscape, in which they argue that serious games will “create an engaged, knowledgeable, critical and enthusiastic citizenry” whose “work practices will be geared towards networked communication and distributed collaboration” (49). Concerns around the ethical implications of serious games regarding their entanglements with larger social (gendered, classed, and raced) inequalities have until now largely been coined in terms of game content or representation. In a recent case in Singapore, the government’s proposition of using the RPG Granado Espada in secondary school history classes was followed by an outcry from various local academics condemning the stereotypical characters and simplistic representation of medieval Europe in the game. Likewise, various authors have critiqued current serious games not only because of simplistic representation of characters and surroundings, but especially because simulations generally tend to oversimplify complex social problems and situations. Gibson, Aldrich, and Prensky’s Games and Simulations in Online Learning (vi - xiv) for instance discuss these demerits of serious games. While such a critical analysis of how game content contributes to the reproduction of dominant discourses is definitely helpful, I would argue that the aesthetics of serious games involve much more than mere content. Instead, this paper will argue that the formal quest for instantaneity that research around digital media has displayed through the development of interactive technologies for education is already itself by no means a neutral affair. This is because the discourses that inform this quest and that accompany this search for instantaneity arguably enforce the hegemony of a militaristic, masculinist, humanist, and of what I will call a ‘speed-elitist’ individual. Moreover, I suggest that the propensity of current games to have sexist or racist content, is merely symptomatic of gaming technology’s larger problematic in terms of the aesthetic of instantaneity. In short, (serious) computer games have become archives of the discursive and actual violence carried out in the name of the utopia of technological progress and instantaneity under neo-liberal globalisation. This archival function is possible exactly because cybernetic technologies promise the containment and control of such supposedly accidental violence, while in fact exacerbating these forms of violence. This leads me to conclude that such violence is in fact structural to new serious gaming technologies, rather than accidental. I will elaborate this hypothesis by looking at various theorists who seek to understand this structural imperative of new technologies, and their relationship to the neo-liberalisation of learning and education. In turn, I will look at how this problematic structural logic informs the two popular serious games Real Lives and Global Warming Interactive. Secondly, the advent of serious gaming interestingly runs parallel with the contemporary dissemination and virtualisation of traditional learning institutions into cyberspace. While the existence of learning tools in other areas of society besides actual learning institutions has been a fact since the advent of schools, the shift of methods of learning into online and digital tools is symptomatic of the decentralisation of power from ‘old’ educational institutions and its usurpation into instantaneous neo-liberal modes of production. I am summarising the work of Bill Readings on the university here, because it sheds light on the shift in education tout court towards virtualisation, and its relationship to the ‘new hegemony of instantaneity.’ In The University in Ruins, Readings argues that the shift from the state-run university of reason and culture to the present-day global knowledge enterprise must mean that the centre of power in effect has shifted elsewhere. More important, says Readings, is that the function of the new ‘university of excellence,’ one that successfully transforms it into yet another trans-national corporation, relies on the fantasy that the university is still that transcendental university of culture in service of the state and its citizens. So the invocation of the fantasy of an ‘originary’ university of reason and progress, that produces unbiased knowledge for the good of all, facilitates the doubling of the production of information into other spaces outside the university walls proper. While Readings surely discusses only higher education institutions in The University in Ruins, I would argue that the logic of a shifting centre of power from the state into the technocratic networks and nodes of speed operates quite similarly in the case of primary, secondary, and other types of formal education. Indeed, the current virtualisation of learning and the emphasis on lifelong learning marks a dispersal of traditional learning institutions into online spaces. This dispersal works increasingly in service of the ‘speed-elite’ rather than simply in service of the nation-state. The heralding of serious games for education can therefore be read as a symptom of the intensified reach of the imperatives of neo-liberal globalisation, in which consumption enters the lives of locally bound as well as more mobile cosmopolitan citizens of all ages through harping on the technological possibility of the confusion of production and play. Through the imperative of play then, production increasingly and diffusely colonises all niche times and -spaces of neo-liberal society. In other words, (the emphasis on) play allows not only a potential increase in production and consumption through the citizen-consumer after her or his formal education of ‘skills’, but starkly intensifies flows of production and consumption already at the very moment of learning. While such an integration of play and production is generally understood within the framework of the neo-liberal demand for the circulation of pleasure, it is useful here to widen the scope from understanding the learner as a mere consumer of pleasure into the larger set of problematic interpellations that marks subjugation in contemporary society. Intriguingly, a host of research has emerged over the past years pointing towards the intricate relationship between subjugation, military research objectives, and videogame development. Such research suggests an intimate connection between the C3I logic and humanist militaristic utopias of transcendence, which incriminates interactive technologies as inherently favouring culturally particular notions of personhood. In the case of computer- and video-games for entertainment, researchers have argued that the aesthetic properties of gaming technologies give rise to so-called ‘militarised masculinity.’ In “Designing Militarized Masculinity,” Stephen Kline, Nick DyerWitheford, and Greig de Peuter argue for instance that interactive games open up very specific subject positions that “mobilize fantasies of instrumental domination” (255). This specific mobilisation that video-games invoke, is not only due to the remediation of violent television- and film- content, but also due to the intimate connection between gaming- and military industries which grant these technologies their particular cybernetic aesthetic properties (see also Herz 1997). This element of militarisation partly informs my concept of ‘speed-elitism.’ I extrapolate the idea of ‘speed-elitism’ largely from the works of John Armitage on the discursive and technocratic machinery underlying current neo-liberal capitalism. In “Dromoeconomics: Towards a Political Economy of Speed,” Armitage and Phil Graham suggest that due to the capitalist need for the production of excess, there is a strong relationship between the forces of exchange and production, and the logic of speed. In line with Virilio’s argument in Speed and Politics, they argue that various formerly the less connected social areas of war, communication, entertainment, and trade, are now intimately though obliquely connected. This is because all these forces mutually enforce one another through the technological usurpation and control of space (and territory), and through the compression and regulation of time. Eventually, Armitage and Graham suggest that “circulation has become an essential process of capitalism, an end in itself” (118) and therefore any form of cultural production increasingly finds itself tied-up in this logic. So neo-liberal capitalism is a system within which the most intimate and fundamental aspects of human social life – in particular, forms of communication and play – get to be formally subsumed under capital. In “Resisting the Neoliberal Discourse of Technology,” Armitage elaborates on this theme of circulation by pointing out that the current mode of late-capitalism relies on the continuous extension and validation of the infrastructure and the neutral or optimistic discourses of the new information technologies. Discourses that typically get repeated – like in the policy papers – in favour of the emerging speed-elite are those of connection, empowerment and progress, which often go hand in hand with the celebration of highly mediated spaces for action and communication. Such discourses however suppress the violent colonial and patriarchal history of those technological spaces and the subsequent unevenness brought about by and occurring within these spaces. I would claim that Armitage’s assessment of accelerated circulation, and the way new technologies make play complicit in the techno-utopian endeavour of speed, is crucial for understanding the larger ethical issues surrounding serious games. It is helpful at this point to look at Paul Virilio’s and Jacques Derrida’s work because this helps us understand the complicity of the aesthetics of interactive and visually oriented gaming technologies in speed-elitism.

