

Click to have an orgasm

In the year of 1971, from a small cubicle in the *Defense Research Projects Agency (DARPA)*, Ray Tomilson sent, for the first time in history, a text message via a network. We have no record of the content of this first email, but as we all now know it was a death sentence for all those stamps, papers, envelopes and letters hiding in his desk drawer. Not only did it just digitalize a mountain of paperwork but at the same time virtualized a tiny fraction of our lives. An act. How few occasions remained when we would go through the physical act of licking a stamp and sticking it onto a letter, even though we carry on earmarking time to send words at a distance.

Over the next 40 years we have digitalized a series of things which until then we only touched: money, Cd's, books, images... aside from tools and ways of socializing. It may not seem very obvious; but the whole time we physically dedicate to carrying out these tasks we are immersed in a computer connected to Internet (yes, maybe your bum is still on the chair, but your consciousness is completely inside the machine). Little by little, without realizing, we are transforming our lives into 1's and 0's, migrating our existence into the inside of a small gadget we carry around in our pocket.

If communication, work, leisure and culture are becoming virtualized, what then is happening to sex? I don't think we want to abandon it on the wayside, do we? At the moment we have access to all the pornography in the world, but is there a single programmer who has decided to create a platform simulating its practice?

Of course.

In the same way that millions of individuals use the virtual world to turn themselves into pilots, doctors, wizards, elves or warriors who live the most amaz-

ing adventures firsthand, others have decided to fuck the princess instead of killing the dragon. They cross skies and mountains looking for the ideal place to materialize their sexual fantasies; a classroom, the local mechanics, a paradise beach. They also define who accompanies them in detail; given that one of the advantages of virtual simulators with respect to the real world that they are reproducing, is the possibility of modifying any variable. We can define to the millimetre the length of our penis or the diameter of those erect nipples, or the colour we wish our skin to be and the exact number of freckles we find on the other person. Moreover, we can choose the age of the people created and thus mixing all the ingredients we construct our desired Lolita.

Once all the pieces of the game are defined we can put in practice what we imagined in the dark, with absolute control over what happens. Dressing and undressing with great care, starting with two kisses to the feet, or straight to a blow job on the table. The buttons, the dialogues and energy bars help us to control the intensity of the movements and most suitable positions, keeping in mind the level of excitement or incorporating the necessary sex toys (previously designed by the participants themselves).

This makes the 100 postures of the Kamasutra look like small stuff. The users can fashion their own contortions and then share them on the Internet so that others may use them. Likewise, they can share the local delivery men, the MILFS or the Lolitas they have created and invite them to the next fantasy we have in mind.

Without doubt, one of the most used options is that of seeing the scene from any angle, with a virtual camera. We can capture images using screenshot or shoot video clips if the action or moans move us to it. There are those who then edit this material to create their own previously scripted porn movies. Others make sketches of the photos to construct graphic novels.

All these simulators were born four days ago; we are still living in the Jurassic age. The experience proffered is still a long way off from what the physical world is offering. But still, I think headway is being made, this is just the tip. If, one day, we manage to virtualize every one of the five senses that nourish our brain and implement artificial intelligence into the various characters, perhaps the differences between that which is virtual and that which is physical will disappear. It is already possible to alleviate pain through electrodes connected to the head, so why not, one day, give someone an orgasm? Will the concept and practice of sex suffer a transformation as deep as that suffered by all that we have managed to digitalize up until now?

I don't exactly know what will happen, but when I retire maybe I'll be fucking more than now.