

Cinema and the Digital Revolution: The Representations of Digital Culture in Films

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Abstract

This article examines popular cinema's interactions with digital culture, focusing on cinema and social structure. A product of technological and social developments, digital culture has introduced the creation of cyberspace, the emergence and spread of social media, and the formation of virtual communities. This article focuses on a specific period (1980 – 2010) to examine the evolution in cinema of portrayals of digital culture. The analysis includes four influential films: *WarGames* (1983, by John Badham), *Perfect Blue* (1997, by Satoshi Kon), *Pulse* (2001, by Kiroshi Kurosawa), and *Life in a Day* (2011, by Kevin Macdonald, Loressa Clisby, and Tegan Bukowski). The article provides a guide to popular cinema's interaction with and use of the possibilities offered by digital culture, revealing how the four selected films reflect digital culture themes. Each film demonstrates different aspects and dynamics of digital culture at a particular time, offering a unique look at that period's social and technological landscape through its portrayal of technological developments, human relations, cultural values, and social norms. Each film evaluates the impact of the digitization process on cinema from different perspectives, depicting how cinema adapts and responds to technological changes.

Keywords: cinema, digital culture, technology, cyberspace, social media, virtual communities.

The interaction between cinema and social structure creates a complex relationship of mutual transformation. Films reflect the social and cultural fabric of the society in which they are produced and influence the social structure (Gürkan, 2012; Nascimineto, 2019; Manakbayeva, 2023). Cinema is an important cultural tool that conveys social values. It can be argued, then, that the changes in the social sphere contributed to the formation of the modern social structure and the perspective on values changed during this transition process.

Digital culture is shaped and influenced by digital tools and technologies (Creber and

Martin, 2009; Gere, 2008; Potter and McDougall, 2017). Today, digital culture includes the creation of cyberspace, the emergence and spread of social media, the formation of virtual communities, and the maintenance of cyber security. With the pervasiveness of digital culture, popular cinema increasingly reflects the opportunities and challenges the cyber world offers. Developing under the influence of neoliberal policies, particularly of the 1980s, digital culture has transformed the world into a global village and allowed excluded communities to share their perspectives and experiences. This interplay

between culture and technology creates a cycle in which people develop technology that changes the culture, and then encourage further development of technology (Leidnar and Kaywoth, 2006).

Popular cinema plays a vital role in the representation of digital culture (Creber and Martin, 2009; Darley, 2000; Gere, 2008; Kolker, 2016; Marsh, 2005). ‘Representation’ is generally accepted to mean the delivery of an image or idea. The primary purpose of this study is to understand the representation of digitization and digital culture in today’s film narratives.

This article focuses on a specific period to understand the evolution of digital culture themes in cinema. It examines the interaction of popular cinema with digital culture, representations of cyberspace in cinema, the role of virtual communities in narratives, and the cinematic evolution of themes related to cybersecurity. This article contributes to a better understanding of the effects of digitization and digital culture on cinema by examining how popular cinema responds to the complexity of digital culture and uses the opportunities it offers. To do so it analyzes *WarGames* (1983, by John Badham), *Perfect Blue* (1997, by Satoshi Kon), *Pulse* (2001, by Kiroshi Kurosawa) and *Life in a Day* (2011, by Kevin Macdonald, Loressa Clisby, Tegan Bukowski). These films are reflections of the digital culture of their time. To understand the evolution of cinema’s representation of digital culture, the study advances explanations of specific themes, characters, or structural features of these films.

Literature review: making sense of culture and digital culture in the age of digital communication

Lull sees the internet as both a means of transmission and a means of access, stating that he sees the internet as a carrier of culture where space and emotion are overlooked. The internet creates a virtual culture. Cyber communication meets the demands and prejudices of cyberspace. Communication and culture are so closely linked

that some say they are identical and the same (Lull, 2018: 359).

