

Concretization of Integral Reality Theory with the Video Assistant Referee System: Analysis of The Football Competitions of Metropolitan Municipality Erzurumspor, One of The Sportoto Super League Teams, within The Season 2018-2019.

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Abstract

Video assistant referee system is the name of a system which the referee is warned in doubtful situations by other referees who watch the game from various technological cameras during a football game. In this system video assistant referees warn the referee with headphone after analysing the position in detail with high-tech cameras and the referee analyses the position (if he wants) by watching on a monitor on the touchline and decides. Jean Baudrillard, one of the most significant thinkers of the twentieth century, thinks that the system produces various technologies on behalf of goodness with integral reality discourse which has a theoretical qualification and these technologies are seemingly useful for the people however in reality the system patronizes everything, and humanitarian qualifications are destroyed. This study aims to contribute to a better understanding of integral reality which contains abstract discourses with video assistant referee system which contains concrete perspectives. Within this scope, football competitions in which Metropolitan Municipality Erzurumspor one of the Sportoto Super League teams played in 2018-2019 season, in Turkey has been examined.

Key words: Integral reality, Illusion, Video Assistant Referee, Metropolitan Municipality Erzurumspor.

INTRODUCTION

Jean Baudrillard, known worldwide by his simulation theory, claimed that after classifying reality at various levels, everything would surrender to integral reality in the final stage. The thinker who sees symbolism, secret, face to face communication, nothingness, local and illusion as particularly valuable, considers integral reality, mass media, virtuality and the things reaching global scale, as extremely dangerous for humanity. While writing, the thinker (20) who produces abstract discourses rather than an experimental sociologist, has no concern for intelligibility. Considering that even existing sciences serve the reproducibility of the system, Baudrillard was highly sceptical in the way that the new capitalist system put forward the integral reality and its associated components.

Technological developments are viewed as inevitable transformations either by critical or by the logic of technological determinism. Baudrillard, on the other hand, considered technological developments from an ironic point of view beyond an optimistic/pessimistic point of view; he stood against these technologies with a unique challenge. The existing system and all components of the system are programmed to eliminate the human value system (culture, morality and so on) and its inherent features (the most important is the illusion) by producing various technologies. Camera and camera systems (for example video assistant referee application) have been revealed with the discourse that it will help the benefit and well-being of the general and prevent injustice but the illusion, criticism, excitement, questioning, image, challenge,

dream, communication, desire and spiritual characteristics that exist in human nature have been ignored. The new world system, which has taken the good-evil, right-wrong, useful-useless, etc, with its own codes can play with these contradictions at any time and manage humanity in its own way.

Baudrillard, while presenting the discourse of integral reality, associated various leitmotifs with each other; that is, the discourse of integral reality is not a spontaneous discourse and it has a close relationship with illusion, simulation, mass communication, globality, digitalization, culture, etc. Baudrillard, who created cross-components using ultra formulas, the independent leitmotifs of the dream world, created imaginary ornamental spaces in the discourse of integral reality. The point here is to know the meanings that the thinker loads, not that the system imposes on leitmotifs. Baudrillard, who developed the discourse of integral reality with intrinsic discourses far from the external discourses, claims that the system of image, illusion, culture, contradiction and symbolism was destroyed by the system in a mere world order.

The system aims to keep all areas of life under control. Social, political, economic and cultural areas under the global influence of the new world system that intervenes in all sub-components (communication, culture, sport, art, health, etc.) of these areas, has brought mind and goodness to the forefront. According to the thinker, this mind and goodness is a useful mind and goodness that can be benefited by those who benefit from the system rather than a useful mind that concerns the generality of the humanity. For him believing that the existing system works for the good of all humanity is a sign of stupidity.

