CYBER-CULTURE AND THE CURRENT TRENDS IN DIGITAL HUMANITIES

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DIGITAL HUMANITIES

➢ The digital humanities, also known as humanities computing, is a field of study, research, teaching, and invention concerned with the intersection of computing the humanities.

➢ Digital Humanities is born of the encounter between traditional humanities (History, Linguistic, Art, Music, Literature, Social Science, Archaeology, Philosophy, Cultural Studies) and computational methods.

➢ All the ways that humanities and digital technologies intersect.

TECHNOLOGICAL UTOPIANISM

➢ A techno-utopia is an ideal society, in which laws, government, and social conditions are solely operating for the benefit and well-being of all its citizens, set in the near- or far-future, as advanced science and technology will allow these ideal living standards to exist.

➢ A tech-utopia does not disregard any problems that technology may cause, but strongly believes that technology allows mankind to make social, economic, political, and cultural advancements.

➢ Overall, Technological Utopianism views technology's impacts as extremely positive.

Howard P. Segal, "The Technological Utopians", in Joseph J. Corn (Ed.), Imagining Tomorrow: History, Technology and The American Future (Cambridge: MIT Press, 1986).

TECHNO-SOCIALISM

- Techno-socialism, a particular type of socialism that emphasizes and embraces futurism as well as advances in science, technology, engineering, and medicine, that must be our future and our destiny.

- Theorists, like Arturo Escobar, have effectively introduced the notion of bridging the gap between the so-called Virtual and the Real, to look at cyberspaces as constitutive of the Real.

CYBER-CULTURE

➢ The word "cyberculture" is used in a variety of ways, often referring to certain cultural products and practices born of computer and Internet technologies, but also to specific subcultures that champion computer-related hobbies, art, and language.

➢ In the 1970s, cyberculture was the exclusive domain of a handful of technology experts, including mathematicians, computer scientists, digital enthusiasts, and academics, devoted to exchanging and promoting ideas related to the growing fields of computers and electronics.

➢ Douglas Rushkoff in *Cyberia* (1996) and Mark Dery in *Escape Velocity: Cyberculture at the End of the Century* (1996), both representatives of this understanding of Cyberculture, identified it as a sub-culture of the digital age that helped imagine an initiation of a futuristic regeneration of society.

➢ Following the commercialization of the Internet and the World Wide Web in the mid-1990s, cyberculture took on a new life, and computer and information technologies took the dynamics of culture and social relations in dramatically new directions.

CYBORGS

➢ The fusing of these spheres – of the physical and the virtual, the digital and the sensory, is best understood in the processes of creating a cyborg – cyborgification.

➢ Donna Haraway's hinted at an organic-mechanical coupling drawing from visions of androids or bionic humans, to look at the boundaries between the real and the non-real, the biological and the mechanical.

➢ Haraway's cyborg, however, rests in the "optical illusion between social reality and science fiction".

➢ Haraway also hints at how we are all in a process of becoming cyborgs – she calls it „cyborgification"- as our lives become increasingly intimate with machines and technologies in the age of cyberspace.

THE VIRTUAL WORLD

- A virtual world is a computer-simulated environment which may be populated by many users who can create a personal avatar, and simultaneously and independently explore the virtual world, participate in its activities and communicate with others.

WHAT IS HYPERREALITY?

- Hyperreality is the inability of consciousness to distinguish reality from a simulation of reality, especially in technologically advanced societies.

- Jean Baudrillard –Critic of Postmodernism relates hyperreality as a condition in which "reality" has been replaced by "simulacra" and "simulation"

What is a Simulacrum?

- A *representational image or presence that deceives; the product of simulation usurping reality*

- A "copy without an original"

  - Classical example: a false icon for God
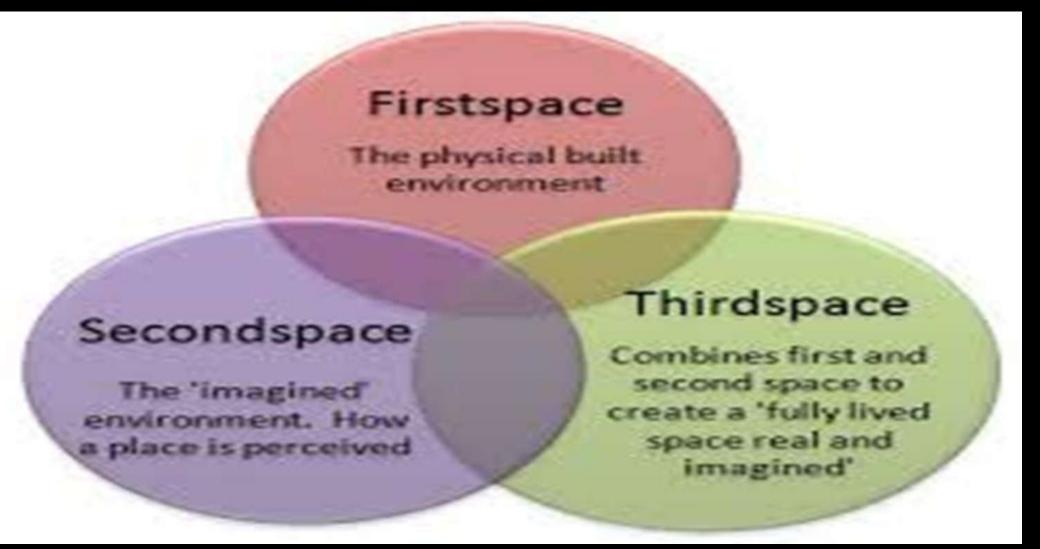
  - Modern example: Disneyland

WHAT IS SIMULATION?