**Failure to defend topical action decimates the quality of reality. Three reasons –**

**a. Fairness – it’s like, really important. I promise.**

#### b. Implosive violence – we are gorged with meaning and it is killing us and only hypothetical government action can solve it!

**Artrip and Debrix 14** [Ryan E. Artrip, Doctoral Student, ASPECT, Virginia Polytechnic Institute, and Francois Debrix, professor of political science at Virginia Polytechnical Institute, “The Digital Fog of War: Baudrillard and the Violence of Representation,” Volume 11, Number 2 (May, 2014)]

It is in this always operative tendency of **rendered appearances to yield meaning** (even if their meaning is to be information-worthy), not in the image or event itself, that we situate the conditions of possibility and reproducibility for the **ever-thickening representational fog and for the violence/virulence of images**, or better yet, of **appearances**. **To make war** or, as the case may be, the terror event **mean something**—even in some of the most immediate reactions often designed to evoke injustice or, indeed, **incomprehension**—is the **generative point of violence**, the **source of representation** as a **virulent/virtual code** and mode of signification. Baudrillard writes, “**Everywhere one seeks to produce meaning, to make the world signify, to render it visible**.” He adds, “**We are not, however, in danger of lacking meaning; […] we are gorged with meaning and it is killing us**” (Baudrillard, 1988: 63). Indeed, the Western world—increasingly, the global—has found itself with a proliferation of meanings and significations in the late 20th and early 21st centuries. It is as if the so-called **crisis of nihilism** (thought to be characteristic of much critique and philosophical suspicion throughout the 20th century) **later on produced something of the opposite order**. The mass violence of the 20th century inaugurated not a complete void of despair or meaninglessness, but instead **a flood of meaning, if not an overproduction of it**. Baudrillard refers to this **frantic explosion of meaning/signification** as “**a panic-stricken production of the real** and the **referential**, above and parallel to **the panic of material production** […]” (Baudrillard, 1983: 7). Here, Baudrillard describes a mode of production of a different kind, not motivated by class interests or exploitation of value, but by an automated, perhaps viral, abreaction to the empty core or disenchantment of things and the world: that is to say, the degree to which things seem to lack a singular center of gravity or have lost a justifiable reference to the real world, and yet each thing that “matters” is also an attempt to get at reality as a question of accumulation (of meaning), circulation (of signs), and filling up of all interstitial spaces of communication and value. **The end result is an over-abundance of signs and images of reality**, something that culminates in what Baudrillard calls **hyperreality**—**things appear more real than reality itself**. The story that needs to be told is thus not about the undoubtedly deplorable “truth” or fact of explosive and warlike violence, but about a violence of another sort. In the radical digital transparency of the global scene, we (members of the demos) often have full or direct exposure to explosivity, as we saw above with the image of terror. But what still needs to be thought and problematized is implosivityor what may be called **implosive violence**. Implosive violence is a violence for which we do not, and perhaps will never, have much of a language (Rancière, 2007: 123). Although, not having a language for it or, rather, as we saw above, seeking to find a language to talk about it and, perhaps, to make sense of it is still sought after. This is, perhaps, what digital pictures of war/terror violence seek to capture or want to force through. Implosive violence, often digitally rendered these days, is in **close contact** with **media technologies and representational devices** and techniques because it seeks **representation and meaning**. This is why implosive violence insists on calling in wars (against terror, for example) and on mobilizing war machines (against terrorist others, against vague enemy figures), but wars and war machines that **no longer have**—**to the extent that they ever had**—a **clearly identifiable object and subject**, or a **clear mission/purpose**. As such, this **implosive violence and its wars** (the **new Western/global way of war**, perhaps) must remain **uncertain**, **unclear**, **foggy**, **inwardly driven**, **representational**, and indeed **virulent**. They **must remain uncertain and confused** even as they are **digitally operative** and **desperately capture events/images** to give the impression that **meanings/significations can and will be found**. Yet, as we saw above, **it is not meanings exactly that must be found, but information and the endless guarantee of its immediate circulation**. As information occupies the empty place of meaning, certainty, or truth, images must be **instantaneously turned into appearances** that **search for meanings** that will **never be discovered** because, instead, a **proliferation of information-worthy facts and beliefs will take over** (**perhaps this is what US fake pundit and comedian Stephen Colbert famously referred to as “truthiness**”). Or, as Baudrillard puts it, “**free from its former enemies, humanity now has to create enemies from within, which in fact produces a wide variety of inhuman metastases**” (Baudrillard, 2003). Thus, this **implosive violence** is destined to be **a global violence** since it "is the **product of a system that tracks down any form of negativity** and **singularity**, including of course **death** as the **ultimate form of singularity**. […] It is a violence that, in a sense, **puts an end to violence itself and strives to establish a world where anything related to the natural must disappear** […] Better than a global violence, we should call it a **global virulence**. **This form of violence is indeed viral**. It moves by contagion, produces by chain reaction, and little by little it destroys our immune systems and our capacities to resist" (2003; our italics).

#### c. Clash – Tailoring arguments to the format of switch-side deliberation promotes self-reflexive openness – that’s the best way to cause wide-scale opinion shifts over time which have absolutely no impact on the real world. Absent normative meta-consensus on procedural terms for debate that guarantee switch-side deliberative testing within mutually-understood constraints, we encourage dogmatism and group polarization. And none of that matters at all.

#### Mclennan 16 Mark McLennan is a graduate student at the London School of Economics and Political Science, having completed a BA and a JD at the University of Sydney. Simulacra and Simulated Policing: Baudrillard and Criminology.//Scopa

