

Posthuman

Ray Kurzweil, computer scientist from MIT and executive at Google, in 2005 published a book called *The Singularity is Near*. This book contains predictions of technological explosions, especially in the field of artificial intelligence that makes the integration of human and computer intelligence. According to Kurzweil, in 2020 computers will be able to emulate (simulate) the workings of the brain; 2029 computers match human intelligence; 2045 a singularity will occur. What is meant by singularity is the condition when humans and machines are indistinguishable.

In his book, Kurzweil divides the development of the universe in 6 eras of information evolution. First, physics and chemistry. At the beginning of the formation of the universe, information is stored at subatomic levels. Second, biological. With the formation of the earth, information is stored in the DNA molecules of living things. Third, the brain. The evolutionary process gives birth to increasingly complex creatures, with the ability to process and store information in the brain. Fourth, technology. Humans are able to create information technology from manual to digital. Fifth, human and intelligent technology combine: biology and technology combine to produce super intelligent beings. Sixth, the era when super-intelligent superior beings expanded throughout the universe.

From the division made by Kurzweil, we are currently in the fourth phase. This phase is often referred to as the posthuman era, namely the era when humans combine themselves with technology which is human creation. In the beginning, technology was created by humans to overcome human physical limitations. Through technology, problems can be resolved quickly and precisely. The technology is increasingly clever, so that it can know, read and predict human desires. Machine technology works like a human brain, even the technological capabilities are increasingly intelligent so that it can exceed the capabilities of the human brain. Many human jobs are then replaced by machines. Smart technology is now an everyday reality, such as smart phones, smart-TVs, smart-cars, and various other smart machines.

This posthuman era has serious implications in the field of communication. Humans today are inseparable from smart machines for carrying out daily living activities, from

searching for information, searching for addresses, looking for mates, dealing with traffic jams, shopping, banking, health, and so on. The topic of posthuman was discussed at the 2nd Indo-IGCC international conference held by the Ministry of Communication, Faculty of Social and Political Sciences, University of Indonesia. This conference discussed the topic *From Humans to Posthuman: Mode of Communication and Production*. This conference was held on 11-12 July 2018 at the University of Indonesia Campus, Depok. Most of the articles in this JKI edition were taken from this conference.

Sari Monik Agustin discusses the impact of posthuman on the human body. According to Agustin, with existing technological innovations, the body can be changed and reconstructed like replacing engine parts. In this digital era, the body can be transformed into a non-material and reconstructed form. Julianne Indah Rachmawati and her colleagues discussed tourism that changed after the presence of technology, especially social media. Through social media like Youtube, traditional ceremonies can be constructed in a certain way and distributed to the public. People can take part in ceremonies like they are seen in person. Novlyanti Rizkita Putri analyzes the impact of social media presence on political campaigns. This paper reviews the impact of using social media on voter political knowledge. Umami Salamah & Muhammad Rahmat Yananda discussed the application of technology in the development of smart cities. Dini Ratnasari & Hendriyani discussed the topic of digital libraries.

Other writings, see posthuman from a critical perspective. Muhammad Beni Saputra discussed the negative impact of posthuman on the spread of conspiracy beliefs. Through the speed of the internet, lies can be created and trusted by many people. Putri Surya Cempaka & Haryatmoko discussed the conditions and practices of hyperreality among Dota 2 online game players. Using a critical perspective, this paper analyzes how technology reduces human common sense because it believes that technology has taken over human functions.

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