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Media as a Simulator of the Real World and Correction in the Post-Truth Era

——Analyzing the New Paradigm in the Era of Digital Civilization by Taking Sora as an Example

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Abstract: Media mediate people’s relationship with the objective empirical world and thus the question of “truth” has been raised as a meta-value issue. In recent years “post-truth” has become a buzzword under the influence of social media empowerment and personalized distribution of media. This paper argues that “post-truth” is actually a unique product of the current era under the rupture between human civilization and technological civilization and this phenomenon should be viewed from the perspective of media evolution. Taking the intelligent video generation application Sora as an example this paper looks at how Sora as a simulator of the real world contributes to the reorganization of social connections and communication power structures from the perspective of the interaction process analyzes the impact of media connections on authenticity and post-truth and finally proposes a new approach to the realization of the “Golden Age of Consensus” in the new era of digital civilization through the inter-construction of media technological and social domains.

Key words: Post-truth Generative AI Sora Third Space Social Consensus

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