



The Mind-Game Film. Cinema in the Digitalized Societies of Control

By Malte Mindermann

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language: English, abstract: This thesis brings into relation
Thomas Elsaesser's category of the 'mind-game film' and Gilles
Deleuze's observations of a new depiction and awareness of
time in film. The mind-game film is then read as symptomatic
of a social change from a society of 'discipline' towards a
'society of control' (Michel Foucault). In the course of this
analysis, the catalyst role of technical progress and pervasive
interconnectedness becomes evident. Traditional tenets of
cinema and storytelling are overcome and played with. Time,
which used to flow naturally, and therefore unnoticed, has
evolved into a crucial, freely modulatable dimension of its own
and serves as an additional structural and narrational level on
top of the spatial dimensions. This development is propelled by
the rise of the digital image and its manifold possibilities of
interfering with the flow of time. Likewise, the principle of...

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