After describing a novel sociological position that regards semiology, rather than capital, as the key component of domination (Baudrillard [1968] 1998),  Baudrillard’s radical social theory emerges in light of considerations of consumerism, media, information and technology—all of which conspire to create what Baudrillard calls t‘hyperreal’ society. This is a contemporary world where all boundaries, categories and values implode into the ‘end of the social’. Baudrillard (1972) begins elaborating this theory in an article titled ‘Design and Environment or How Political Economy Escalates into Cyberblitz’ (Baudrillard, 1972, Chapter 10). In this essay, he points to the importance of ‘the passage out of a metallurgic into a semiurgic society’ (Ibid.: 185). Here, consumer objects take on a life of their own ‘as an embodiment and functional part of a system of signs, independent of its status as a commodity’ (Kellner, 1989: 76). He uses the German Bauhaus movement as an example to anticipate the ‘universal semantisation of the environment in which **everything becomes the object of a calculus of function and signification’** (Baudrillard, 1972: 185-86). This is achieved by the synthesis ‘of form and function, beauty and utility, of art and technology’ in the design of objects that **produces a functionalised universe whereby the meaning and function of every object is determined by its place in the system**. As a result, ‘the whole environment becomes a signifier, objectified as an element of signification’ (Ibid.: 186-87). This is analogous to Derrida’s concept of ‘difference’ whereby meaning is never present ‘in a sufficient presence that would refer only to itself’ (Derrida, 1965: 27). Essentially, objects, words and images have no direct relationship to the things in which they refer, they inherent meaning only by interacting with one another in an **ongoing system of contrast**. Baudrillard refers to this system as a ‘**cybernetic code’**, and argues that reality itself is shut out from this system of because **the system is wholly self-referencing. This code creates ‘a functionalised, integrated and self-reproducing universe’ of meaning, controlled by simulacra and simulation**. And, like Derrida’s text, there is nothing outside of the code.In ‘The Orders of Simulacra’, Baudrillard (1995) outlines the stages of the transition from traditional society to the contemporary society defined by simulations (Baudrillard, 1995). First, according to Baudrillard, the feudal era had a fixed social order established by a hierarchy of obligatory signs indicating social class and rank. Here, a ‘natural law of value’ dominates the stage. Simulacra, a representation of another image, first emerge as ‘**counterfeits’ of the real**. For example, representations of class, law or value are said to be grounded in nature: art imitates life and democracy is legitimised by ‘natural rights’. Baudrillard indicates, however, that **the inherent goal of simulacra is to produce a controllable and universal system of power**. At this stage, counterfeit simulacra is working ‘only on substance and form, not yet on relations or structures’, but **its evolution will create ‘a pacified society, ground up into a deathless substance … that will guarantee an eternity of … cultural hegemony’** (Baudrillard, 1983b: 91).  Next, the second-order of simulacra appears during the industrial revolution. Importantly, infinite reproducibility is introduced into society. For example, exact replicas of objects are produced by assembly lines and automation. No longer is there nostalgia for a natural order; **nature is to be dominated by production; counterfeit simulacra are now obsolete**. Most importantly, however, the infinite reproducibility of objects, augmented by the rise of capitalism, **enables the emergence of the cybernetic code** and contemporary society. Baudrillard claims that ‘we are in the third-order simulacra’, where simulation models come to constitute the world and all referential finalities are abolished (Ibid.: 100-01): God, Man, Nature, History, Society and others. This is because **images are only understood by reference to other images**. Thus, society has moved from ‘a capitalist-productivitist society to a neo-capitalist cybernetic order’ (Ibid.: 111). As a result of this code, images no longer refer to an object; rather, they refer to another commutable image on the code. But, through models contained in common societal narrative and institutional discourse, simulations are able to produce a ‘reality effect’, which conceals the fact they are merely referring to other simulations (Bogard, 1996: 10). For example, **the code continually sets up simulations of events, which test individuals and ‘[inscribe] them into the simulated order’ through a ‘process of signalisation’** (Kellner, 1989: 80). For example, every advertisement, choice of commodity, choice of entertainment, and political candidate presents a chance for a binary response of affirmation or negation. It is in this way that individuals are inserted into a dominating ‘coded system of similarities and dissimilarities, of identities and programed differences’ **(Ibid.).** Thus, Baudrillard’s contemporary social theory is distinguishable from previous determinist social theories that postulate powerful individuals, classes, or corporations manipulating the public for certain ends. Instead, Baudrillard suggests that **social organisation is determined by individual’s responses to the pre-coded messages** that are derived from simulations of economics, politics, culture or the banal decisions of everyday life (Baudrillard, 1983b: 111). Importantly for the third-order of simulacra**, the binary system of the code creates a ‘deterrence model’ in which all ‘radical change is ruled out, since the very fact of an option between different political parties, [for example], acts as a deterrent against demands for radical social change’** (Kellner, 1989: 81). This is the end of society as traditionally theorised.In Symbolic Exchange and Death Baudrillard (1983c: 20) announces the end of traditional conceptions of society—the end of ‘labour, production, political economy’, and the ‘dialectic signifier/signified that permeated the accumulation of knowledge and of meaning’ (Baudrillard, 2002: 127). Baudrillard argues that **we are in a new era where media and the consumption of semiotic codes that inform images, have replaced production and political economy as the organising foundation of society**. For example, labour is now a ‘sign among signs’ (Baudrillard, 1995b: 23), a symbol of one’s status and integration: ‘the choice of occupation, the utopia of an occupation custom-made for everyone … labour power is no longer violently bought and sold; **it is designed, it is marketed, it is merchandised**. Production thus joins the consumerist system of signs’ (Baudrillard, 2002: 134). Because social reality is constituted by the ‘chess pieces’ of the signs and symbols that are mobilised through the media, **nothing is objectively determined and everything can be simulated** (Kellner, 1989: 62). **Thus, political economy is no longer the determinant that can explain social phenomena.**

**The topical version of the aff solves all their offense – the only option is a radical mimicry of the forms of the system, one that accelerates them to the point of their obvious vacuity. Fatal theory seeks to restore the symbolic space of mystery by operating in the margins, issuing the ironic force of the object in lieu of mastery of it. We must infuse education with symbolic exchange, breaking open the determinism of language and penchant for falsifiability that grounds political violence. Our paradoxical politics dwells in the poetic aporia of hyper-commodification, issuing signs against signs in a bitter but happy duel with reality as such**

**Pawlett 13 - William Pawlett, Senior Lecturer in the School of Law, Social Sciences and Communication at the University of Wolverhampton, in Ashgate Publishing, in 2013** ["Violence society and radical theory: Bataille, Baudrillard and contemporary society", https://www.researchgate.net/publication/288148526\_Violence\_society\_and\_radical\_theory\_Bataille\_Baudrillard\_and\_contemporary\_society, pg. 33-35, 1-5-2019] recut ahs emi