- Simulation is the active process of replacement of the real

WHAT IS THIRD SPACE?

THIRD SPACE

- Third Space is a concept introduced by the American Geographer Edward Soja.

- Third space, as explained by Soja is a unique space in the metropolis today.

- It refers to the fictional spaces imaginatively produced for the purpose of recluse.

- Such a third space sometimes compresses past in the present and the imagined in the real – and they can be even imaginative spaces or spaces represented by the mind.

CYBER-FLÂNEURS

- The term "cyber-flâneur" used by Harvie, is an interesting category of men and women in the age of cyber communications today.

- The term flâneur had been particularly chosen by the French symbolist poet Baudelaire to refer to the casual wanderer in the city, an activity that had been acknowledged as typical to city life. \

- With the advent and rapid proliferation of cyber communication channels, this kind of a casual wandering in virtual space in search for virtual friendship has gradually emerged as a popular preoccupation among urban dwellers, with the paradoxical promise of both companionship as well as assured anonymity.

THE ABSENCE OF GEO-POLITICAL BOUNDARIES

- The world of cyberspace has transcended geopolitical boundaries in order to bind flâneurs in a new bond that does not exist in reality, but only in a virtual space.

CYBERSTALKING

➢ Cyberstalking is a part of modern life that some people don't even realize exists.

➢ It can occur over Tumblr, Facebook, Twitter, email, sexting, and any other social media type websites.

➢ People post their activities carelessly, unaware that they may have a cyberstalker, which allows cyberstalkers to track a person's personal life very easily.

DIGITAL ACTIVISM

➢ Digital activism, also known as cyber activism or e-activism, describes how citizens can use digital tools to effect social and political change.

➢ These digital tools range from mobile phones and digital cameras to Web 2.0 social networking sites like YouTube, Facebook, and Twitter. (Amin, 2010, p. 64).
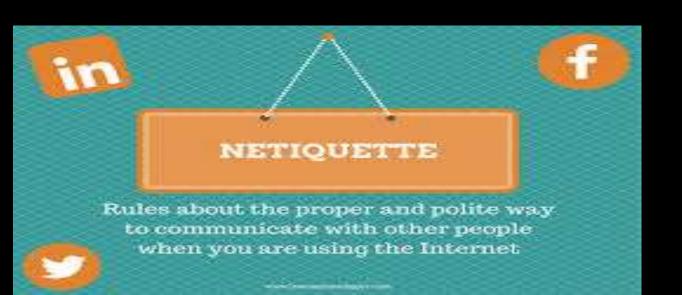
NETIQUETTE

➢ Netiquette is an essential asset to have when communicating online via e-mail, social media, webpages, etc.

➢ The basic rules of netiquette should be learned and followed to maintain your reputation as a reliable and credible communicator on the web.

NETIQUETTE

Rules about the proper and polite way to communicate with other people when you are using the Internet

Netiquette

CYBER CHAT-CULTURE

- Cyber chat-culture is typically an urban phenomenon, a culture that relies solely on "tertiary relations" in a highly sophisticated urban environment, a culture that fosters anonymity and abject alienation in the midst of virtual company.

- This is also a culture that encourages the hyperreal, the simulated act.

DIGITAL DIVIDE

➤ Digital divide is a term used to describe the discrepancy between people who have access to the resources to use new information and communication tools, such as the Internet, and the people who do not have the resources and access to the technology.

CYBERPUNKS

➢ Cyberpunks are science-fictional stories that are based in the near-future.

➢ Cyberpunk is a subgenre of science fiction in a dystopian futuristic setting that tends to focus on a "combination of low-life and high tech" featuring advanced technological and scientific achievements.

➢ William Ford Gibson (born March 17, 1948) is an American-Canadian speculative fiction writer and essayist widely credited with pioneering the science fiction subgenre known as

CYBER RACISM

➢Cyber racism is best defined as racially offensive content on the web through videos, pictures, comments and websites such as social media, emails and text messages.

CYBER CRIME

➢When a crime is committed through the use of computers, networks, devices, and other various types of technology this is known as a cybercrime.

PROS AND CONS OF THE DIGITAL WORLD

➢ For our children–the so-called 'digital natives'–social media has existed for as long as they can remember. Children who are taught early on how to digest and use social media in a healthy way are children who can be more likely to use it responsibly in the future.

➢ Successful users of social media will self-educate and be able to discern between fact and bias and plain 'fake news' much easier than the previous generations. They are more passionate about social issues and are more likely to engage in politics. They will know how to spot an internet scam much quicker and with greater ease than those of us who haven't been online as long.

➢ On the other hand, these digital natives are prone to be distracted via cyber sex and other crimes and if left unnoticed, may become victims to the cyber criminals. So it is always better to beware of the other negative phase of the digital world and entering a child'd digital world should be the top most priorities of modern parents.

Enter Your Child's Cyber World