The development of the internet in the digital age has transformed communication styles and paved the way for the rise of new communication practices. The changing process of communication affects everything in human life. Throughout the history of technology, people have adopted, used and adapted new technologies to their needs and requirements depending on their cultures, social organizations, institutional environments, and personal desires. A synergistic interaction exists between technological inventions and developments and social evolution (Castells, 2016: 7-8). Raymond Williams tries to show that cultural practices are material, conceptualizing ideology and hegemony; he posits hegemonic culture finds an order around the dominant norms and values. The modernist emotional structure that emerged is based on an inability to communicate, disintegration of cultural identity, and belief in a dominant individual. According to Williams, the spread of modern subjectivity stems from the dominant structure of the mode of operation and the forms of economic rationality in the capitalist financial system; the binding power of cultural norms and values is relatively high. The approach, which reveals structural and cultural divisions in modern societies, focuses on the cultural power of hegemony and emphasizes that hegemony changes with the process of social atomization and the institutionalization of beliefs and practices based on consent (Stevenson, 2015: 45- 46). Baumann (2017: 33) says that modernity’s development can be understood by looking at many signs and symptoms but that all other characteristic features proceed from the change between space and time.

Digital technology has significantly changed human life and added new dimensions to human consumption. Responding to these constant changes in socio-cultural dynamics, this commentary defines and theorizes digital consumer culture and explains how digital consumption culture facilitates digital

acculturation. This commentary proposes a conceptual framework that describes the reciprocal, recursive, and dynamic relationships between digital consumer culture and digital acculturation and explains three distinctive features of digital consumer culture. These include consumer empowerment, reciprocity between online and offline worlds, and segmentation of identities. Together, they make the digital consumption culture unique. Finally, by defining and discussing three outcomes of digital acculturation: digital integration, digital separation, and digital deprivation, this commentary further contributes to theories to generate debates examining acculturation in the digital age (Dey et al. 2020).

Digital Culture and Cinema

Digitization impacts the perception of reality, making possible many different meanings. Baudrillard says that with digitization, objects, and environments are recreated independently of a sacred creator and transformed into simulations of reality (Baudrillard, 1994). Manovich relates cinema and new media from two angles: first he evaluates cinema history and theories to map the technical and stylistic development of the new media; second, he evaluates the new identity of a still image produced by computers (Manovich, 2023: 267). The digital age appropriates cinema and other established cultural forms to transmit all types of data and experiences.

New media strengthens existing cultural forms and languages, including the language of cinema, and opens them up to redefinition. New media transforms all culture and cultural theory into open source (Manovich, 2023: 307-308). Digital culture has different features, such as digital literacy, permanence, replicability, and instantaneous interconnection, that provide continuous access opportunities, identity, and multitasking. Situations arising in digital culture result from the interaction of these elements. The activity of going to the movies is constantly evolving and gradually integrating the use of digital data and platforms.

Digitization has created a new cultural structure known as Network Society. Based on digital coding, digital authors and content generators can disseminate large amounts of information that users can recycle and re-disseminate (Binark, 2007: 21). With cinema, the perception of reality has significantly changed. With digitization, perception has become a data collage. Digitization has blown up the modernist narrative style and subject structure, as almost everything has become comparable and interchangeable (Şentürk, 2016: 1).

The new culture that emerged with digitization brought about new concepts in media. Concepts such as digital privacy and surveillance, cyber security, cyberbullying, digital addiction, and digital activism are being rebuilt in the virtual world. Cinema, which projects social values on the big screen, is an ideological tool as the carrier of values and beliefs while constructing new meanings. In the digital age, the production and distribution of content in cinema is also changing. Instead of traditional narrative types, new narrative forms using new visual communication technologies are used. The digital world offers governments opportunities to rebuild established orders with modern forms of surveillance. Recently, many popular films have been produced under the influence of digital culture, and these films deal with the profound effects of digital technology and the internet on daily life from different perspectives. *The Social Network* (2010, by David Fincher) tells the story of the founding of Facebook, focusing on digital privacy, theft of intellectual property, and surveillance; the film questions the collection and processing of user's data. *Snowden* (2016, by Oliver Stone) focuses on the issue of cybersecurity, delving into the issue of cybersecurity by exposing the NSA's global surveillance program. *Cyberbully* (2011, by Charles Biname) focuses on cyberbullying, recounting the violence a young girl is exposed to over the internet to addresses the effects and consequences of cyberbullying. *The Social Dilemma* (2020, by Jeff Orlowski) focuses on

