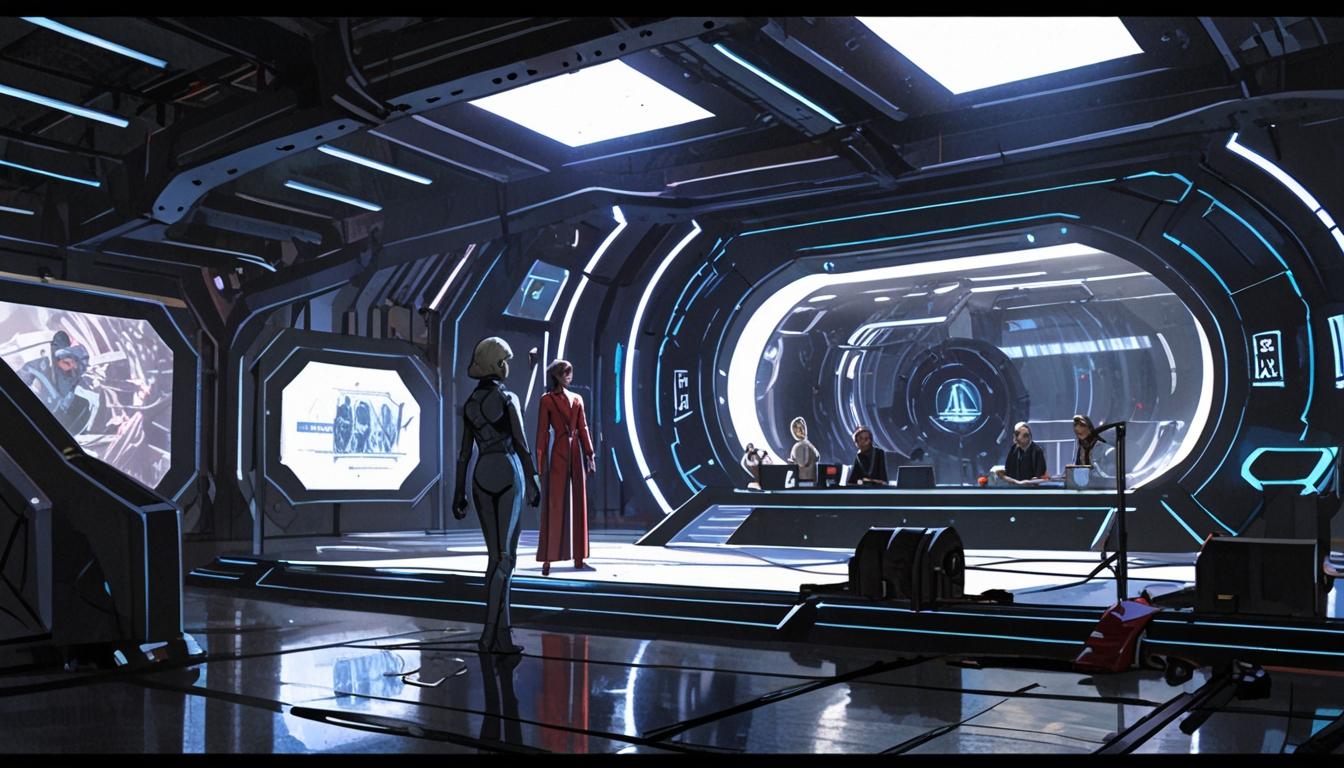
# Charlie Brooker optimistic about the future of Black Mirror as it returns for a seventh series



Charlie Brooker, the creator of the acclaimed Netflix series *Black Mirror*, recently expressed optimism regarding the show's potential longevity as it returns for a seventh series. Brooker, speaking to the BBC, highlighted the rapid pace of technological and political change in modern society as a continuous source of inspiration for the anthology series. The show, known for its unsettling yet insightful explorations of humanity's relationship with technology, has seen significant advancements in the real world since its debut in 2011, when concepts like Siri and the iPhone 4S were at the forefront of public awareness.

As the landscape of technology evolves—now featuring advancements like Meta AI integrated into messaging platforms—Brooker finds that he has more ideas to draw from than ever before. "Hopefully [it will run and run]. Selfishly, it’s a fun job," he noted. He acknowledged that viewers are now encountering various technological innovations in their daily lives. "We can do stories that I wouldn't have thought of 10 years ago," he said, pointing out that the audience no longer requires thorough explanations of these concepts as they are widely familiar with them.

Emma Corrin, known for her performances in *The Crown* and *Deadpool & Wolverine*, stars in one of the episodes from the new series titled *Hotel Reverie*. Together with Issa Rae, she plays a contemporary actress in a high-tech remake of a classic Hollywood film. Reflecting on the narrative's relevance, Corrin remarked, "It’s much closer to home. People have access to stuff like AI which is terrifying so then it’s more confronting and serves as a better warning." In a light-hearted exchange with Brooker, she echoed the sentiment that *Black Mirror* should continue indefinitely.

The theme of artificial intelligence resurfaces in the episode, where Corrin articulated her concerns about its implications for the creative industry. "Obviously, I think it's scary," she said. "I love the creative process... born out of being in a room with people." Brooker concurred, highlighting the importance of human essence in performances, especially in reference to well-known characters created through CGI, such as Andy Serkis's Gollum. He expressed a cautious appreciation for AI as a creative tool while emphasising the value of human contribution.

Brooker also revisits the gaming industry theme in the new series, with an episode titled *Plaything*. This episode brings back characters from the standalone interactive film *Bandersnatch*, featuring actors Asim Chaudhry and Will Poulter in respective roles of a game developer and a games company boss. Scottish actor Lewis Gribben portrays Cameron, a 1990s gaming journalist, who becomes fixated on a specific video game. Gribben, who also plays a role in the anticipated series *Blade Runner 2099*, noted that while he is a gamer himself, he approached his role with fresh eyes, having not seen *Bandersnatch* prior to filming *Plaything*.

Additionally, fellow actor Josh Finan spoke about his worries regarding AI’s effect on the acting profession, expressing optimism that the intrinsic value of human performance remains irreplaceable. "I don't think actors are going anywhere," he commented, reflecting a belief in the enduring need for human experience in storytelling.

As *Black Mirror* returns to screens, viewers can anticipate new narratives that continue to intertwine the implications of evolving technology with the foundational themes of human experience. The new series promises to explore these intersections further, keeping in line with the show's tradition of thought-provoking storytelling.

Source: [Noah Wire Services](https://www.noahwire.com)