The illusion in the present world has been massacred by the system. In this world in which illusion is massacred, humanity, which is completely delivered to reality, simultaneously decides whether something is right or wrong, good or bad, useful or useless, important or unimportant according to the desire of the system (15). What he tries to do in reality is that the effort to tell the system its hypocrisy in opposition to the familiar reference codes. According to him, it is necessary to re-activate the illusion against the discourse of goodness which includes the ready-made form meaning and interpretations that the system tries to direct. Within this scope, video assistant referee application which serves to integral reality, has

eliminated the illusion. What needs to be done is to activate the illusion by retrieving the humanity dimension to reality.

Those who read about Baudrillard may make false inferences when they concentrate only on one side. The reason for this is the difference in the meanings that it imposes on the concepts and the sub-disciplines of each other by drawing new inferences. The thinker has made inferences by examining all aspects of the system created by contemporary capitalism under the auspices of communication, power, culture, society, advertising, fashion, technology, signs and morals. According to him, capitalism is far beyond the usual meanings, and therefore it is impossible to analyse existing capitalism with familiar thought patterns and concepts. The concepts could be used to explain events in certain period of history and historical situations, but these concepts and ways of thinking are expired. To understand current capitalism, non-system concepts must be used (26). Within this context, the thinker used concepts other than the concepts used by the system. Even if he used these concepts, he put different meanings on these concepts. For instance, for him the integral reality concept which provides a theoretical basis for video referee application, means that the elimination of the humanity part of reality and the hegemony of the technological part of reality. 1

According to the thinker's understanding, everything does not have to have absolute positive qualities such as intelligence, moral, usefulness, goodness and etc. (8). Everything in the world must be irrational/immoral/harmful/evil to the some extend. In the same logic to make everything absolutely visible and obscene disrupts the natural beauty of privacy and secret. People sometimes should not see, hear, feel, be mistaken, forget and not reach everything absolute. Human being is an incomplete creature by nature. The only being that is absolute is God. The system that tries to reach the absolute claims to be equivalent to God since everything that is absolute (power, morality, knowledge, mind, goodness, etc.) is in God. As it is known, 17th and 18th century Western ontology, based on humanism and enlightenement thought,

¹ For example, while the concept of "reproduction" means rearranging of production conditions in state centric case (Marx, 2015: 711), Baudrillard used this concept as constantly running of everything for the progression of system and consumption system which takes place of the production system.

rejected metaphysics and directed to absolute reason and this love for absolute mind overturned human values. As a result of reaching the absolute effort the position of God and religious changed from the determining to be determined. The system, which loves to cross the God with the absolute mind, believes that it has accomplished this with the technology it has developed. If that can be said, video referee application attempts to be identical with God, making everything absolutely visible.

According to the thinker, the main reason why people invent intelligent technologies (machines, robots, cameras, computers, etc) is because they give up hopes from their own minds or are crushed under their frightening and unnecessary minds (8). The system wants goodness to dominate the world through these technologies, but the world is a place of goodness as much as badness. Therefore, trying to disrupt the natural balance of the world, that is to destroy evil, causes goodness to lose its meaning. All world understandings that try to dominate reason and goodness can face disasters at any time.

It is not illusion but integral reality that drives humanity to disaster. In the same logic, while it is possible to find solutions to the uncertainties caused by deficiencies, it is not possible to correct the uncertainties due to redundancy (24). In the current situation excessive eating, excessive multiplicity, extreme reality, excessive disclosure, excessive freedom, lack of privacy, technological imagery, loss of thought and transcendence of identity are all around us. While previous societies were happy with poverty and slavery, we are unhappy in the liberal world where everything is abundant (4). However, this abundance and liberal logic put people into coma; it contains and understanding of abundance and logic without reality. While humanity could resist the dominant structure and exploitation in times of reality, it can indulge in abundance and technologies that have taken over human responsibilities. Although technological advances in the world have emerged with the discourse of making good prevail, these technologies bring exclusion. If the abstract discourse is adapted, the number of unemployed people in this sector will increase as the cameras become more technologically perfect.