digital addiction, examining the psychological effects of time spent on digital platforms. *The Great Hack* (2019, by Jehane Nouiain & Karim Amer) focuses on the political consequences of digital activism showing misuse of personal data through the Cambridge Analytica scandal. Films such as *Hackers* (1995, by Iain Softley), *Who Am I* (2014, by Baran bo Odar), and *Swordfish* (2001, by Dominic Sena) address the security vulnerabilities and potential threats of the digital world, focusing on topics such as cybersecurity and hacking. *The Hater* (2020, by Jan Komasa) deals with more modern issues in the digital environment, such as reputation assassinations and cancel culture.

Sample and Method of the Study

This article focuses on four films representing specific periods of the last 40 years: *WarGames* (1983, by John Badham), *Perfect Blue* (1997, by Satoshi Kon), *Pulse* (2001, by Kiroshi Kurosawa) and *Life in a Day* (2011, by Kevin Macdonald, Loressa Clisby, Tegan Bukowski). It uses the thematic analysis method to (i) understand the evolution of digital culture themes in specific periods, (ii) analyze how each selected film reflects prominent elements in the digital culture of its period (cyberspace, social media, virtual communities, cyberbullying, privacy and security and surveillance) and (iii) evaluate changes in the representation of digital culture themes in cinema.

WarGames (1983) represents the early 1980s reflecting the rise of computer technology and fears of nuclear war. *Perfect Blue* (1997) pushes the boundaries of animation, exploring the complex relationships of the individual in the digital world. *Pulse* (2001) discusses the proliferation of the Internet and the effects of connectivity on human experience. *Life in a Day* (2011) emphasizes digital memory and the rise of content shared on platforms like YouTube. The central themes of each film change within each film's period, contributing to our

understanding of the role of digital culture in cinema.

Thematic analysis, a common type of analysis in qualitative research, identifies, analyzes and reports themes in qualitative data, interpreting patterns of meaning. Thematic analysis is a strategy for characterizing data through interpretation, code selection, and theme generation. A distinctive feature is its flexibility to be used within a wide range of epistemological or theoretical frameworks and applied to a wide range of research questions, designs, and sample sizes (Kiger and Varpio, 2020; Shukla and Sharma, 2019). Braun and Clarke (2006) suggest that thematic analysis can stand alone as an analytical method and be considered the basis for other qualitative research methods. Based on the claim that this method serves the purpose of the study: (i) Digital culture elements are determined by making a thematic analysis for each film. (ii) It is essential to understand the socio-political and technological context of the period in which each film was made. (iii) It is necessary to compare the selected films with each other and identify common themes.

Thematic film analysis permits predictions about how digital culture elements are portrayed in films. At the same time, it is possible to speculate about the socio-political context of the period in which the selected films were made, the impact of this context on the films, and the view of social changes on digital culture and their traces on cinema.

The study also uses the textual and thematic analysis. Textual analysis offers a systematic and in-depth examination of verbal and visual texts, character dialogues, visual symbols, scene arrangements, and other film elements. It allows films to be analyzed and interpreted in detail. Textual analysis enables the examination of the symbols, metaphors, and visual narrative contained in the film, as well as its aesthetic and fictional elements (Gürkan and Biga, 2023; Stam, 2001). It offers a framework for understanding the language and narrative of film. Together these two methods allow in-depth

examination of the content of the films included in the sample and a comprehensive analysis. Thematic analysis reveals the general themes and messages of the film offering insight into the film’s language, narrative, and visual elements; textual analysis provides a more detailed analysis of symbols and metaphors in films, offering insight into the motivations of characters and the theme and message of the film.

Findings

Research findings explain the evolution of digital culture themes in cinema over specific periods. The themes of each film and how they change the period offer insight into the role of digital culture in cinema. Tables 1 – 4 show thematic analysis results created by following the plot of each selected film.