Symbolic Exchange and Death begins with a remarkably strident and politically radical preface: it declares that symbolic exchange is the only effective means of challenging or defying the capitalist system at a fundamental level. The capitalist system, for Baudrillard, is a vast and insidious system of control, adept at neutralising critique and political contestation. Critique may be neutralised by suppression or mis-representation, but increasingly **critique is assimilated as commodity** and as information/data through electronic solicitude. Taking its place within the general information overload, critical thought becomes just another link on the home page of the sort of person who ‘likes’ critical thought, one of your endless options on a Kindle or something you are made to read on an unpopular module during a university degree. That is, critical thought does not succeed in challenging the capitalist system; the cheap and abundant availability of works of critical thought, on Amazon for example, not only provides profits to a tax-dodging mega-corporation, it also demonstrates (or rather, simulates) the openness, tolerance and freedoms of the consumer capitalist system. How does symbolic exchange embody a greater or more successful defiance? Taking up Mauss’s notion of gift exchange as a concept “more radical than Marx’s or Freud’s”, Baudrillard insists that symbolic exchange does not merely describe the traditional practices of certain archaic cultures but is also “taking place here and now” (Baudrillard 1993a: 1). According to Baudrillard, symbolic exchange “haunts” capitalist social relations, it is present in them (in the sign – the medium of exchange) and it “mocks” these structural significations “in the form of their own death”. To understand what Baudrillard might mean by this it is important to stress that symbolic exchange is not a concept to be deployed as critique, symbolic exchange is, in itself, the practice of defiance; it is the living reversal of the system’s order. Symbolic exchanges, in Baudrillard’s sense, are the practice or act of reversal of the system’s priorities and values and so, in this sense, spell death for the system: not ‘real’ but symbolic death and symbolic death is more fundamental and humiliating than ‘real’ death. It is the enormity and reach of the system that makes it so vulnerable, like a much larger opponent being thrown by the momentum of their own weight in martial arts. The system is eminently vulnerable because it is built upon the sense of its own invulnerability, and specifically on its sense of irreversibility: the irreversibility of rationality, of progress, of (Western) dominance, the irreversibility of technological advancement. Given these conditions, according to Baudrillard, even a small or “infinitesimal” injection of reversibility can threaten the entire edifice; the system has no defences against symbolic reversion while it is more than capable of neutralising a frontal attack. Such reversions, the reversion of all the system’s ‘gifts’ include: the reversion of power in the sudden, unanticipated defiant acts of the apparently weak; the reversion of technological supremacy in the breakdown or computer virus; the reversion of rationality in the experience of the irreducible irrationality of rationality; the reversion of official meanings and sense into nonsense and mockery; the reversion of control in catastrophic failures. The effect of symbolic reversibility then consists in sudden, catastrophic reversals suffered by power and by the powerful which reveal, perhaps momentarily, the system’s deep vulnerability. Baudrillard’s position on symbolic exchange is not to be confused with the strategies of the Situationists, though he remained sympathetic towards this movement with which he was involved in the 1960s (Baudrillard 2004a: 15-20). An egg or custard flan thrown in the face of someone powerful and captured by the same media channels which the powerful usually dominate, can be far more effective in countering power than an unwieldy political statement. However, if the Situationists sought meaningful spaces for self-assertion in the gaps, lapses and dead zones of the capitalist system, Baudrillard’s approach is quite distinct. It seeks the setting in motion of a chain reaction or a chain failure through the rippling effects of symbolic humiliation by counter-gift or potlatch. The counter-gift may well be more effective when it is immediate, unplanned, or more specifically when it is not the result of subjective desires and considered beliefs – which can generally be accommodated by the system through simulation. One example might be the sudden, unexpected haranguing of then Prime Minister Margaret Thatcher by an elderly lady in 1983. Yet, this example does not really capture the sudden escalation that is involved in placing one’s life and death as a stake against the system. The tragic suicide in December 2012 of a nurse, Jacintha Saldanha, who worked at the private hospital in London favoured by the British royal family and was tricked into revealing information about a royal by two ‘journalists’ working for a Australian radio show, captures something of this fatal escalation. She had been humiliated by the journalists, yet her suicide vastly escalated the stakes and re-directed the humiliation back at the journalists, the media and wider society, generating a truly devastating, ‘potlatching’ humiliation of the journalists responsible (who seemed to crumble inwards), it further weakened the reputation of the so-called ‘free’ press and also brought to a close the British royal family’s ‘bounce’ in popularity after the royal wedding, jubilee and the London Olympics. Each of these powerful interests suffered an immediate reversion of their standing, a symbolic death ; and although the British media partially succeeded in limiting these symbolic effects to the designated sacrificial scapegoats consisting of the two journalists, the fundamental nature of the sacrificial or symbolic sphere became, temporarily, brutally obvious. In a sense we could say that the system cannot suffer a ‘real’ death in any case, not only because it is not a discrete, finite organism but because, in Baudrillard’s terminology, it is already dead, it has no genuine life or vitality and is kept alive only by its life support systems of simulation. The vampiric nature of capitalism was, of course, already a prominent feature of the Marxist critique (Marx Capital Vol. 1). For Baudrillard, the capitalist system does not only draw the life-blood of its exploited workers, it condemns its citizen-consumers to a life-less survival, a living-on in a state of humiliation and dependence, a ‘life’ that is shaped by the system, a life that is made to seem a gift of the system. Though suicide is expressly forbidden by both religious and secular law, that is the system exerts ownership over our death as well as our life, the point of biological termination does represent the absolute limit of the system’s control. Given these conditions the only fundamental strategy of defiance, for Baudrillard, is to reverse this humiliation, to refuse the ‘gifts’ and imprecations, to reverse this derisory life through a symbolic death hurled back at the system. This may take the form of the reversal of the poisonous gifts of consumer goods and information through a greater counter-gift of “**hyper-conformity”: the absorbing of** anything and **everything the system gives while refusing the proper use of these ‘gifts’**. One example given by Baudrillard is obesity, the indiscriminate absorption of food to a degree that becomes a social problem; this involves a (literally) internal revolt against the cult of physical fitness and the body beautiful, a rejection of the injunction to compulsory sexuality and sexual enjoyment (Baudrillard 1990b: 27-34). A further example is the reversal and cancellation of the overload of information through its spontaneous “poetic dispersal” into paradox and ever greater uncertainty: only in the correct dosage does information aid understanding, in excess it creates an absolute uncertainty. These forms of internal reversal reveal the ambivalence hidden within the system. It is not ‘real’ (or biological) death, nor ‘real’ violence, which has the power to challenge the system, it is death as symbolic form which is excluded from the system, and it is the symbolic death through the reversion of its systems which may be re-introduced into the system to subversive and fatal effect. According to Baudrillard, symbolic exchange is experienced “as a demand forever blocked by the law of value” and embodies “an intoxicating revolt”. This intoxication is always present so it does suggest a radically different pattern of social relations, which for Baudrillard would be “based on the extermination of values” (Baudrillard 1993a: 1). But could this extermination of all controlling values ever exist beyond clearly circumscribed ritual occasions, such as those described by Mauss (1990)? It seems that for both Bataille and Baudrillard the answer must be negative, there can only ever be a dynamic alternation or a fundamental duality and, Baudrillard suggests, all social formations except Western modernity have implicitly understood this. This issue is re-visited in more detail in Chapter 2. For Baudrillard “the principle of reversibility (the counter-gift) must be imposed against all the economistic, psychologistic and structuralist interpretations” (1993a: 1-2) and he adopts a very Bataillean formulation when he declares that symbolic exchange is “a functional principle sovereignly outside and antagonistic to our economic reality principle” (1993a: 2). Baudrillard comes close to a definition of symbolic exchange with the following:The symbolic is neither a concept, an agency, a category, nor a ‘structure’, but an act of exchange and a social relation which puts an end to the real, which resolves the real, and, at the same, puts an end to the opposition between the real and the imaginary. This initiatory act is the reverse of our reality principle … the symbolic is what puts an end to the disjunctive code and to separated terms … in the symbolic operation the two terms lose their reality (Baudrillard 1993a: 133).

