

Contents

Introduction	<i>page</i> 1
1 A social science fiction	6
2 Surveillance, its simulation, and hypercontrol in virtual systems	25
3 Social control for the 1990s	54
4 Sensors, jammers, and the military simulacrum	78
5 Simulation, surveillance, and cyborg work	98
6 Privacy and hyperprivacy	125
7 Sex in telematic societies	153
Epilogue "Hugh"	179
<i>Notes</i>	184
<i>References</i>	195
<i>Index</i>	203