Table 1: Thematic analysis of the contents of WarGames

Content	Subcategory	Category	Theme
Hacking and cybersecurity threats	Infiltrating computer systems	Cyber hacking	Hackers’ unauthorized access to computer systems and potentially dangerous consequences
Digital communication and cyberspace	Communication between computers	Cyberspace	The main character interacts with other computer systems through the computer and the events taking place in cyberspace.
Dangerous technological controls	Gaining control of nuclear weapons	Technological control	The host computer takes control of nuclear weapons and poses a worldwide danger.
Violation of digital privacy and security vulnerabilities	Obtaining personal information	Privacy and security	The main character violates the security of personal information and systems by hacking.
Technology’s control over human life	Computer’s control over human life	Surveillance and control	Mainframe provides control and surveillance over human life

Table 2: Thematic analysis of the contents of Perfect Blue

Content	Subcategory	Category	Theme
Virtual Reality and Dilemmas	Blurring the Boundaries Between Reality and Virtual Reality	Digital world	The main character, Mima, is uncertain about the boundaries between reality and virtual reality and the

			difficulties caused by these dilemmas.
Privacy and Cyberbullying	Violation of Personal Privacy	Security and privacy	Mima’s privacy is violated in the virtual world, and she is exposed to cyberbullying.
Virtual Communities and Monitoring	Virtual Fan Communities and Tracking	Communities and Surveillance	Mima’s monitoring and surveillance by virtual fan communities questions the limits of individual freedom.
Personal Identity and Alienation	Personal Identity and Alienation	Digital Identities	Mima’s disappearance in the virtual world and her quest to find her true identity emphasizes the theme of personal identity and alienation.

Table 3: Thematic analysis of the contents of Pulse

Content	Subcategory	Category	Theme
Cyberspace and Dangers	Virtual Reality and Horror Elements	Digital World	The main characters encounter the internet's dark side and face cyberspace’s dangers.
Virtual Communities and Internet Relationships	Online Relationships and Insecurity	Internet Communities	The real-world effects of the relationships the main characters establish with people they meet on the internet and the dangers of these relationships.
Cyber Bullying and Threats	Online Threats and Fear Elements	Security and Threats	The main characters receive threatening messages on the internet and become victims of cyberbullying.
Privacy and Security Violations	Violation and Dangers of Personal Privacy	Privacy and Security	Monitoring and following the main characters on the internet shows how personal privacy and security can be violated.

Table 4: Thematic analysis of the contents of *Life in a Day*

Content	Subcategory	Category	Theme
Diversity of Daily Life	Cultural and Geographic Diversity	Human Experience	Showing the diversity and uniqueness of the daily lives of people from different cultures and geographies
Human Connection and Communication	Human Relationships and Connections	Social Interaction	Showing the ways people interact, connect, and communicate with each other
Natural and Cultural Landscapes	Nature and Environmental Images	Environment and Wildlife	Showing the beauty and diversity of natural and cultural landscapes
Personal Experiences and Emotions	Individual Experiences and Emotions	Inner World	Showing the personal experiences and emotions of individuals in their daily lives
Traditions and Rituals	Cultural Traditions and Rituals	Cultural Heritage	Showing the traditions, rituals and cultural heritage of different cultures

The thematic analysis based on the main themes of the selected films is summarized as follows: (i) Cyberspace, Cyberbullying, and Communication; (ii) Social Media and Virtual Communities; (iii) Privacy, Security, and Surveillance.

(i) Cyberspace, Cyberbullying, and Communication

Cyberspace refers to a virtual environment created through digital technologies and includes the internet, social media platforms, email, and other digital communication tools. This digital space allows people to share ideas, information, and experiences while also influencing various dynamics in communication (Oluga et al. 2014; Nunes, 1997; Clark, 2010). However, the proliferation of cyberspace has brought with it some risks (Deibert and Rohozinski, 2010; Mbanaso and Dandaura, 2015; Krämer et al. 2017). On the other hand, cyberbullying is one of the negative aspects of cyberspace and creates various adverse effects on communication.

