

Contents

1. A Tank on a Pedestal	I
2. How to Kill People: A Problem of Design	9
3. The Terror of Total Dasein: Economies of Presence in the Art Field	21
4. Proxy Politics: Signal and Noise	31
5. A Sea of Data: Apophenia and Pattern (Mis-)Recognition	47
6. Medya: Autonomy of Images	63
7. Duty Free Art	75
8. Digital Debris	101
9. Her Name Was Esperanza	115
10. International Disco Latin	135
11. Is the Internet Dead?	143
12. Why Games, Or, Can Art Workers Think?	153
13. Let's Talk about Fascism	171
14. If You Don't Have Bread, Eat Art! Contemporary Art and Derivative Fascisms	181
15. Ripping Reality	191
<i>Acknowledgments</i>	207
<i>Notes</i>	213