The system that has taken everything under the protection of economic, social, cultural and technological sense, presents all the actions taken against the order it has formed with the label of

terrorist act. The concept of terrorism has exceeded its known meaning. The actual terrorist acts have decreased, but the technical failures resulting from external interventions have been called terrorist acts. All obstacles that disrupt the sustainability of the system in any sport event, are considered terrorist activities. It is demonstrated as a huge disaster that video assistant referee application has failed to do duties during a football game and demonstrated as a terrorist act that the system functioning is hindered by external interventions.

Desire for global hegemony, keeping the technology and communication under control, the system has acted with the promise of developing other societies and it has done things incompatible with goodness. Western Civilization, which acts with the discourse of development, carried not only technology but also its ideology to the places where it founded its hegemony. Baudrillard made the analogy of democratic decay to all that the West put forth in the name of goodness; in fact, it is within the meaning of evil (7). Video referee application is a technology that carries a holistic reality ideology in the background of the subject produced by the system under the name of goodness. In this technology in which the deconstruction of human qualities is aimed, it is said that everything is done in the name of goodness; the illusion in human nature is being tried to be destroyed. The elimination of illusion simultaneously means the disappearance of human qualities such as thought, imagination, image, temptation, fantasy, thought and etc.

The path to integral reality:

Baudrillard's reference to the truth and truth itself, man, nature, reason and world time reached a certain period of time, which is not definite, but the truth and references had already gone away. The image of illusion was part of human life in times of natural balance of speed and time (5). However, the reference systems first began to change slowly and then rapidly. Copying, industrialization, simulation and ultimate integral reality; it has made humanity accept a system which it desires by disabling imagination, conflict, desire, coincidence, stage, fantasy, image and illusion.

We can express the appearances presented by simulation as reality as simulacra. According to Baudrillard, simulacra object-free model-free appearance that does not correspond to any model and object; image and object that finds its objectivity

in virtuality; is the view that is the truth itself (5). We have come across four different simulacra stages from enlightenment to the present days. These stages are as following:

“-Replicating the shape of the classical period from Renaissance to the Industrial Revolution

-Dominant form of industrial production

-Dominant form simulation in the current period determined by the code

-Integral reality that breaks all connection with reality” (23).

The copying/replication period refers to the law of nature value, the production period refers to the law of commercial value, the simulation period refers to the law of structural value, whereas the integral reality period does not refer any law of value. Objects that differ from their reality in the copying phase; mass production in the production phase; mass media and technological tools where codes are dominant during the simulation phase; In the integral reality phase, there is virtual and digital reproduction of communication tools and technologies. In this virtual and digital reproduction, the whole relationship of reality to illusion has vanished, and the system has made cyclical absolute validity everywhere (8). In the period of integral reality, where codes, indicators, and models spread continuously in series, technology pushed the image out of the picture by fractal and viral spread. Baudrillard thinks that the death of illusion did not occur in the simulation period but in the integral reality period.

Baudrillard describes the image as perceiving, evaluating, and interpreting an event by sense organs without any direction (14). If the image of classical value is considered to be two-dimensional, it should be known that there is illusion in such images. The massacre of the image is the work of adding the new dimensions to the image by disrupting the illusionary quality of the image. According to Baudrillard to make new additions to something does not mean that something becomes perfect and good on the contrary, it harms its nature (3). Although the replication period distorted the nature of the image, it was denied in the production and simulation period in which the third dimension was added to the image and eventually in the period of integral reality the image was completely destroyed. In the fourth phase (integral reality phase) there are digital images, which are formed

more real than their realities, presented by screens and cameras and all dimensions of the image have disappeared. Video assistant referee application invalidated the illusion and revitalization feature of the image and it also took people’s thinking will under their direction and exposed people to technological orientations. Since cameras and monitoring screens become digital images, the relationship between the mind and the image disappears.

The images that do not allow illusion are artificial images. These artificial images are images that require the need to focus on even the smallest detail, referring to different fields with numerical codes, where there is no negativity and the transparency of everything is absolute. Artificial images must be transparent, visible and absolute. The fact that the image is transparent, visible and absolute means the deterioration of its reality. The technology that disables the illusion and make everything transparent, visible and absolute is the most important propulsion of this system (17). We can see the absolute validity of the artificial image in the smallest detail. Even if such an image is divided into an infinite number, it shows the existence of integral reality.

