

# Simulated mobile games from the perspective of post humanist visual theory: as the digital avatar of technical prosthesis

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**Abstract:** as an emerging game category in the spread of electronic games in the 21st century, the influence of simulated mobile games has gradually increased in recent years. However, there is no specific analysis of this kind of game from the overall perspective. This paper takes the simulated mobile game on the steam game platform as the context, and interprets this kind of purpose game based on villero's post humanist visual theory, and discusses the value of mobile phone as a technical prosthesis in the game and the hacker spirit of free exploration behind it.

**Key words:** Post humanism; Technical prosthesis; Video games; virtual reality

In this paper, the simulation of mobile games as the research object. At present, such games have not been fully discussed and defined by the academic community. Based on media experience and case analysis, For the time being, the definition of simulated mobile game is given: "simulated mobile game is a game that creates a simulated mobile phone through program rhetoric in the virtual world of electronic games, provides a simulated mobile phone interface, regards the simulated mobile phone as the core of the game or auxiliary props, and enables it to assume the role of communication in the main line or branch line events." In the virtual world created by simulated mobile games, whether it is a realistic world or a fantasy world, the mobile phone has been invented and used. And the mobile phone is not only in the background or mentioned in the conversation, but actually exists in the underlying logic of the game system and the narration of the game story at the same time, and can be operated and used by players.

## 1. Expression of simulated mobile games

At present, there are 14 analog mobile games on the steam game platform:

**Table 1 simulated mobile games publicly available on steam game platform**

Game name	Time of sale	Game type
Public enemy of the whole network	February 3, 2021	Reasoning and solving puzzles
Promising future	December 22, 2017	Reasoning and solving puzzles
Replica	July 11, 2016	Reasoning and solving puzzles
The sustenance of sound	March 26, 2018	Reasoning and solving puzzles
If I were AI	April 12, 2019	Reasoning and solving puzzles
A normal lost phone	January 26, 2017	Reasoning and solving puzzles
Another lost phone	September 21, 2017	Reasoning and solving puzzles
Bury me, my love	January 10, 2019	Reasoning and solving puzzles
Retirement simulator	April 20, 2022	role playing
Singleness of mother and fetus	June 9, 2021	role playing
Tales from the Lake Pavilion	December 31st, 2021	Visual fiction
Cloud covenant	October 1, 2020	Visual fiction
Rumor detective	April 23, 2021	Visual fiction
Boyfriend Dungeon	August 11, 2021	Random Dungeon

From the perspective of game types, the types of simulated mobile games are relatively rich, including reasoning and puzzle solving, role-playing, visual novels and random dungeons. The reason for this is that analog mobile phones are a carrier, just as other media are carriers of information. With this carrier, the audience can play their initiative. As David Molly said, mass media is the channel for people to actively establish social culture. The specific content carried by the media may not affect the media technology itself. Under the research logic of pre media, what is more worth paying attention to is the basic world built by the media for people. In this case, it is a virtual world that can interact with the audience by simulating the existence of mobile phones.

From the perspective of release time, the games with the earliest release time were released in July 2016, and the games with the latest release time were released in April 2022. It can be seen that the development history of such games is not too long. In the visual interface of electronic computers, it is still in the initial stage of exploration to shape and present games with simulation of mobile media as the core or focus.

From the perspective of presentation content, the mobile phone functions simulated in these games mainly include three aspects: call function, instant messaging software and search engine. Call function is the basic function of mobile phone. Although the status of mobile phone call function has gradually declined in the era of smart phones, the call function has become the symbol of mobile phones in simulated mobile games (public enemies of the whole network, huxinting Collection). The game designer will also provide some puzzles or tricks (Replica) based on the call function of mobile phones, so as to enhance the realism of analog mobile phones. The functions of instant messaging software on analog mobile phones run counter to those of real mobile phones. In addition to the functions of a few games (bury me, my love and rumor detective), most instant messaging software simulating mobile games are used to allow players to read history records and conversations between the owner and contacts in the address book, so as to piece together clues and construct its understanding of the identity of the owner. The search engine function makes it possible for such games to transform into open world games. For example, in public enemy of the whole network, players can search the names or nicknames of important characters in the game, so as to track their trends in the social network. In “a bright future”, dozens of events, company names, person names and place names can be found in the search engine. This interaction makes the virtual world created by the game more vivid. However, at present, the search engines existing in mobile game simulation are still closed and designer centric, and can not support the connection with the outside world.

