



# ON FINISHING MACHINES

**How do we know when something is finishing?**

1. Allowed us to develop a visual language that simulates real-world shifts in attention.
2. Allowed us to study the cognitive load caused by perceptual experience.
3. Absorbed by so-called 'thinking machines'; new tools that engage instantly with changes in our central nervous system.

1. Allowed us to develop a visual language that simulates real-world shifts in attention.

2. Allowed us to study the cognitive load caused by perceptual experience.

SCENE  
MISSING





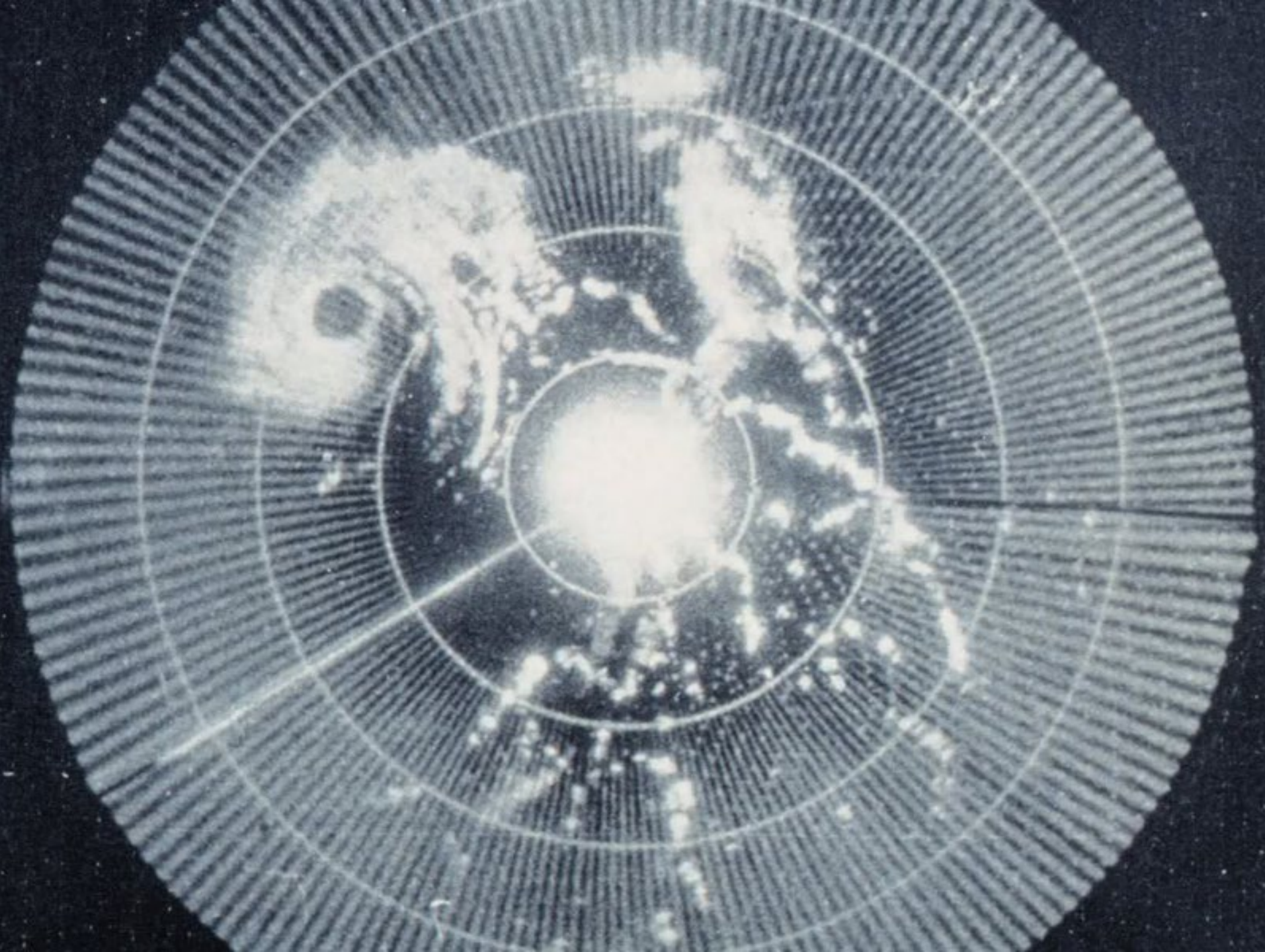
2. Allowed us to study the cognitive load caused by perceptual experience.

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3. Absorbed by so-called 'thinking machines'; new tools that engage instantly with changes in our central nervous system.















1. Allowed us to develop a visual language that simulates real-world shifts in attention.
2. Allowed us to study the cognitive load caused by perceptual experience.
3. Usurped by so-called 'thinking machines'; new tools that engage instantly with changes in our central nervous system.

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