#### Now for the paradigm issues:

**[1] Fairness and Education are voters! Appeals to fairness and education buy into a global ponzi scheme**

**Senese and Page 95 - Guy B Senese, Professor of Educational Foundations at North Illinois University and Ralph Page, Associate professor of Philosophy at the University of Illinois, Published April 30, 1995** “Simulation, Spectacle, and the Ironies of Education Reform” [https://www.amazon.com/Simulation-Spectacle-Education-Critical-Paperback-ebook/dp/B000WEX9BQ] Accessed 8/29/19 SAO

For Baudrillard, reform projects can be understood as quasi-public advertisements and promotions. These promotions enter the world of consumer circulation independent of the logic of capital accumulation. The power of this circulation is a function of ideology only tangentially related to the facticity of the object of the promotion. For boxing, the damaging, sometimes death-dealing struggle is obscured when reformers shape the debate. This shaping works to alter the true dangers of the activity and serves as advertisements for the importance of reformers. For education, the ideology of equal opportunity and excellence is an advertisement for the deeper struggle where public-school compulsion becomes the standardized substitute for the lost power of working-class persons to amass private goods and time for their own and their communities' betterment. The orchestration of schooling appears in this light somewhat like a dance marathon, a decorous and energetic activity initially, but one which grinds to an obscure and deadly march of endurance and success of a few only at the expense of those contestants who fall. We may follow Baudrillard into his world, where what things stand for are more important than what they are for. Reform, as a sort of spectacular, decorous democratic mobilization of care, stands for rectitude, but is coded to promote little if any substantial change. Indeed Baudrillard claimed that "control of the code" and the proliferation of sign values are of more significance than control of labor and the sphere of production. He argued for theoretical perspective in which the most fruitful area of approach is to oppose and expose the process of signification that makes possible the process of obscurity, which operates as a function of the symbolic universe of competition and struggle in capitalist societies. For Baudrillard, capital itself is a "demented enterprise, without limits, to abolish the symbolic universe in an indifference that is always greater, and in circulation of values always accelerated ... capital is described as the reign without limits of exchange value." Thus the de-mentation of participants in a competitive struggle must be met by the de-mentation of our efforts to describe and define the symbolic universe encapsulating these struggles. Boxing and schooling play a part in this symbolic universe, and all efforts to reform must also reform their metaphorical message. For Baudrillard the struggles of Right and Left, which have their counterpart in reform efforts in education, particularly have imploded in a media-saturated society, in which differences become signs simulating democratic debate. Capital is itself a fundamental challenge to the natural order of value and moral hierarchy. Justice and reason are only accidental to its efficiencies. With Baudrillard we might argue that reform and democratic process "involve the injection of homeopathic doses of the social and the political into a body in which the previous vestiges are dying.” Svi Shapiro contributed an analysis of the 1980s excellence movement that illuminates some of these homeopathic and spectacular elements of education reform. He argued, for example, that the National Commission on Excellence in Education (NCEE) report, "while stopping short of calling for new outlays, also makes clear its support for a strong federal role." This highlights the paradoxical allegiance to a "new federalism," evident in the growing privatization impulse, while the education of children is quietly redefined as the sole protectorate of a "national interest." This interest is that of business primarily, and the NCEE report's apparent concern with education in the humanities, civics, or the development of a "literate citizenry" are in fact subsidiary to the human capital development interests of business. "Knowledge, learning information and skilled intelligence are the new raw materials of international commerce," the report concludes," and are today spreading throughout the world as vigorously as miracle drugs ... if only to keep and improve on the slim competitive edge we will retain in world markets, we must rededicate ourselves to the reform of our educational system." Yet, disguised by the metaphors of expansion and productivity is the reality for working-class children of the struggle for what they hope are actual, not symbolic, life chances.

**[2] We can cross apply the aff to theory. Solves ideological dogmatism and content exploration**

**Koh 13 - Ben Koh, NSD Update, October 1st, 2013** “Breaking Down Borders: Rethinking the Interaction Between Theory and Ethics” [http://nsdupdate.com/2013/breaking-down-borders-rethinking-the-interaction-between-theory-and-ethics/] Accessed 8/14/20 SAO