Cyberbullying, primarily carried out on the internet and via social media, occurs when people are subjected to harassment, threats, or attacks on digital platforms (Barlińska et al., 2013; Erdur-Baker, 2010).

WarGames depicts computer technology's development as essential to cyberspace and communication. While the film takes place when the first computers and models were used, it emphasizes the potential of communication and interaction between computers. In particular, the main character, David's entry into cyberspace from his home computer, his interaction with computer systems around the world, and his interactions through a simulation program under the control of the American Department of Defense highlights the concepts of cyberspace and communication. Personal computers became more accessible with the introduction of the IBM PC in 1981 and Apple's Macintosh computer in 1984 (Gupta and Toong, 1984; Hagedoorn et al., 2001). This period also saw home game consoles

from gaming companies such as Atari, Nintendo, and Sega become popular (Gallagher and Ho Park, 2002). These consoles made video games famous in homes and contributed to the growth of the gaming industry. In the mid-1980s, work was ongoing on ARPANET (Advanced Research Projects Agency Network), which helped create the basic infrastructure of the Internet (Abbate, 2001). The primary purpose of ARPANET was to enable different computers to communicate, forming the basis of today's internet. Towards the end of the 1980s, computer-based communication systems called Bulletin Board Systems became popular (Abbate, 2001). These systems enabled users to communicate text-based and share files. BBSs are considered early community hubs that contributed to the evolution of the Internet. The development of computer technology and the Internet in this period laid the foundations of today's digital age. The technological advances of the 1980s radically changed the communication and flow of information between individuals and made it possible to establish connections worldwide.

WarGames also highlights cybersecurity vulnerabilities and potential threats from hackers. Incidents such as a high school teenager interfering with grading systems without permission by obtaining computer passwords and hackers entering various sites by breaking passwords reflect the dimensions of cyberbullying and security violations encountered in real life. The film demonstrates the gravity and potential consequences of such attacks as David reaches into the Pentagon's military mainframe, revealing the threat of nuclear war. *WarGames* discusses cyberspace's potential risks and impacts, addressing critical issues such as cyberbullying and vulnerabilities, and emphasizes the seriousness of these issues.

Perfect Blue delves into the social impacts and limits of modern media and digital communication. Towards the end of the 1990s, with the spread of the internet, digital communication platforms began to gain an

important place in social life with new tools such as social media and virtual reality (Reed, 2018; Brown and Duguid, 2017). *Perfect Blue* examines the effects of this new digital world on human psychology and social relationships while also addressing modern social issues such as cyberbullying. The film reflects changes in Japanese society and the worldwide media and communications environment in 1997, the time of the film's release. The film reflects the complex relationship between reality and the virtual world through the interaction between the main character, Mima, her pop star identity, the media, and her fans. This coincides with a period in which media manipulation and image building became increasingly important from the 1980s onwards; the film reflects changes in Japanese society and the worldwide media and communications environment in 1997, the time of the film's release. *Perfect Blue* questions the power and influence of the media by highlighting the differences between the reality and the image presented by the media. Additionally, Mima's exposure to cyberbullying in the film demonstrates the social effects of cyberstalking, a growing problem that emerged with the proliferation of the internet in the late 1990s. This allows us to discuss the impact of digital communication environments on human psychology and emotional balance (Suler, 2016). By examining these issues in depth, *Perfect Blue* questions the digital age's social dynamics and the media's power. *Perfect Blue* deals with modern media and digital communication's social effects, limits, and problems.

Pulse addresses essential themes regarding the rise of the internet and the evolution of digital communications. The film focuses on the events in the mysterious world of the internet, emphasizing cyberspace's potential effects and dangers on people's lives. With the spread of the internet in the early 2000s, the impact of digital communication on social and individual life has gradually increased (DiMaggio et al., 2001; Van Dijk and Hacker, 2003). *Pulse* depicts the challenges of the new communication

technologies that emerged in this period. The film addresses social issues such as cyberbullying, showing security breaches in digital communication environments and how personal privacy can be violated. At the same time, the interaction between the websites and supernatural forces that the characters in the film constantly interact with on the internet also reflect the psychological effects of the digital age on people. *Pulse* reveals the feelings of alienation and loneliness experienced in cyberspace by addressing the digital world's easy and fast information flow and the negativities it brings with it. This allows us to discuss how digital communication affects personal relationships between individuals and the emotional difficulties people experience in the digital world. *Pulse* delves into the complex impacts and consequences that arise with the rise of the internet and the development of digital communications.