Illusion

A reality of true value has a close relationship with the illusion. When people try to kill the illusion, they actually kill the truth. The elimination of the illusion inherent in reality means killing values such as; inexplicable, contradiction, reflection, undiscovered, denial, destiny, symbolism, reversibility, dichotomy, lack, rebellion, temptation, challenge, nothingness, imagination, fantasy, spirit, unconsciousness, dream, morality, etc. The system aims to achieve absolute and integral reality by doing everything in its power and destroying things that have the value of illusion. In a reality that contains illusions the destruction of reality cannot be possible, taking reality to the integral level means destroying the illusion (9). After slaughtering the reality of illusions, the system makes a great effort to ensure that such a reality is not resurrected. It was expected that reality would carry value when absolute perfection was added to reality but to be flawed is one of the pieces of value that regulates natural balance. If we want to accurately evaluate a real person, nature and the universe in general, what we need to do is to know how to break with the integral facts. Baudrillard has always considered it

worthwhile to show the superiority of the deadly, symbolic and radical illusion of the present world over reality (22).

For Baudrillard, the perfect murder is to separate people, nature, the world, and the things that are on the development line in their natural ways. It is the cruellest of perfect murder to have all technological advances connected to a single principle in the view of goodness. The system aims to dominate its own integrity by associating dream, force, desire, image, conflict, illusion, and coincidence with evil. It is a conscious discourse of the system to reconcile everything that opposes the system with evil. Before the video referee application, we can evaluate the association of the referee illusions with evil and the video assistant referee application with goodness in this context.

The reciprocity value of obscenity was out of question in times of illusion, obscene used to be a concept that did not refer to anything other than itself in its specific field. However, with the change of meaning of transparency, it has become beyond-obscene and hyper- referring to many areas and has lost its meaning. We can see that obscenity is representative of the present world of integral reality (4). As all we know the obscene is the opposite of secret and integral reality is the opposite of illusion. Now everything must be experienced in front of everyone; the secret must be lost, everything should be shown with the help of technology; the illusion should be destroyed, everything should be done under the appearance of goodness; evil must be destroyed, there should be nothing hidden, everything should be made transparent. However, when you make everything visible, the imagery-dependent image will disappear, instead the digital images that determine our imagination will come into play. The system perceives secrets, privacy, illusion, and symbolism as the principles of evil and sees their engagement very dangerous. Our current world is a world in which dialectical logic² comes to an end, where the logic of probability is dominated, global ideology is accepted instead of local

ideologies, illusion is ignored by giving importance to reality in the relationship of reality and illusion, meaning and originality are slaughtered (18).

Simulation (Hyper-reality):

According to the thinker, reality had a very close connection with illusion. Both had an absolute value, balance and validity. Neither could have had a concern of superiority because they both (reality and illusion) knew that value and reality would only be valid if both were present. But after a while reality forgot about the illusion and began to feel an interest to the simulation which has actually more real beauty than reality has but devoid of substance. After that reality began to nauseate and became unbearable. When reality began to relate to simulation, it disappeared. Reality was gone yes, but the real thing we had to worry about was the disappearance of the illusion (21). Baudrillard considered the disappearance of the illusion to be catastrophic.

