

The 'argus-phenomenon' originates from a dislocation of within and beyond the panopticon. It is the panopticon in an ambient mode. The argus-phenomenon can accordingly be understood as the 'dislocated state'. It is the state extended within and beyond centralisation. It is unstably un/political: money & riots.

Under these—emerging—conditions, the democratic polity can subsist, in a sustainable way, only if the state is each one of us. Which means the end of sovereign states. Likely, sovereignty is the rogue: the reformulation of private property rights held fundamentally against the rest of the world (jus in re).

The politicisation of the person—i.e., the citizen—entails that we are obligated by relational empowerment. This empowerment includes the relation between the **virtual** and the **actual**, runs though us and affects the sense in which we can be ourselves. A politico-spatial competence in locating the unknown.



virtual actual

The spatial workstation transforms our notion of the computer: A) because a spatial competence hatches within the digital; B) this spatial competence will move aspects by we intercept the spatial affordances of our life-space; X) the two superposed will be able to transpose the unknown unto the local.

The mathematical form of this triangulation is /A + Bi = X/. It is the formula of transposition of the unknown from the immersive to the local modality, and its introduction into what will be called the 'interceptive field'. It constitutes a shift of attribute from the ambient to the readable unknown: to be revealed.

The unknown X—in its mathematical definition—is the vectorial sum between virtual and actual space. Which means that it appears at the interstice between the two. X is unknown in the sense that e.g. contamination is part of its inherent possibilities (fact), but also finding a way to live with it (potential).

In other words (as one would expect from the superposition) the unknown is actual and virtual at the same time: which means that it will shift between revealing itself as actual and virtual—between the factual and the potential. And that which one it is will be affected by the way we conduct our lives.

It will determine our approach to the local vs. immersive ratio in the way we design our A) virtual and B) actual spaces: in other words, this ratio will be determined by X) their vectorial sum. This management—by design—is what I mean by the expanded notion of the spatial workstation I am working on.

If our aim is to maintain the unknown (X) in its local mode—close to its readable attribute—the ratio between the immersive and local, in actual and virtual space, will in turn determine a ratio between the actual and the virtual that will allow the unknown to be local: that is, in some sense, to live with us.

What is different now—from before the corona-crisis—is that the unknown has become resident. Which is why we had to change our way of life overnight. The environmental crisis is not local, but ambient; the need to become local, or resident, is anticipated and postponed—part of the global powerless.

Paradoxically, the covid-19 pandemic could be used as a turning-point in the life on planet earth, in the development of environmental empowerment (if, indeed, it still is possible). It may start with the deconstruction of the argusphenomenon. Which is the emergence of the global view-master: the watch.

The argus-watch is presently what we should understand as the phenomenology of the Internet. We can contribute to change it by designing alternative viewing and listening conditions. By viewing and listening everywhere at the same time, we are locating the unknown, and we are made powerless.

On the contrary, the unknown (X) is categorised by its ambient attribute, and the mode of our immersive reality on planet earth, is currently powerlessness. It is not as though it is rigged, or alternatively that people are not knowing what they are doing, but a situation where intention grows from bare activity.