Life in a Day reflects the new forms of communication and sharing that have emerged with the spread of the internet and digital technologies. The film came about because people shared their experiences on internet platforms such as YouTube. Reality TV and video, shot at a time when the influence of the internet was growing in the early 21st century, highlights the power and impact of digital media. The film highlights the power of the internet and digital media by showing how people communicate with each other and share their experiences through digital tools. This indicates that virtual life is replacing traditional lifestyles with the effective use of technology. The fact that daily life practices are now widely experienced over the internet is presented in the documentary through various cultural motifs, behavioral models, and traditions. *Life in a Day* emphasizes the importance of social media tools and digital communication by showing how people from different cultures are intertwined in the virtual world and what experiences they share. This indicates that the film increases communication between individuals and enables

people to share experiences and perspectives from different cultures by creating a global community. *Life in a Day* examines in depth the new forms of communication and cultural transformations that have emerged with the spread of the internet and digital media. This helps us understand how digital technologies impact people's lives and change how they communicate.

(ii) Social Media and Virtual Communities

Social media and virtual communities are often depicted in films as highlighting the power and impact of technology (Messinger et al., 2009). These platforms influence how characters communicate, exchange information, and form emotional bonds. Particularly in youth-oriented films, social media and virtual communities are often shown as essential to characters' social lives (Archer, 2022; Gürkan and Kayran, 2023). Characters find friends, maintain relationships, and share their daily lives online. However, some films emphasize the disconnecting effects of social media from the real world and its addictive potential (Prado, 2016; Vaidhyanathan, 2018; Gürkan and Kayran, 2023). For example, the characters' constant checking of their phones and their efforts to shape their identities through social media are essential examples of the effects of social media on individuals' behavior. Virtual communities, on the other hand, are often depicted in movies as online groups of individuals who come together around a specific purpose or interest. (Ridings and Gefen, 2004; Song, 2009; Parks, 2010). These communities provide an environment where characters find support, share information, or discuss common interests. However, some movies emphasize that virtual communities can be dangerous or harmful. For example, it has been shown that negative behavior such as radicalization, planning of criminal activities, or cyberbullying can be encouraged within virtual communities. In this way, social media and virtual communities are often depicted in a complex way in films. The risks and adverse effects of

these platforms are considered even as their influence is acknowledged.

Since *WarGames* takes place in a period quite different from the current meaning of the concepts of social media and virtual communities, it is impossible to see these terms directly in the movie. However, the film's theme of communication and interaction through computers is quite evident. The film takes place in the early 1980s, when computers were rising and communication and interaction between computers were still developing. The main character hacks into computer systems and interacts with various computer systems, eventually encountering a simulation program that leads to a worldwide crisis. The movie *WarGames* can pioneers the concepts of communication and interaction underlying today's social media and virtual communities. The film offers perspective on how computer communication can play a central role in people's lives and what this communication can trigger. *WarGames* is the first to examine the basic concepts that paved the way for the emergence and development of social media and virtual communities.

Pulse deals with the isolation and loneliness people experience as they try to connect through the internet. While the main characters communicate in the virtual world, they struggle with loneliness and isolation in the real world. This reflects the paradoxical situation today with the increased use of social media. At the same time, the film addresses how cyberbullying and virtual threats can arise and how people can become vulnerable in the digital environment. The main characters receive threatening messages in virtual communities and encounter frightening beings in the virtual world. This highlights the vulnerabilities of social media and virtual communities and the dangers individuals face on these platforms. Additionally, the film deals with how people hide under different identities and masks in the virtual world and lose their authentic selves. The main characters conceal their identities by creating different

personas online. This reflects how social media influences how people present and express themselves and the complexity of establishing identity in the virtual world. Finally, the film also addresses the effects of technology on society. It shows how human relations and communication styles have changed with the widespread use of the Internet. This reflects how social media transforms people's social interactions and social dynamics.