Baudrillard described the simulation as the derivation of reality by means of models that lacks an origin or reality (15). Terminologically, the production of a machine, tool, system and phenomenon-specific way of operation by means of a tool and computer program for the purpose of examination, demonstration or explanation is called simulation (31). In connection with reality; the components that make up the system are renewed in accordance with the conditions and form a world model based on truth is called simulation/hyperreality (19). Simulation is one of the bridge pillars that provides the ideological continuity of the modern system that precedes the integral reality comes after the illusion. The simulation that plays with the nature of everything such as economics, politics, law, sociology, art and so on, disables the illusionary realities of things and transmits the dominant codes of the system to people through communication, fashion, advertising and technology. The simulation that puts an end to the conventional motion and to the dialectical order in which the illusion exists, makes the reality short circuit and reproduces itself in close relationship with the indicators (12). In the simulation, the reality is derived by models, and these models really look more real than real. The connection of such reality with dream, illusion, image and fantasy has diminished. In the simulation, where the model can be determined by the system long ago, media,

² Baudrillard used the Logic of Probability in analysing ideologies. According to him, the opposition of capitalist understanding and socialist understanding is dominated by the system, and of course dialectic logic destroyed. Two ideologies that were different in the current world were mixed together. (See: Jean Baudrillard/Metinler ve Söyleşiler 9-10).

technology, code, indicator and meaning are the means to spread reality determined by the system.

The concept of stimulation is not only a reference to the realm of reality, but also includes economic, cultural, social, political and technological aspects of life as a whole. In the world of ideologies there were sociological and economic structures. There were realities that contained a certain functioning of the production system, value judgements, and illusions associated with it. While culture, morality, politics, art and law have close ties to the illusion (1) the essence of reality has been changed by moving away from illusions in the simulation world. Now reality become hyper and has spread all the way in a constantly controlled manner.

Integral Reality:

Integral reality is a form of reality that involves everything present in the contemporary world to take part in a project of the system, absolute disclosure, transparency, speech, absolute validity of a result, acceptance of the desired meanings. Integral reality for Baudrillard is digital and virtual realities produced by communication technologies, computers, media, cybernetics, information systems, mechatronics, information innovations, telematics, networks, currents, closed circuit systems (3). There can be no relation of such realities to dreams, images, subjectivity, contradiction and illusion. These realities are in close relationship with information, digitality, machinery, computers, cameras and technology. In the hyperreality/simulation world when the reality was divided into pieces a little illusion could be found. However, there is no illusion in the parts that make up the integral reality; we can directly see the integral reality itself.

The system no longer worries that it can go back to the reality where the illusion exists. The new world system which holds all the components such as, science, technology, culture, society, communication, economics, morality, politics etc. at its will, has become so objective that it is impossible for the illusion to reborn. Ideologies, philosophy, theory and utopias related to illusion disappeared. Now integral reality itself has become an ideology. For some reason, humanity does not worry about the disappearance of illusion and the hegemony of integral reality (9).

In the simulation, it is possible to come across a little bit of illusion. However, the period that

completely ruptures from the illusion coincides with the period of integral reality. In this reality, which is detached from the view of the truth and its illusion, the reality is completely about to die. What needs to be done is an urgent heart transplantation and this heart must be the illusion. The system that wants to make a fully real world, has also prepared the end of the truth (4). In integral reality everything has become digital, genuine appearances have vanished, screen reality has dominated, communication has virtualized, emotions have become artificial and fractal, exponential, unstable world has been passed.

In integral reality, it is not possible to visualize any person, event, situation or world because there is no view and distance to allow imagination in such reality. In the video assistant referee application, direct digital images and screen embedding can be in camera images. It can be said digital images and codes are solved by image repetitions. With the camera screen the original reinterpretation of the image has been lost. On such screens, the image is disconnected from the brain; eye looks/dives directly at the screen. On the video screen, the referee can look at the light, montage and image waves in detail, watch the images over and over and evaluate them from different angles. In this kind of monitoring dream, contradiction, randomness, fantasy and imagination disappear. Since the video screen presents the images continuously, it is not possible to think and make decisions, consecutive sequences make the illusion impossible and thus short-circuit between the image and the brain; that is, viewing without seeing, monitoring without reasoning.

