# Clashes in Cyberspace II

Social issues and personal relationships

# PART I (Lec-09)

- Simulation
- Self

# PART II (Lec-10)

- Surveys & studies
- Net addiction
- Anonymity
- Personal relationships

# Simulation

- We are a "culture of simulation"
  - Disneyland
  - shopping malls
- Other simulations we use as substitutes for in-real-life (IRL) experiences:

#### In Education

- How did hunter-gatherers teach their young?
- What about Colonial Americans?
- What about today?
- Interesting quote.....

#### In Communications

- How did early homo sapiens communicate?
  - Progression of tools ...?
  - Which seems the most "personal" or "real"? Why?
  - RH-11: Consider how some folks feel about email vs. writing or typing your feelings, ideas....
- "We build our ideas about what is real and what is natural with the cultural materials available."
- Quote from a H. S. junior, 1996 ...
  - What might she have said back in the 1930s-40s?
- Advantages of simulation? (educ. &; commun.)
  - –Some dangers?
- Again: what does the term "virtual" mean?

## E-communication

– What do you think the artist was trying to convey here?

-(We'll revisit; but first....)



"On the Internet, nobody knows you're a dog."

### **DIGRESSION**

- Self and online persona
  - "Like a hammer, one's virtual character can be a very important tool." Ludlow
  - What do you think Ludlow meant by that analogy? (we'll revisit this shortly...)
  - So--couldn't one's virtual persona feel just as real (or even more real) to a person as his/her RL self?
  - Theory: "...even Real Life is *itself* a social construct..." Case Study 1: Stewart

Comp 96—Computers and Society

## - RH-12: for your consideration

- "Cyberspace as Psychological Space" (author unknown)
- "Exploring Virtuality" (Castel)
- "Is there a there in Cyberspace?" (Barlow)
- "It's a MUD, MUD, MUD, MUD World" (Parsons)
- How does the first article relate to Ludlow's ideas?
- What does Castel say about the *virtual realm?* Is it the same as the *mental realm?* Why or why not?
- Barlow has some interesting ideas about virtual communities and "real" (physical) communities.
- An introduction to MUDs.

The New Yorker, revisited.....RH-13

– What were John Locke's ideas about that notion?

Discuss other of Locke's arguments slamming e communications

- Discuss Champ's rebuttal.
  - Who is right? Why?



"On the Internet, nobody knows you're a dog."

# The Self

- Self and social saturation (TX-15)
  - Gergen says human relationships and our sense of self have changed with the introduction of new technologies. Which technologies?
  - What does he mean by "social saturation"?
  - How has it changed our sense of self?
  - How has it changed who we think we should be?
  - Drawbacks to so many interactions?
  - How might this theory relate to Ludlow's tool idea?