Life in a Day highlights the power of social media and virtual communities, showing how people communicate with each other and share experiences through digital tools. Platforms like YouTube allow people to showcase their lives digitally and enable them to speak with a broad audience (Burgess and Green, 2018; Cayari, 2011). *Life in a Day* shows what a day is like by compiling videos posted on YouTube by users worldwide. This reflects how people come together and share experiences in the virtual world. At the same time, the film shows how people from different cultures share their experiences and lives, highlighting how social media increases cultural diversity. But the film also examines how people feel in the digital world and how that connection affects genuine relationships. While people can reach millions on digital platforms, they must also pay more attention to their real-world relationships. This reflects how social media has changed how people interact and communicate socially, sometimes with negative consequences.

(iii) Privacy, Security, and Surveillance

The concepts of privacy, security, and surveillance are generally discussed together with the development of technology and social changes in cinema (Marx, 2004; Richards, 2013). Many films treat these concepts differently, showing viewers the effects of technology and society on privacy and security. Especially with the rise of the digital age, these concepts have become more complex and have been extensively discussed in films (Spracklen, 2015). Films often question personal boundaries by showing technological tools and surveillance

systems that violate privacy. At the same time, the concepts of security and surveillance are also used to criticize societies' increasing security measures for reasons such as the fight against terrorism and practices that restrict the freedom of individuals. Such films allow viewers to question the balance between protecting privacy and security and surveillance and control.

WarGames addresses issues of privacy, security, and surveillance by relating them to the social and technological dynamics of a particular period. The film has a story set in the shadow of nuclear threats during the Cold War and deals with surveillance and security breaches through computers. *WarGames* questions the effects of technology on human life by addressing privacy, security, and surveillance. The film takes place during the Cold War in the 1980s and reflects an atmosphere under the shadow of the danger of nuclear war. The main character, David, travels through cyberspace via computers, infiltrating military systems and taking control of a program that simulates atomic war scenarios. This is an example of how privacy and security can be violated with the advancement of technology (Klitou, 2014; Nissenbaum, 2020; Solove, 2004). David's action as a hacker highlights the vulnerabilities of security systems and the vulnerability of military infrastructure. Additionally, the main characters' opposition to the government's monitoring and surveillance systems emphasizes protecting individuals' privacy and personal freedoms. David's hacking of computers and navigation of cyberspace shows how technology pushes the boundaries of privacy and how individuals' data can be compromised, serving as a warning of security concerns and potential misuse of surveillance systems that is still valid today.

Perfect Blue examines the concepts of privacy, security, and surveillance, combining them with the theme of psychological tension and virtual reality. The main character, Mima, transitions from a pop star to an actress, and her life is followed online. The violation of her privacy, the endangerment of her security, and

the constant feeling of being watched threaten Mima's mental health. The film shows Mima experiencing increasing paranoia and anxiety as an impersonator imitates her in a virtual reality world. Security and surveillance are one of the essential elements of the film. Mima's belief that a follower is following her and the blurring of the boundaries between reality and virtual reality shakes her sense of security. The film prompts the audience to think deeply about security and surveillance as Mima questions herself and reality. Mima's life is constantly monitored and manipulated through the internet and other digital platforms, highlighting the importance of security and privacy issues. *Perfect Blue* combines privacy, security, and surveillance issues with the story, making viewers question the effects of technology on human life. These concepts are examined in depth, together with the experiences and inner worlds of the characters in the film and draw attention to the dangers brought by modern technology.

