What is cyberculture? What topics, issues, and methodologies might the field include?

- Largely based off internet/communications tech (telephones, IMs, texting, video games, computer games), interaction through those mediums
  - Immersed at different levels?
  - Apparently green skin, three feet?
- Free-flow of information, more accessible
  - Somewhat limiting – need access to a computer, becoming more available
  - Ideas can spread more quickly; skeptical about information? Wary of others – cyber crime, e.g.
  - Issues of socioeconomics/criminal justice
- Internet and computers have built a culture around themselves
  - Myspace/Facebook/Livejournal/Blogs
  - People lie about themselves, create alternate personas?
- Internet provides anonymity
  - Ties back to previous point about lies, images: identity
  - Lack of "face time" – no body language, no tone of voice, etc.: loss of interpersonal connection?
  - Benefits/dangers?
    - Benefits: No more snail mail, volumes of information more readily accessible (news online instead of newspaper, Dewey Decimal can go to Hell?)
    - Dangers: Misinformation
- Subcultures of the internet
  - Networking with people who know each other through Myspace or Facebook, but also personal information available to anyone who's interested
  - Work more efficiently
    - Can work anywhere, don't need to get everyone together in an office, companies more worldwide

- ▪ **Medical field – surgeons, doctors, etc. can get information on very short notice; generally availability of information changes many fields**
  - ▪ **Teleconferencing, e-mails, etc.**
- **Novels and TV shows have changed due to computers/technology, cyberculture affects the rest of culture**
  - o **James Bond, e.g.**
  - o **Technology is implication of power?**
- **Greater interactivity, line between real and fantasy?**
  - o **Commenting on news, fantasy baseball, or something fictional**
    - ▪ **Online games, World of Warcraft, e.g.**
- **Availability of technology in underdeveloped countries**
  - o **Definition of developed is availability of technology, tied directly to possession of electronics**
  - o **How available is technology around the world? For example, internet cafes in rundown areas? Difference between public places having technology and personally owning something**
  - o **Some people in the world have never used a phone**
  - o **What is the definition of developed? Should it be based on electronics?**
    - ▪ **US places huge emphasis on cyberculture, and since US is the last superpower, other countries value it as well?**
    - ▪ **Other countries may not want cyberculture or US culture because it radically shifts away from their own values and culture**
- **How valuable is anonymity? How do different cultures value it?**
- **Both created and destroyed markets**
  - o **eBay, Amazon, e.g.**
  - o **Music industry lawsuits, supposed suffering of artists, controversy**
- **Different levels of technology**

- o For example, different connection speeds affect the kinds and volumes of content people are able to view
- Political agenda with internet
  - o Subverting media in other forms
- Cyberculture and art (Visual, Performing?)
  - o Graphic designing can be used towards media
  - o Art forms are readily available online – someone could go look up the Mona Lisa, don't have to go to the Louvre
  - o Photoshop, for example, can digitally alter pictures to look like real images
  - o Stimulating people to become more involved in art, or to work on their craft more?
- Self-promotion
  - o Internet celebrities through Youtube, for example (Numa Numa, anyone?)
- Melding of body to technology?
  - o Blue-tooth, handheld games, Wiis, etc.
  - o What is human, what is machine?