## 2. Villero's post - humanist visual theory

This paper attempts to interpret the analog mobile phone from the perspective of willio's post - humanist visual theory. The development of science and technology makes it more and more convenient for human body to use the power of machines. According to villero, this development process involves two important integrations, the first is the invention of the film, and the second is the invention of the transport machine. After these two fusions, the machine has become the technical prosthesis of human. This concept is extended from the mechanical prosthetics installed by doctors for injured soldiers. In the Internet era, computers and networks, as technological prosthetics, fill the gap in computing and memory that humans have never had. At the same time of filling in, it also makes human beings produce absenteeism more frequently, that is, the consciousness in the flow of time is interrupted.

According to the phenomenological method, the body plays an important role in viewing: I regard my body as an object in the world, but it is also my perspective of viewing the world. However, under the influence of electronic media, remote topological vision machine can bring two or even several parallel spaces to the same time and space. The speed at which we communicate with distance is close to the speed of light, and compared with this speed, the speed of our body is insignificant. Our physical condition also seems to become irrelevant. In this case, mobile phones, such as information dissemination carriers and information interaction interfaces, have partially replaced our bodies to take on the role of viewing the world.

Based on this assumption, in a simulated mobile game that does not understand the real identity and emotional memory of the mobile phone owner, we can also act on behalf of the mobile phone owner with the mobile phone we have obtained. This is the inevitable result of the invention and application of the audio-visual transporter - since the main communication function is carried by the mobile phone, when the mobile phone changes ownership and the password protection is cracked, the function and authority of the body to transmit information will be controlled by the new owner. This is designed as a core puzzle in the game. For example, replica, a normal lost phone and promising future all emphasize that the player and the owner are not the same person, and the important goal of the player is to infer and describe the behavior and experience of the original owner of the mobile phone based on the technical prosthesis.

## 3. Mobile elements in simulated mobile game system

In the virtual world created by mobile game simulation, mobile phone, as a virtual element with a pivotal position, has been highlighted, thus occupying, constituting or participating in the core play of the game. Specifically, there are three main situations:

First, mobile phones constitute the interface and field of the game. For example, in “a bright future”, the player faces only one mobile interface, and the characters, plots and environment outside the interface are all transmitted through the information carried by the mobile media. Therefore, all players' experiences are based on the mobile phone simulated in the game, and they need to try to understand the game background and game characters through the audio-visual information and social media records in different applications and system software in this mobile phone, and generate the pleasure of intervening and peeping into other people's lives in the information search and retrieval. And this kind of pleasure is extremely difficult to exist in daily life.

Second, the communication function of mobile phones constitutes the core process of the game. For example, in “bury me, my love” and “rumor detective”, the interaction of players in the game is mainly based on social media or instant messaging software in mobile phones, and selecting dialog boxes and replies in such applications has become the main operation link of the game. In the dialogue, players can establish the imagination of each virtual character opposite the mobile phone. This design does not violate the logic of daily life, but the information is more intensive, the response is faster, and the story is more tortuous. Like film and television works, it presents contradictions in a short time, so as to provide a pleasant audio-visual experience for players.

In the third case, mobile phones carry the worldview construction of games. For example, in the retirement simulator, Fang Aiju, as a newly retired elderly, has a lot of social activities through mobile phones. The mobile phone invitation can improve the liking degree and the various attributes of the character in terms of value, and can make the image of residents in the community more vivid in terms of story, so that players can have a sense of immersive. The existence of analog mobile phones plays a role in improving the game world view to a great extent.

To sum up, the analog mobile phone, as a technical prosthesis, provides more possibilities for the game in terms of interface, process and world outlook, and has become a carrier for players to break through the materiality of ontology and interact freely.

#### 4. Technical prosthesis and media embodiment

In the virtual environment created by simulating mobile games, there is an obvious tendency of prosthetics replacing the body. This tendency contains two attributes, one is the change of the body by the technical prosthesis, and the other is that the technical prosthesis has given birth to the digital tendency of human at the subjective level.