The images that have become integral reality have destroyed their own mirrors and have lost their unique confidences with illusion. According to Baudrillard, the images that have become independent are progressing as fast as they can with their obscene and transparent forms devoid of secrets. What we call image now continues to develop in a digitally friendly way from camera to camera, screen to screen, and network to network. The most spectacular of the developments (computer, screen, network, web, software, combinatorial, mass media, connection, camera, closed circuit broadcasting) in information and informatic technologies are special effects (16). An operational look can be created to everything by using special effects and software; an image magnification, angle change, perception space, motion, stream, vision, light can be integrated with

such changes; and of course, the illusion, the image, and the symbolic disappear (29).

Video Assistant Referee Application

The video assistant referee application, which was used for the first time in FIFA 2018 World Cup struggle, is an application with the discourse of 'minimum intervention maximum goodness'(28). The system also known as VAR (abbreviation of the initials of the words in English) is used in football matches in many countries of the world. The system was completely used in Turkey in 2018-2019 season in Super League, Champions Super Cup, Ziraat Turkey Cup in quarter final, semi-final and final competitions with sport Toto 1. League. The system is also applied in Australia, Belgium, Brazil, Czech Republic, China, England, France, Germany, Italy, South Korea, Netherlands, Poland, Portugal, Qatar, Spain and USA. (30). In the system, when there is following disputes in the competition the referee is to go to watch the camera review given and makes the final decision:

Goal (examining whether the goal is invalid before the goal, foul, offside, etc.)

Penalty (whether the penalty decision is made correctly)

Cards (whether the red card given to the player as a penalty is correct or given to the correct player).

Method of the Study

While the theoretical basis of the study was made, literature review was applied. In the study, intensive observation method was used in the stadium and football match was watched on television to see how video assistant referee application is made. In the 2018-2019 season, all the matches played in the field of Metropolitan Municipality Erzurumspor, one of the Sports Toto Super League teams, were watched from the stadium by observation method and all the matches away were watched on television to see how the application was used. The operation of the video assistant referee application was analysed in 34 football matches played by Metropolitan Municipality Erzurumspor.

The Universe, Sample and Sampling of the Study

The universe of the study is all football leagues in which football matches are played with video assistant referee application. In our study sample is Turkey Sports Toto Super League and the sampling

of the study is all the football matches that Metropolitan Municipality Erzurumspor played both in the internal and external fields.

The Samples of Observation and Examination

Examining whether the goal is valid or invalid before the goal;

In the 4th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with İstanbul Başakşehir in its field the match referee (Bülent Yıldırım) decided a goal in favour of İstanbul Başakşehir in the 20th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee decided that the position was offside and cancelled the goal.

In the 9th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Trabzonspor in away field the match referee (Koray Gençlerler) decided a goal in favour of Metropolitan Municipality Erzurumspor in the 6th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee decided that the position was offside and cancelled the goal.

In the 19th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Çaykur Rizespor in its field the match referee (Özgür Yankaya) decided a goal in favour of Metropolitan Municipality Erzurumspor in the 43th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee decided that the position was foul and cancelled the goal.

In the 25th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Alanyaspor in away field the match referee (Mete Kalkavan) decided a goal in favour of Alanyaspor in the 9th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee decided that the position was offside and cancelled the goal.

In the 26th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Trabzonspor in its field the match referee (Ali Palabıyık) decided a goal in favour of Metropolitan Municipality Erzurumspor in the 78th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee decided that the position was offside and cancelled the goal.

In the 30th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Antalyaspor in away field, Antalyaspor scored a goal but the match referee (Süleyman Özey) cancelled the goal because it was offside in the 6th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee decided that the position was not offside and scored the goal in favour of Antalyaspor.

In the 32th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Yeni Malatyaspor in away field, Erzurumspor scored a goal in the 52th minute of the match but the referees in the monitoring room advised the referee of the match (Kemal Uğurlu) to watch the position from the monitor. After checking the position from the monitor, the referee cancelled the goal because of the handball.

Penalty;

In the 14th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Yeni Malatyaspor in its home, the match referee (Halil Umüt Meler) decided to continue the match in a fight within the penalty area of Yeni Malatyaspor in the 44th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee gave penalty in favour of Metropolitan Municipality Erzurumspor .