First: Fairness is at its basis is an ethical concept. For instance at its basis, fairness as Rawls explains is, “a number of persons engage in a mutually advantageous cooperative venture according to certain rules and thus voluntarily restrict their liberty, those who have submitted to these restrictions have a right to a similar acquiescence on the part of those who have benefited from their submission.” That is to say, the basis of fairness rises from benefiting from cooperation. In the debate context, the “benefit” as Rawls refers to could be the actual ability to debate, or speaking without interference etc. In the same way that it’s considered immoral under most ethical systems to take without recompense, fairness is relevant due to it being the “recompense.” Additionally, equality’s importance is as a moral concept. The utterance that we ought to both start with the same amount of speaking time is morally relevant for it guides or at least constrains our actions, or the rightness and wrongness thereof (i.e. if I go a minute longer in the NR, I would usually be dropped or at least penalized due to its wrongness). Second, Fairness is normative: A) The idea that there is a consequence to a certain unfair act implies its relevance to our action. Debaters generally don’t read theory just because they wanted to point out something interesting or amusing, they do so to win or to rid the round of the problematic argument. B) The voluntary concession of the basic rules for the round renders fairness as being “obligatory.” Loland explains, “the obligation of fairness does not arise unconditionally. One basic premise is that the parties are voluntarily engaged. They have chosen participation in favor of nonparticipation and have thus more or less tacitly agreed to follow the commonly accepted rules and norms of the practice play the game. Loland further explains that “in sporting games, the predominant distributive norm is meritocratic. The norm on equal tratemnt, then, becomes a necessary condition for a game to take place. To be able to evaluate the relevant inequalities satisfactorily, participants have to compete on the same terms. All competitors ought to be given equal opportunity to perform.” The implication is that an argument that questions ethical assumptions (or even more basically assumptions at all) needs to be open to criticism. In the same way debaters now take into account the theoretical implications of their frameworks (i.e. the line of arguments centered around whether or not “ought is defined as maximizing well-being” is a fair interpretation), debaters should take into account the ethical implications of their theory arguments. Analyzing the way we debate theory further exposes these assumptions. Theory is debated typically in a very utilitarian fashion. Debaters tend to weigh between theory standards under assumed criterions of “what would a policy maker do,” how easy the calculation is, etc. They answer the question of drop the debater vs. drop the argument commonly in terms of solvency, whether or not there is a deterrent effect, etc. It’s no surprise in my mind that most “LARPers” are generally as proficient on the LARP as they are on the theory debate due to the reproduction of skill. To keep theory argumentation at a standstill in its variation is to deny the basic value in LD in the first place. There’s no reason why we should not question the assumption of how we debate or think about theory in the same way we question the assumptions of right and wrong in LD. A question that follows then is what occurs if we debate theory in a more Kantian sense? Or a more Nietzschean one? Etc. I’m not persuaded by the idea that ethical arguments cannot apply to the context of theory debate. Examples: 1) If the argument against consequentalism is true that there are infinite consequences, is norm setting ever possible? 2) If an intention based framework is true, and the violation was not made intentionally, should the one violating still be held culpable for the violation 3) A polls framework would outline why community consensus is most ethically relevant. If a certain practice is common, would that implicate its moral permission? Beyond the voter, concepts like competing interpretations, which in some variations claims that only one interpretation is objectively/ absolutely true, could easily be criticized with postmodern arguments. Massumi (a Deleuzian contemporary) would probably argue that the attempt to instill a certain worldview of the round is indicative of state philosophy, where “The end product would be ‘a fully legitimated subject of knowledge and society’ – each mind an analogously organized mini-State morally unified in the supermind of the State. Prussian mind-meld.” Security K type arguments that criticize the idea of deterrence claiming that mindset is the root cause of the threats it attempts to be prevented can easily apply to drop the debater justifications about norm setting. Apprehension to introduce this type of argumentation into the debate sphere can be tracked most likely to the tendency of judges to either a) paradigmatically assume fairness is important to avoid annoying and assumptive debates about whether or not fairness is a voter or b) judges not voting on these arguments frequently in the past. However, this line of thought I present does not attempt to claim that fairness is absolutely not a voter. This type of argument generally does not contest if theory itself is unfair or resolvable in a theoretical way, i.e. in the fashion most “fairness not a voter” arguments are made. The goal rather is to reframe the lens of which we analyze theory debates, or analyze “fairness not a voter arguments.” The application fosters discussion about what fairness ethically should imply, not in attempt to create more “frivolous theory debates” or figure out ways to make theory irresolvable. In fact, this mindset would produce better philosophical discussion. By examining the full implication of an ethical argument, debaters could more fully understand what it means to argue X or Y is the correct moral framework beyond just the resolution at hand. Whereas debate about animal rights or compulsory voting does allow for that form of philosophical analysis, this viewpoint allows for full education of ethics to even more frequent, real world concerns of fairness and education. Additionally, most of the historical unwillingness is probably rooted in tendency for debaters to use this avenue of argumentation in a blippy fashion. However in the same way that arguments that are more fleshed out or have definitive warrants are given priority over others, debaters ought to argue this similarly. Rather than treating ethical arguments against theory as a “back up strategy,” this should become a more full, centralized approach. The purpose of this article is that fairness as an ethical idea, with the same ethical discussion, etc., should not be absent from questioning. The implementation, function, correctness of a conception of fairness, etc., should all be open for debate in the same way that we try to figure out if death is really morally bad after all. The even broader implication is that LD debate should continue to foster questioning**.** To take a firm stance on basic assumptions is to deny the role of philosophical questioning in the first place. To quote Rebar Niemi, “the notion that any one of us could set some determinate standard for what debate should be is preposterous, uneducational, sanctimonious, and arrogant. I think that the notion that we should teach the already privileged population of debate to be inflexible, dogmatic, and exclusive in their belief sets creates worse citizens, worse people, and ultimately a worse world.”

**[3] Theory is disciplinary tool that upholds hierarchies**

**Pawlett 8 - Dr William Pawlett, International Journal of Baudrillard Studies, January 2008** “Against Banality – The Object System, the Sign System and the Consumption System” [https://baudrillardstudies.ubishops.ca/against-banality-the-object-system-the-sign-system-and-the-consumption-system/] Accessed 8/25/20 SAO

Inequality drives the system, providing the underlying dynamic for the games of invidious distinction. Baudrillard does not contend that the capitalist system is “deliberately bloodthirsty”40 simply that it seeks to maintain privilege, domination and, through these, control. It is simply that a new car for a private consumer is a more effective means of social control than a new public hospital, while a visible “underclass” of the marginal and rejected serves as a potent reminder of what happens if you refuse to play by the rules. It is important to emphasise that at this stage of Baudrillard’s thought there is a strong sense of “determination by social structure”; a social level of causality which is quite real though it is largely hidden or unconscious. Baudrillard’s analysis attempts to penetrate beneath or beyond the “metaphysical” notions of growth and affluence, of needs and uses, to expose the workings of the system through “a genuine analysis of the social logic of consumption”.41 This analysis reveals fundamental inequality and divisiveness – a social status war. The level of ideology with its notions of equality, fairness, and of technological progress, is secondary and offers signs of freedom which mask “real” lived inequalities (though the distinction between real and apparent is abandoned in Baudrillard’s next study For a Critique of the Political Economy of the Sign).

**[4]** **The ROB is to vote for the debater with the best strategy to interrogate and rupture the serious gane.**

**Prefer –**

**[a] Bindingness – Every subject exists within the code – any action a subject takes is infected by its operations which means an understanding of it is a priori question to any action.**

**[b] Motivation – All thought and action including the flow has been influenced by the semiotic attachments enforced by the hyperreal which means any genuine motivation stemming from an agent must come from a rupture, since capitalism has otherwise influenced all our desires so the aff is a side constraint. Means the aff is a side constraint on the flow.**

**[c] Sociological Subjectivity – hijacks their fwk- if a subject is socially excluded, only rectifying the mechanisms of the code which produced those conditions allows for any solvency.**

**[d] All our other cards are reasons as to why the ROB is important.**

#### [5] Differentiation of ideas motivates technological mastery

**Germain 14 - Gil Germain, Voegelin View, December 13th, 2014** “Scientism Unbound: Baudrillard and the Critique of Technology (Part I)” [https://voegelinview.com/scientism-unbound-baudrillard-critique-technology-part-1/] Accessed 8/27/20 SAO

