

# Contents

Acknowledgments vii

## Introduction 1

- 1 Approaches to a Concept of Simulation 11**
  - 1.1 Simulations and Their Contested Representational Capacity 11
  - 1.2 Missing Links: Simulations and Simulacra 15
  - 1.3 Computer Simulations in Relation to “System” and “Dynamic” 21
- 2 The Perspectivation of Simulations 27**
  - 2.1 Central Perspective in Discussions on Contemporary Image Production 27
  - 2.2 A Structural Comparison with Central Perspective 30
  - 2.3 The Special Case of Interactive Real-Time Simulations 40
  - 2.4 A Critique of the Simulation Dynamic 43
  - 2.5 Perspective and Schematism 51
  - 2.6 Systems Aesthetics 53
- 3 Modeling and Iconization 57**
  - 3.1 On the Position and Role of Models 57
  - 3.2 Semiautonomous Iconization 72
  - 3.3 Sources of Design 91
  - 3.4 Two Types of Models 107
- 4 Iconicity and Dynamic 113**
  - 4.1 Figurative Displays 113
  - 4.2 Movement as a Design Element 126
  - 4.3 An Increase in Movement 145
  - 4.4 Designing the Experiencibility of Events 154
  - 4.5 Excursus: The Rhetoric of the “Alive” 166
  - 4.6 Temporal Components and the Modulation of Experiential Time 169
- 5 Characteristics of the Iconicity of Simulations 181**
  - 5.1 Approaches to the Iconicity of Simulations 181
  - 5.2 From Results to Events 183

5.3	Building Actions and Situations	184
5.4	Manifold Variations	187
5.5	Degrees of Freedom, Calculability Problems, and Levels of Description	190
5.6	Cuts below the Surface	192
5.7	Cuts on the Surface	199
5.8	Reforming Forms	208
<b>6</b>	<b>Iconicity and Interactivity</b>	<b>215</b>
6.1	For an Interweaving of Iconicity and Interactivity	215
6.2	Prefabricated Paths versus Designed Situations	218
6.3	Approaches to Iconicity in Computer Simulations	225
6.4	Iconic Modes of Control	227
6.5	Avatars Astray	253
6.6	(Unstable) Image as Variable Interface	269
	<b>Conclusion</b>	<b>273</b>
	Notes	277
	Interviews	323
	Bibliography	325
	Index	365