In the 22th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Sivasspor in its home, the match referee (Bülent Yıldırım) decided to continue the match in a fight within the

penalty area of Sivasspor in the 2th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee gave penalty in favour of Metropolitan Municipality Erzurumspor.

In the 25th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Alanyaspor in away field, the match referee (Mete Kalkavan) decided to continue the match in a fight within the penalty area of Metropolitan Municipality Erzurumspor in the 48th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee gave penalty on the grounds of handball in favour of Alanyaspor.

In the 30th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Antalyaspor in away field, the match referee (Fırat Aydınus) decided to continue the match in a position that the guest team's footballer (Emrah Başsan) stayed in field in a fight within the penalty area of Metropolitan Municipality Erzurumspor in the 50th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee gave penalty.

In the 33th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Fenerbahçe in its home, the match referee (Suat Arslanboğa) decided to continue the match in a fight within the penalty area of Metropolitan Municipality Erzurumspor in the 55th minute of the match but the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee gave penalty in favour of Fenerbahçe.

Card;

In the 6th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with MKE Ankaragücü in its home, the match referee (Serkan Çınar) decided to continue the match in a fight within the midfield in the 6th minute of the match

but when the match stopped the referees in the monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee gave red card to MKE Ankaragücü footballer Bakary Kone.

In the 10th week of the Sports Toto Super League, in the football match which Metropolitan Municipality Erzurumspor played with Kasımpaşa in its home, the match referee (Arda Kardeşler) gave penalty in favour of Kasımpaşa in the 76th minute of the match but the referees in the central monitoring room advised the referee of the match to watch the position from the monitor. After checking the position from the monitor, the referee both confirmed the penalty decision and gave red card to Metropolitan Municipality Erzurumspor footballer Egemen Korkmaz.

Video Assistant Referee Application Technology

In the video assistant referee application, the referees who are not in the stadiums but in the central monitoring room, watch the games in detail with cameras with various technological features. The referees in this room quickly check the position and warn the referee of the game by a headset when there is a situation (such as; offside, foul, red card) may affect the outcome of the game or when they think the referee of the game makes wrong decision. If the referee of the match finds it appropriate, he checks the position from a technological screen located on the edge of the stadium and communicates with the referees in the monitoring room via headset. The decision of eligibility and cancellation is solely at the discretion of the referee of the game.

In order to minimize the mistakes of the referee, the video assistant referee application has been developed by integrating several technological components. High resolution cameras, processors that process images, software that formats/decodes images, a fibre optic network system for transferring and returning images to the centre, intelligent software that processes received images, communication configurations that allow simultaneous monitoring of multiple terminals, and all of hardware and software.

CONCLUSION

Although the technological advances surrounding our lives in their present form are extremely dangerous to humanity, it is not

impossible for the world to be as beautiful as it was in such a bad situation (6). It is so important to create awareness in people. Therefore, the thinker opposes the pessimistic approach directed at him and claims that he has a very optimistic perspective (15). The system seizes the general structure such as economy, culture, politics, society, art and also controls the sub-components of such structures as sports, health, science, technology and communication. Video assistant referee application which the system presents, in reality is a technology presented in order to eliminate human values.

In the world of classical value judgements, criticism and negative discourse were worthwhile but in the world of hegemony nothing is acceptable expect what the system wants, and the concept of goodness is the good that the system determines. In the world of integral reality, the reference of goodness is virtual goodness. Criticism of virtual goodness is strictly prohibited. Dream, force, desire, image, contradiction, opposing pole, conflict and coincidence disappeared, absolute speed, closed circuit, code, fractal reality and determined performance were introduced as virtual goodness references. In the present world of goodness, there is no power that can take place at the opposite pole of the system. Video assistant referee application is a form of reality which is presented by the system in the scope of virtual goodness. This kind of goodness is essentially very far away from the real goodness and the values referenced by this goodness.