Baudrillard is at pains to dispel the modern penchant for reducing otherness to “difference.” A technological society is premised on the unleashing of the forces of differentiation. Modern economies, for example, thrive on product and service differentiation, and on creating a consumer base that ties matters of personal identity to specific patterns of consumption. The Internet, to take another example, opens up an almost unimaginable array of information, sufficiently fragmented so as to meet the varied interests of its users. In a culture given over to the itemization and **circulation of innumerable** goods, services, and **ideas**, it is understandable that **the meaning of** otherness – which Baudrillard equates with **incommensurability – might be lost**. This is because most of the variation we observe today amounts to distinctions within a single totalizing system, which renders these differences commensurable or commutable. Coke, for example, may be distinguishable from Pepsi as a consumer product, but because this difference occurs within a system of exchange that codes products relative to each other, they remain related to each other as products arrayed in an extended series of consumer options. Like integers within a common numbering system, consumer items gain their significance in relation to other items, to their position within an overall structure of meaning. Otherness, unlike difference, is not a relational concept. To the contrary, for two things to be “other” than one another they must bear no relationship to one another; they must be in classes of their own. This is why Baudrillard associates otherness with notions such as incomparability and disparateness. Life and death are non-equivalences, for instance. They cannot be placed on a single scale or system of exchange: They are not commutative realities. The same, for Baudrillard, can be said of masculinity and femininity.15 These “traits” can be harmonized as per modern gender equality only if they are conceived as a mere set of behavioral “differences.” Their oppositional quality is obscured when they are regarded as anything less than distinct realities or modes of being. We have to ask ourselves at this point why Baudrillard is so keen to draw a distinction between otherness and difference. The answer lies in the consequences of not doing so. If, as Baudrillard believes, the otherness that haunts reality (and foils our effort to perfect reality by reconstructing it) is denied or otherwise overlooked, we will continue to act on the assumption that there are no insurmountable challenges to the attainment of perfection. Introducing the notion of otherness serves the purpose of complicating the world picture technology has constructed for itself. Difference is as close to otherness as one gets in a world reorganized by technology. But the two are nothing alike. This is because reality for Baudrillard is not a system and otherness not a “part” within the monolithic whole. Rather, reality is self-divided in a way that not everything holds together or coheres. Otherness is the name given to the irreducible “gaps” in the fabric of being that effectively withhold the promise of perfection and the hope of realizing a totalized system. Conceived this way, otherness symbolizes what remains beyond our powers of control and suggests the existence of **limits to the project of technological mastery**. Otherness has manifested itself historically in a belief in the will of an omnipotent God or the workings of an inscrutable nature. To believe in fate is to accept and respect the fact that there are forces other than the merely human that shape you, your life, and the lives of others, and over which you have no power to effect or change. But otherness, as a general condition of existence, also persists in our largely secular technological era. As will be discussed below, Baudrillard’s efforts to describe reality as alien are an attempt to show up the mystery of everyday experience and to regain a sense of wonder at the sheer “thereness” of the world around us, a sensibility all but lost on us today.

**[6] External critiques fail – they justify the moral superstructure they criticize.**

**Robinson 12 - Andrew Robinson, Ceasefire, August 24th, 2012** “An A to Z of Theory | Jean Baudrillard: From Revolution to Implosion” [https://ceasefiremagazine.co.uk/in-theory-baudrillard-10/] Accessed 3/9/20 SAO

Baudrillard and resistance Last week, this column explored Baudrillard’s account of the collapse or implosion of capitalism. What does all of this mean for political resistance? For one thing, it means that the dominant system must continue to be opposed. For Baudrillard, there is always something missing from the code. It is always incomplete, leaving a radical remainder. The system is based on a split. The code is differentiated from reality. It has to be, to avoid symbolic exchange. It cannot achieve the complete inclusion which comes about with generalised reversibility. Yet the code tends to take over all of social space. Its “other” disappears or becomes invisible. It tries to be a complete system, a total reality. It largely succeeds in sucking intensity from social life. Yet it also remains vulnerable, because of the exclusion on which it is based. Baudrillard theorises resistance in terms of the irruption of the symbolic in the realms controlled by the code. It is something like what Hakim Bey terms the ‘return of the primitive’. We really need the dimension of the ‘secret’. Its forced revelation is destructive and impossible. The return of the symbolic is discussed in various ways in different texts. Resistance arises when subjects come to see their own programmed death in the accumulation, production and conservation of their subjectivity. They become fiercely opposed to their reduction to the regime of work-buy-consume-die. Resistance becomes increasingly nihilistic, in response to the programming of the universe. It becomes resistance to the code as meaning, and at the same time as lack of intensity. In seeking to restore intensity, it resorts to the modalities of symbolic exchange. The impossibility of “revolution” It is important to differentiate Baudrillard’s view from standard accounts of revolution. To be sure, this is the position from which Baudrillard emerges. In the early work, The Political Economy of the Sign, Baudrillard argued that the regime of the code could only be destroyed by a total revolution. ‘Even signs must burn’. Baudrillard’s early work can be read as a call for a Situationist-style overthrow of capitalism through a revolution in the everyday, which breaks the power of the code and of signs. In more recent works, Baudrillard rethinks this view. He claims that revolution is now impossible. Baudrillard makes this claim because of the end of production. Revolution was historically seen as the liberation of the productive energy of humanity from the confines of capitalism. But if production no longer exists, this kind of vision has no hold. Labour has become another sign. There is no tendency for it to liberate itself by moving beyond capitalism. Baudrillard is deeply critical of standard leftist responses to neoliberalism. He criticises revolutionaries of his day for seeking a return to the “real”. He sees this as nostalgia for the previous, Fordist period of capitalism. People seek to get rid of the code, and go back to the earlier kind of simulation. Or they seek to identify something which is not yet signified in the system and which ought to be – for instance, excluded groups who should be included. This actually ties people to the prior forms of the dominant system. For Baudrillard, the weapons of the previous period are already neutralised in the order of the code. Revolution is a casualty of the end of the period of system-expansion. Explosions and revolutions are effects of an expanding order. This expanding order is an effect of the regime of production. But simulation is instead an inward-looking order. It is ‘saturated’ – it cannot expand any further. As a result, explosion will never again happen. It has been replaced by the ‘cold’ energy of the simulacrum. Instead, there is constant implosion. The world is saturated. The system has reached its limits. It is socially constructed as dense and irreversible, as beyond the ‘liberating explosion’. Baudrillard believes that we are past a point of no return: the system can’t be slowed down or redirected to a new end. We are in a ‘pure event’, beyond causality and without consequence, and every effort to exorcise hyperreality simply reinforces it. These are little fractal events and gradual processes of collapse which no longer create massive collapses, but exist horizontally. Events no longer resonate across spheres. It is as if the forces carrying the meaning of an event beyond itself have slowed to a standstill. The London ‘riots’ or the student fees **protests**, for example, **do not turn into generalised rebellions** in Britain as perhaps they still might in Egypt or Greece. **We are in an era of ‘anomalies without consequences’**. But the system will nevertheless come to an end, by other means. Even if people can’t revolt, a reaction is certain. Explosive violence is replaced by implosive violence, arising from a saturated, retracting, involuting system. The system has lost its triumphal imaginary because of its saturation. It is now in a phase of mourning, passing towards catastrophe. Things don’t get transcended anymore, but they expand to excess. Baudrillard sees this as the culmination of a kind of negative evolution. Systems pass through stages: a loose state produces liberty or personal responsibility; a denser state produces security; an even denser state produces terror, generalised responsibility, and saturation. Beyond saturation there is only implosion. Anti-consumerism is another target of critique. Criticising consumer society for doing what it claims to do – for supplanting ‘higher’ virtues with everyday pleasures – is a false critique which reinforces the core myth of consumerism. Consumer society functions as it does, precisely because it does not provide everyday pleasures. Rather, it simulates them through the code. Baudrillard also criticises moral critique and scandal, such as Watergate. He argues that the system requires a moral superstructure to operate, and the revival of such a superstructure sustains the system. What is really scandalous is that capital is fundamentally immoral or amoral. Moral panics serve to avoid awareness of this repressed fact. Similarly, critiques of ideology risk reaffirming the system’s maintenance of the illusion of truth. This helps cover up the fact that truth no longer exists in the world of the code. Since there is no reality beneath the simulacrum, such analyses are flawed. It is now the left (or the Third Way) that tries to re-inject moral order and justice into a failing system, thereby protecting it from its own collapse. Baudrillard implicitly criticises theories such as Laclau’s, which seek to re-inject meaning and intensity into politics. For Baudrillard, this task is both impossible and reactionary. Baudrillard sees the system as creating the illusion of its continued power by drawing on or simulating antagonisms and critique. There is thus a danger that **critique** actually **sustains the system, by giving it a power it doesn’t have**. **Trying to confront and destroy the system** thus inadvertently **revives it, giving it back** a little bit of **symbolic power.** He also sees conspiracy theories and current forms of Marxism as attempts to stave off awareness of the reality of a systematic code. In any case, the energy of the social is simply a distorted, impoverished version of the energy of “diabolical” forces (i.e. of symbolic exchange). Baudrillard thinks that societies actually come into being, not for the management of interests, but coalesce around rituals of expenditure, luxury and sacrifice. Politics itself was a pure game until the modern period, when it was called upon to represent the social. Now politics is dead, because it no longer has a referent in reality. This is because it lacks symbolic exchange. The absence of symbolic exchange leads also to an absence of possibility of redistribution, either North to South or elite to masses. Fascism also resists the death of the real, in a similar way. It tries to restore in an excessive way the phenomena of death, intensity and definite references, in order to ward off the collapse of the real. Fascist and authoritarian tendencies revive what Baudrillard terms ‘the violence necessary to life’ – they keep up some kind of symbolic power. (Baudrillard’s Lacanian heritage is clearly shown in this idea of a necessary violence). Baudrillard has a certain sympathy for the desire to escape hyperreality in this way, but also sees it as futile. People doing this – both left and right – are trying to resuscitate causes and consequences, realities and referents, and recreate an imaginary. But the system deters such efforts from succeeding. Le Pen for instance is ultimately absorbed, as the mainstream integrates and repeats his racist ideas. This analysis could also be applied to various “fundamentalisms” and ethno-nationalist movements today. This kind of resistance is ultimately reactionary, seeking to restore the declining regime of signs. But it can only be understood if its basis in energies of resistance to simulation is recognised. It is because it channels such resistance that it is able to mobilise affective forces. Baudrillard’s analysis is here similar to Agamben’s view that the sovereign gesture is now exercised everywhere because of the rise of indistinction and indeterminacy. The paradox is that the performance of fundamentalism often leads back towards the world of simulation and deterrence. Such movements map symbolic exchange onto the state, restoring some of its reality, but ultimately contributing to the persistence of simulation. Resistance from inside the regime of power is impossible because of deterrence. Baudrillard suggests that it’s now impossible to imagine a power exercised inside the enclosure created by deterrence – except for an implosive power which abolishes the energies preventing other possibilities emerging. He also suggests that the loss of the real is irreversible. Only the total collapse of the terrain of simulation will end it, not a test of reality. A truly effective revolution would have to abolish all the separations – including the separation from death. It cannot involve equality in what is separated – in survival, in social status and so on. The strategy for change is now exacberation, towards a catastrophic end of the system. Baudrillard believes that the resultant death of the social will paradoxically bring about socialism.