Pulse examines the concepts of privacy, security, and surveillance under the influence of modern technology. The film takes place under the shadow of the rise of the internet, and the main characters struggle with the frightening beings they encounter in the mysterious world of the internet. Concepts of privacy and security deepen with the threats the characters in the film face online. In particular, exposure to cyberbullying and invasions of privacy increases characters' security concerns. The film highlights the importance of privacy and security issues by showing the potential effects and dangers of the digital world on people's lives. *Pulse* also deals with surveillance, another threat that the characters in the movie face in the cyber world. Realizing their online interactions and digital footprints are being tracked, the characters feel they are constantly under watch, which increases their feelings of insecurity. The film offers viewers deep thought by showing how technology affects our daily lives and puts individuals' privacy and security at risk in the digital world.

Life in a Day presents the concepts of privacy, security, and surveillance to the audience from a different perspective. The film examines how people share their daily lives using the internet and digital technologies, and how this affects their privacy. The film shows how platforms such as YouTube create a community through people making and sharing videos, recording and disseminating daily life in digital environments. The concept of privacy is clearly presented in the film; characters record and share their intimate moments and emotional experiences but the boundaries are imprecise. People worry about how their videos will be used and how to protect themselves on digital media platforms. Additionally, the characters in the film realize how they have become part of digital surveillance by observing how other users monitor and evaluate their posts. *Life in a Day* shows the effects of the digital age on privacy, security, and surveillance. It shows how people connect through technology and how these connections lead to privacy and security concerns, provoking viewers to consider the challenges and risks faced by individuals in the digital world.

The films focus on the increased surveillance and privacy concerns in today's digital age, with the proliferation of the internet and social media. They examine the effects of technology on privacy and security by showing digital tracking and manipulation of personal data. The increasing complexity of privacy, security, and surveillance represented in film reflect the evolution of technology and society.

Conclusion

The films examined are essential in that they depict the evolution of digital culture over 40 years and its effects on individuals' lives. These films approach the concepts of cyberspace, cyberbullying, communication, social media and virtual communities, privacy, security, and surveillance from different perspectives. They share some similarities. Regarding cyberspace,

cyberbullying, and communication, the films deal with the effects of modern technology on interactions between people. While *WarGames* discusses the potential military and strategic aspects of cyberspace, *Pulse* and *Perfect Blue* highlight the darker aspects of the internet, particularly cyberbullying and invasions of personal privacy. *Life in a Day* reflects the role of social media in today's digital age, where people share their experiences and communicate over the internet.

Regarding social media and virtual communities, the films address how people interact and form communities in the virtual world. *Perfect Blue* emphasizes the impact of social media on individuals as the main character spends part of his life in the virtual world. *WarGames* and *Pulse* show how online communities are created and interact. Regarding privacy, security, and surveillance, each film addresses how safe individuals feel in the digital world and how much their personal privacy may be violated. *WarGames* shows how individuals' data can be compromised. *Pulse* and *Perfect Blue* highlight the practice of surveillance and monitoring over the internet. *Life in a Day* discusses how open people are in the digital world and how much they can protect their privacy.

These films depict cultural and social change through these concepts, depicting the challenges and opportunities of modern technology within their periods. These narratives emphasize the importance of cyberspace and digital communication in our lives and show the difficulties and possible dangers people face in the digital age; at the same time, they reflect the impact of technology on social dynamics by showing how people interact in the digital world, create communities, and establish relationships across these platforms.

While these films deeply examine the effects of modern technology on social and cultural changes, they address the human experience and the complexity of the digital age through concepts such as cyberspace, cyberbullying,

communication, social media and virtual communities, privacy, security, and surveillance. The films highlight cyberspace's potential effects and dangers on people's lives. They show how cyberspace is changing how people interact and communicate and how the evolution of technology shapes it. They discuss the effects of cyberbullying, which emerged with the spread of the Internet. The threats, harassment, and hate speech that characters face on online platforms reflect the real-world consequences of cyberbullying. The films also address how digital communication and technology are changing and transforming communication

between people. They show how the Internet and social media increase interaction between people and change communication dynamics. They show how people create communities through social media platforms and interact in digital environments. They reflect how characters interact across online groups and communities and form relationships in the virtual world. Finally, the films discuss privacy violations, security concerns, and surveillance practices brought about by the digital age. They show how safe the characters feel in the digital world and how much their personal privacy can be violated.

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