When the technical prosthesis performs the function of changing the body, the communication between people is simplified and alienated, becoming a bubble. In the game of appointment in the cloud, the player character can only have face-to-face communication with other characters in very few scenes. In most cases, the communication between roles completely depends on instant messaging software. Therefore, speech is separated from the body, and the communication between people is replaced by the communication between prosthetics and prosthetics. Although the function of mobile phones can help people convey emotions and feelings, it also obscures other ways of expression. Online sweet words can not really replace offline touch and physical embrace, but can only establish a virtual world on the basis of consensus.

When the body is adapted, the way memory is stored changes. Every text, picture and influence content released by the character in the digital space will be accurately recorded and saved by the digital space, and exist in a public manner. This makes it convenient for yourself and others to consult, but more often it is not for the purpose of focusing, but a memory stripped of the body.

Based on this, we can find that technological prosthetics and the Internet have given birth to people's digital tendency at the subjective level. The roles in the game are alienated and decomposed into a variety of data: personal tags, shopping records, hobbies and habits... And then encapsulated into applications, which build a new world with social media platforms. This is a real world based on the real world and different from the virtual world. In this virtual world, users only need digital bodies and do not need real bodies. In the era of algorithms, it is customary to refer to these user portraits as "people". Many avatars and data accelerate the division between people and their own bodies. More importantly, this digital transformation of body subjectivity will be accompanied by the resource of digital entities as modules that can be analyzed and processed into the system, so as to participate in the power activities of capital production. The user's personal life and coherent technical system are increasingly inseparable. Not only is the content of life limited by it, but also its evaluation criteria (such as the number of coins and views) affect it, which weakens the attention to depth, leading to the indifference of personal feelings.

#### 5. Who is the hacker: the symbol of freedom and the technical prosthesis as the embodiment

In simulated mobile games, players often play hackers or detectives who are capable of invading mobile phones and analyzing information, whether they are active attempts (public enemies of the whole network), passive involvement (Replica) or accidental encounters (a normal lost phone). Its behavior is to judge the password through the owner's records and retained information, gradually unlock the owner's various software and social media accounts, and then perspective and analyze the owner and other target users, trying to obtain as much information as possible. This information acquisition often coincides with the goal of the game, and allows the player to gain a sense of control in this process. Many works are used to describing "hackers" as people with great ability and beyond order. This is because hackers have the technical ability to transform, break through and subvert the rules of the algorithm, which seems to be parallel to the rules of the real society; So it has become the representative of the pioneering spirit in the early period of the barbaric growth of the Internet.

But in fact, this kind of "control" is not complete. It needs to be attached to a set of existing social power structure to play its role. The Internet world where fantasy occurs in simulated mobile games is an uncontrolled enclave. However, the virtual world that completely escapes the existing social power does not exist. Reality and network are in dynamic balance. The threat and subversion that individuals can pose to a huge telecommunications network and data center may have become smaller and smaller. Communication security and Cyberspace Security are gradually brought into the territory under the direct jurisdiction of countries. The failures caused by technical loopholes are not sufficient for hackers to act arbitrarily.

Under the airtight system, users without technology and authority cannot understand the stories hidden behind the data and information. As the existence of stealing the authority of the algorithm, hackers temporarily obtained access to some information in the production system. Generally speaking, the system must include more parts, such as data mining, analysis, induction and extraction after viewing. What hackers have done is to use only this part of the "system body", that is, the "eyes", to realize the rediscovery of the human subject that has become increasingly coupled with the system.

Mobile phones and networks in life or literary works constitute the extension or even reconstruction of the "individual" based on the natural body as the main cognitive basis; The hacker like Avatar in the video game experience is not only a symbol of freedom, but also a metaphor for an extensible "viewing" ability that can break through the current tight technical network. The similarities between players and

them are that they use technology to solve the current technical network for a short time. Discover the possibility of fresh individuals under the data.

In a word, snooping is inevitable. The work reveals that the separation of human and body caused by technology has promoted the transformation of digital world and subjective cognition. The existence of hackers as bystanders implies everyone's freedom of action. The existence of artificial limbs and hackers provides us with a new experimental site. The study and application of technology by human beings can enable us to obtain the extension beyond the natural body; In an era of technology, this personal extension is also the possibility for us to see through the algorithm network.

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