#### [7] Radical opposition to the system affirms its existence, allows the system to simulate its own death and delay its collapse.

**Baudrillard in 81** [Jean, “Simulacra and Simulation” p. 18-19]

**Conjunction of the system and of its extreme alternative like the two sides of a curved mirror, a "vicious" curvature of a political space that is henceforth magnetized, circularized, reversibilized from the right to the left**, a torsion that is like that of the evil spirit of commutation, the whole system, the infinity of capital folded back on its own surface: transfinite? And is it not the same for desire and the libidinal space? Conjunction of desire and value, of desire and capital. Conjunction of desire and the law, the final pleasure as the metamorphosis of the law (which is why it is so widely the order of the day): only capital takes pleasure, said Lyotard, before thinking that we now take pleasure in capital. Overwhelming versatility of desire in Deleuze, an enigmatic reversal that brings desire "revolutionary in itself, and as if involuntarily, wanting what it wants," to desire its own repression and to invest in paranoid and fascist systems? A malign torsion that returns this revolution of desire to the same fundamental ambiguity as the other, the historical revolution. All the referentials combine their discourses in a circular, Mobian compulsion. Not so long ago, sex and work were fiercely opposed terms; today both are dissolved in the same type of demand. Formerly the discourse on history derived its power from violently opposing itself to that of nature, the discourse of desire to that of power-today they exchange their signifiers and their scenarios. It would take too long to traverse the entire range of the operational negativity of all those scenarios of deterrence, which, like Watergate, try to regenerate a moribund principle through simulated scandal, phantasm, and murder-a sort of hormonal treatment through negativity and crisis. **It is always a question of moving the real through the imaginary, proving truth through scandal, proving the law through transgression, proving work through striking, proving the system through crisis, and capital through revolution,** as it is elsewhere (the Tasaday) of proving ethnology through the dispossession of its object-without taking into account: the proof of theater through antitheater; the proof of art through antiart; the proof of pedagogy through antipedagogy; the proof of psychiatry through antipsychiatry, etc. Everything is metamorphosed into its opposite to perpetuate itself in its expurgated form. **All the powers, all the institutions speak of themselves through denial, in order to attempt, by simulating death, to escape their real death throes**. Power can stage its own murder to rediscover a glimmer of existence and legitimacy Such was the case with some American presidents: the Kennedys were murdered because they still had a political dimension. The others, Johnson, Nixon, Ford, only had the right to phantom attempts, to simulated murders. But this aura of an artificial menace was still necessary to conceal that they were no longer anything but the mannequins of power. Formerly, the king (also the god) had to die, therein lay his power. Today, he is miserably forced to feign death, in order to preserve the blessing of power. But it is lost. **To seek new blood in its own death, to renew the cycle through the mirror of crisis**, negativity; and antipower: **this is the only solution-alibi of every power, of every institution attempting to break the vicious circle of its irresponsibility and of its fundamental nonexistence, of its already seen and of its already dead**.