Cyberculture:

A New Culture for an "Information Society"?

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SI/SOC110: "Introduction to Information"

From Market Culture to Cyberculture

- ## Consumers vs citizens

- ## Cluetrain issues

- ## Diversity or uniformity?

  - ### Defining new parameters of identity & the micro-slicing of niches: are 'blogs simple narcissism or a new type of mind-share?

  - ### Centrifugality or centripetality?

- ## One big society or millions of micro civic spaces?

Hackers: Heroes or Villains?

- **Black and white hats**

  - Captain Crunch

  - Mitnik

  - Is h4x0r cul7ur3 ju57 4n073hr f0rm 0f m45cul1n3 1d3n717y-m4k1n9, l1k3 h07-r0dd1n9 f0r 4 d1ff3r3n7 cl455 4nd 93n3r4710n? (It even has its own language!)

- **Eroding security or enhancing it?**

- **[AlQaeda from real to virtual]**

- **Piracy, kraks: self-serving or revolutionary?**

The Twilight of the "Geek"

- Are we all geeks now?
  - Grrrls and geeks
  - Geeks of color
  - After the dot-bomb and 9/11, are geeks just more cultural detritus? Like *Austin Powers*, will geeks become a joke 30 years hence?
- The cult of the geek
  - Bill Gates??
  - The Kid…
- Geeking America, or NOT? (Gore or a war?)

Reinventing Identities

- Real, virtual, and "doppel-ganged"

- Community or chaos (or simulation)

  - Sims online… Can we intervene to puke in front of a well-branded restaurant?

- Implication for the "identity wars"

  - Does identity mean more than class, culture more than socio-economic status?

  - Implications for the digital divide

Post-Human, Post-Sexual?

- Where is "agency"?

- "Tiny sex' and Net Sex: intimacy in the era of AIDS?

  - Experimentation

  - Exploitation

  - Kids??

- Disembodiments

The Revolution.

- **Many-to-many and liberation from centralized control**
    - Institutions (again)
    - Post-capitalism, or neo-capitalism
- **Rethinking community**
    - Defining it…
    - Imagining it…
    - Building it…
    - Group-think vs, cognitive communities
- **Renegotiating the self/society divide**