Abstract

The interest of this test is the environment where the body is subjected by external technical control to produce particular, usually repetitive, responses. For the development of the investigation I focus on the repetition generated in some work areas, which allow the acceleration of actions and therefore higher production results. These jobs are usually related to products or services directed to the masses, so the market competition, technological development and the great influx of consumers increase the repetition of actions by the laborers. Since one of the themes that I approach is the market, I will try to show some factors that make possible the ideological consolidation of discourse of economic development as the only way of socially evolve. In this way, and by my personal experience, I describe how an employee is accelerated in his workplace, considering that this situation on the employee conditions him, and conditions his entire environment. To give testimony of this conditioning I describe how the work environment is reflected in what would generally oppose work. Entertainment, the video game industry aimed at the masses. Where the market has managed to reflect itself within cultural expressions such as video games category "Time management."