

# Mind

## Management of perception.

Social Psychology.

According to the United States Department of Defense:

Technique which covers actions consisting in providing and / or camouflaging selected information and clues to foreign audiences so as to influence their emotions, their motivations and their objective reasoning.

This military doctrine was invented by the US military.

It is taught to students of American military schools, but also to those destined for foreign and domestic intelligence (CIA and FBI) or diplomacy.

This doctrine was identified in France by Yves-Michel Marti (Egideria firm specializing in economic intelligence) and Christian Harbulot, director of the School of Economic Warfare, who speaks on this subject of an underground process.

The following points are part of the perception management strategy:

Preparation - Have a well-defined goal and know what ideal results you want from people.

Credibility - Make sure your information is consistent, reasoned.

Use expectations or prejudices to increase your credibility.

Multi-directional Support: Have multiple arguments and fabricated facts to reinforce your information.

Centralized control: such as a propaganda ministry or a dedicated office.

Security: The nature of the deception campaign is only known to a few.

Adaptation: The campaign of deception adapts and changes whenever necessary over time.

Coordination: The organization or ministry of propaganda is organized according to a hierarchical model in order to maintain a consistent input and good synchronization in the dissemination of information.

Concealment: Any information contradicting the official version must be destroyed.

False Statements: Fabricate the Truth.

Related articles:

Power strategy

Information war

Intelligence

Subversion

Psychological manipulation:

However, it remains poorly understood despite the many experiments carried out and concepts developed

(social influence, social engineering, voluntary submission, domination, propaganda, moral harassment, etc.)

Quote: Manipulation consists in constructing an image of the real which appears to be the real.

Manipulation is part of the daily life of civilizations like the modern West where power systems, conflicts of interest, power struggles are omnipresent: it develops from self-awareness, language and the hierarchy of society that produce a large number of interactions and which everyone wants to take advantage of.

It is a learned skill, which forms part of the culture, and which some use in personal or professional life, positively or negatively, consciously or unconsciously.

In such a civilization, any communication can thus be a form of influence or manipulation.

There is a whole range of methods ranging from cunning, an action that can be perfectly legitimate, to the most degrading forms of psychic manipulation, including all kinds of lies.

Manipulation as a scientific concept is mainly studied in social psychology and philosophy.

Mental manipulation induces a power relationship which results in the psychic control of a person.

More precisely, it is: the modification of the mental state of an individual by another in order to make him do something.

Which can be summed up in fabricated consent.

In the field of social psychology, we speak of conditioning, a word that appears in the nineteenth century, and developed as a result of the work of Pavlov.

Since then, and by extension, conditioning represents the mental or psychic conditions necessary for the performance of a behavior.

Fabrice d'Almeida classifies the different types of social conditioning in relation to free will:

### **Audio-visual example.**

**New York Season 20 Special Unit Episode 21 -> Linguistic exchange.**

**This season is rather substantial in terms of references!**

In the 1970s, the terms suggestion, brainwashing or psychic rape went out of fashion, it was then the idea of mental manipulation that was associated with cults: if previously the force of suggestion seemed sufficient to organize a sect, from the 2000s it is the techniques of manipulation that are put forward.

Other terms will be coined:

Psychological subjection by French law or kidnapping of souls by ethnopsychiatry.

But mental manipulation that did not exist in the nineteenth century may just as well disappear in the twenty-first.

## **Subliminal messages.**

A subliminal message is a stimulus embedded in an object, designed to be perceived below the level of consciousness.

As early as the 1950s, the development of cinema and television would have been an opportunity to test a method of mental manipulation based on the insertion of a subliminal image, that is to say so briefly present that we cannot consciously perceive it. The theory being based on the fact that the unconscious would nevertheless keep a trace of it, pushing to act thereafter in a predetermined way (as for the purchase of a specific product, for example)

The image should be simple and unambiguous.

- + Message backwards
- + Stroop effect
- + Subliminal advertising
- + Subliminal perception

In cinema, 24 images scroll per second.

By inserting an image out of context (promotional, for example), the latter will only be displayed 0.04 seconds and therefore cannot be consciously perceived by the viewer but can be recorded by the brain anyway, studies showing in particular that 'a subliminal stimulus can attract attention.

Some horror filmmakers have used stealthy images, superimposed over the original images, to reinforce the dread effect (eg the image of Pazuzu in the lengthened version of *The Exorcist* by William Friedkin)

Danny Boyle also used it in his film *Sunshine* by showing at several points in the film (entering Icarus and when Capa asks the on-board computer how many people are on board) pictures of the previous crew smiling and then the commander of the same crew.

The technique is evoked and implemented in the fiction of the film *Fight Club* by David Fincher.

Indeed, the character of Tyler Durden played by Brad Pitt appears furtively four times at the start of the film (at 3:57, 6:04, 7:15 and 12:06)

Likewise, the last frame of the film (2 h 10 min 40 s) consists of a subliminal image: it is, as in Ingmar Bergman's film *Persona*, of a penis

in reference to the fact that Tyler himself inserts obscene subliminal images in the films for the family which he projects.

The subliminal message can be audible, barely audible, or understandable only by speeding up or slowing down the tape's running speed, for example one of the music from the soundtrack of the game Final Fantasy VIII (Force Your Way) has on track background a reference to the film Psychosis.

Certain sounds like binaural beats have been suspected to act in unusual ways on the psyche of their listeners and can therefore be considered to be close to subliminal messages.

An even more contentious case is that of backwards messages.

Indeed, it is not proven that the brain can decipher a message backwards, in particular because of the consonants: for example when one pronounces the syllable "té", one has a sudden expulsion of the air causing a percussion effect, in reverse, we have on the contrary a suction effect. As a result, it is absolutely not obvious that a reverse message has subliminal power.

The subliminal message can be audible, barely audible, or understandable only by speeding up or slowing down the tape's running speed, for example one of the music from the soundtrack of the game Final Fantasy VIII (Force Your Way) has on track background a reference to the film Psychosis.

Certain sounds like binaural beats have been suspected to act in unusual ways on the psyche of their listeners and can therefore be considered to be close to subliminal messages.

An even more contentious case is that of backwards messages.

Indeed, it is not proven that the brain can decipher a message backwards, in particular because of the consonants: for example when one pronounces the syllable "té", one has a sudden expulsion of the air causing a percussion effect, in reverse, we have on the contrary a suction effect.

As a result, it is absolutely not obvious that a reverse message has subliminal power.

Manipulation through anguish and violence:

The basic principle studied in the 1930s holds that an individual in a state of fear would exhibit the most primary and therefore the most predictable escape and avoidance reactions.

The complex functions of the brain, not offering an immediate solution, would be deactivated, making the individual manipulable in a situation of extreme anxiety.

The terrorized subject like the animal pursued by the hunter could not avoid the traps that are set for him.

Chemical method:

The use of high doses of antidepressants and sedatives or certain drugs would, according to some, have the effect of limiting the subject's cognitive and discriminating capacities, enough to condition him.

A romantic or science-fiction literature evokes the possibility of conditioning the individual thus drugged, without him keeping track of the information or the conditioning carried out.

Various totalitarian regimes have nevertheless used chemicals to put their victims in a state of fear and suffering or as part of torture.

### **Categories:**

Consciousness  
Human communication  
Media Perception

Pedological Art.

Gif [gph.is/g/apKzK8O](https://gph.is/g/apKzK8O)

- *1 second ago*

[Ask me](#)

veronicaindream.space