According to the thinker, the effort to complete the missing parts of the world and give it a perfect image means the destruction of the world, which is nothing but perfect murder (2). Societies that have illusions and do not take absolute integral reality seriously have known to respect evil and illusion. The system attempts to make everything perfect and real in holistic meaning. Baudrillard who has the struggle to relate everything to reality, has become the obsession of the system, thinks that this will bring disasters to the system. The thinker considers the illusion precious and takes a negative attitude towards the absolute validity of everything. Nietzsche's view of the absolute supremacy of illusion and ambiguity and decay of reality (23) is very important for Baudrillard. He used the vital illusion as a front to reality in the world of integral reality and developed his theoretical analysis from an insightful perspective. In his value world, the video assistant referee application and throughout

the technology is nothing more than the perfect murder because it eliminates the illusion.

Familiar means of communication have changed meaning through technological means (computers, mass media, robots, cameras, etc.), and instead the communicative domination of the digital has emerged (13). This form of sovereignty and the emerging digital technologies are the extreme reality of the more real, that is, the integral reality. In these technologies, people are expected to adapt to everything. This form of adaptation is hyper-compliance, which includes excessive compliance. However, in the background, it is important to remember that the system can use all value judgements as right and wrong as it desires. According to Baudrillard, digital technologies in their current form are the main tools, system servants, and reproduction forms in the sustainability of the system.

The screens that monitor the camera image have replaced the image itself. Henceforth, the natural image that allows to see, think, revitalize, mental interpretation, and illusion has been replaced by the digital image directly presented to us by the screens. A world beyond what appears in the natural image; there is a mental process in which illusion, meaning, imagination, bias, deficiency, coincidence and interpretation, etc. are disabled (26). People used to act beyond their visions in their natural imagination and knew how to criticize their mental preoccupations, but technological camera screens have separated image and thought; the image is drowned in technical details and the essence of the illusion has been destroyed to render integral reality absolutely valid. On technological camera screens, everything can be seen to the smallest detail (microscopically). As a result of technological developments, images can be viewed again, angles of images can be changed, digital additions can be added to the image; in short, it can be played with every aspect of the image. The problem with humanity is not the manipulation of the image (virtual, digital and integral), but the fact that such images are now desirable (2). People do not even need the image, the illusion inherent in the image and the revitalization resulting from the illusion, as they are strictly subject to the screen and value the screen in absolute terms. In this context, at the final point of technology, the image has been delivered to integral reality and the connection with human thought has been broken, the thought has become insignificant and the digital has become desirable.

For Baudrillard, good and bad are strictly linked. Goodness and evil, which are interconnected and form the basis of the reality of the world, are two different elements of the same origin (14). They are like the two different scales of the same scale. The system shows everything that it has developed technologically as good and everything that contradicts technological developments is labelled as evil. Information technologies, digital software, comprehensive cameras, virtual realities, mass communication and robots etc. are directly related to the sub-components of the system that interfere with human life, but these components actually eliminate some of the features that exist in the structures of man and the world. Cameras, robots, intelligent software, telecommunications, mechatronic technologies, including virtual innovations, computers, electronics and mechanics, and all communication technologies, including those between each other, actually claim equivalence. These technologies are not meant to resemble or compare to human beings; technologies designed to change reality by ignoring people (11). In order to survive, the system strives to keep the fact that there is no illusion by keeping a fractal and integral reality in circulation.

There is a hypocritical order in the background of technologies, but the system is constantly spreading the rhetoric that these technologies are developed to serve people (9). In fact, there is a system that wants to rule the world and a logic of technocracy that tries to keep people under sovereignty. According to the thinker, we must consider the destruction of values in the world where human values are destroyed, not as a side effect of technology, but as the direct targeting of the system to kill these values. The thinker believes that with the transition to digitalization the apocalypse is happening and that there will be no real apocalypse anymore (10). As a result, the thinker did not look at all technological developments as a simple transformation, but as a systematic and planned sanction.

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