CMC & Identity

Jin Chen

Content

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

Commercial time

https://www.youtube.com/watch?v=VAesMQ6VtK8

风和日丽·晴

中湖公园*_*

One DAY

甄选牧场 好奶源

羊乳亲和 好吸收

小羊倌

纯羊奶

HEYTEA

喜茶

INSPIRATION OF TEA

868 863

Joyrun 2017-09-16 07:10

KM

00:43:03　　　　　5.24
① 总计时间　　　📍 全程距离：公里

最慢：8'55"　　平均：8'12"　　最快：7'14"
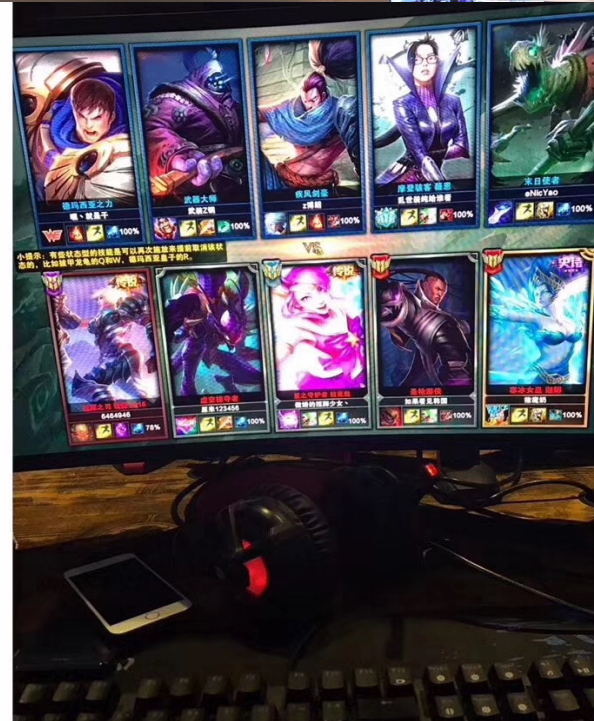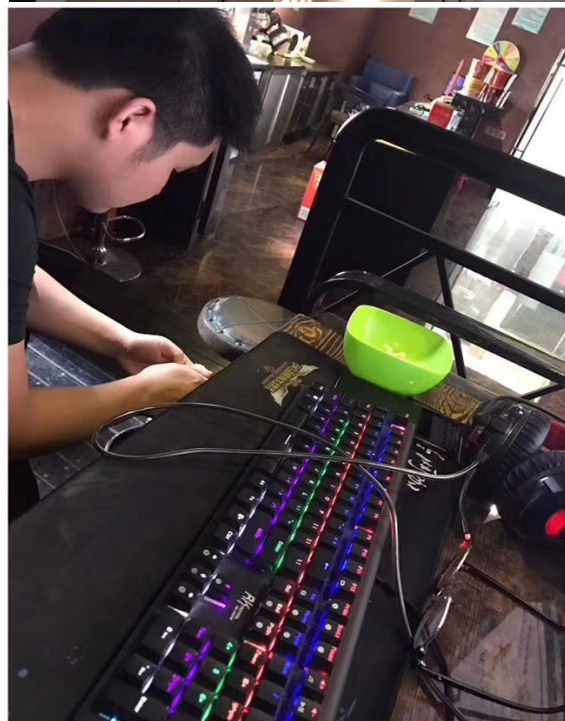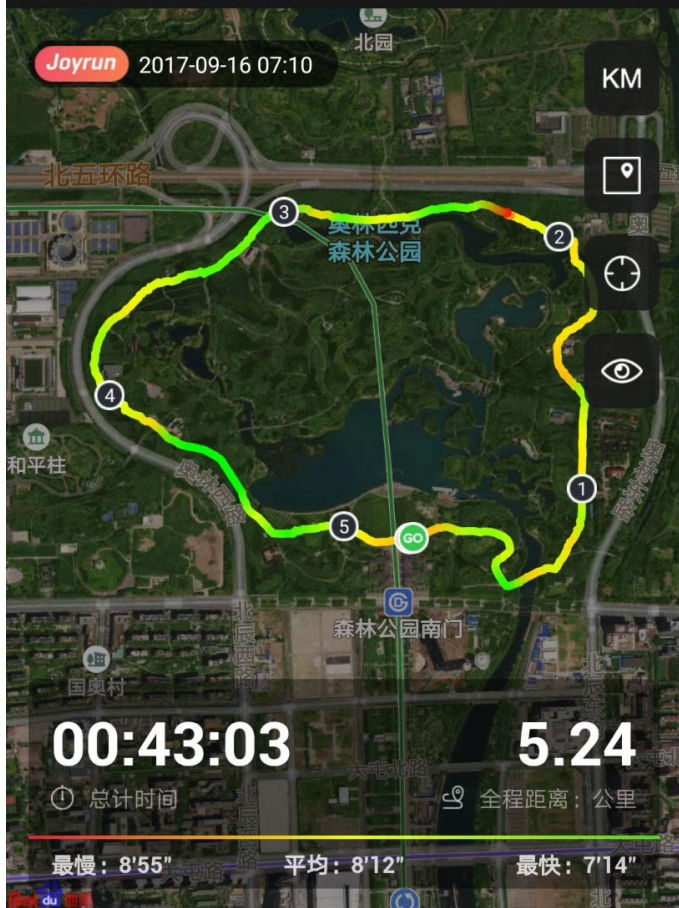
运动轨迹　　记录详情　　路段数据　　详细图表

⏱ 配速

公里　配速　　　　　　　　　用时

1	05'29"	最快
2	05'38"	
3	05'37"	
4	06'13"	
5	06'01"	00:28:58

✏ 步频　　　　　　　　　（步/分钟）

平均步频
168

250
200
150
100
50
0
　分　　5　　10　　15　　20　　25

Reboot and Select proper Boot device
or Insert Boot Media in selected Boot device and press a key
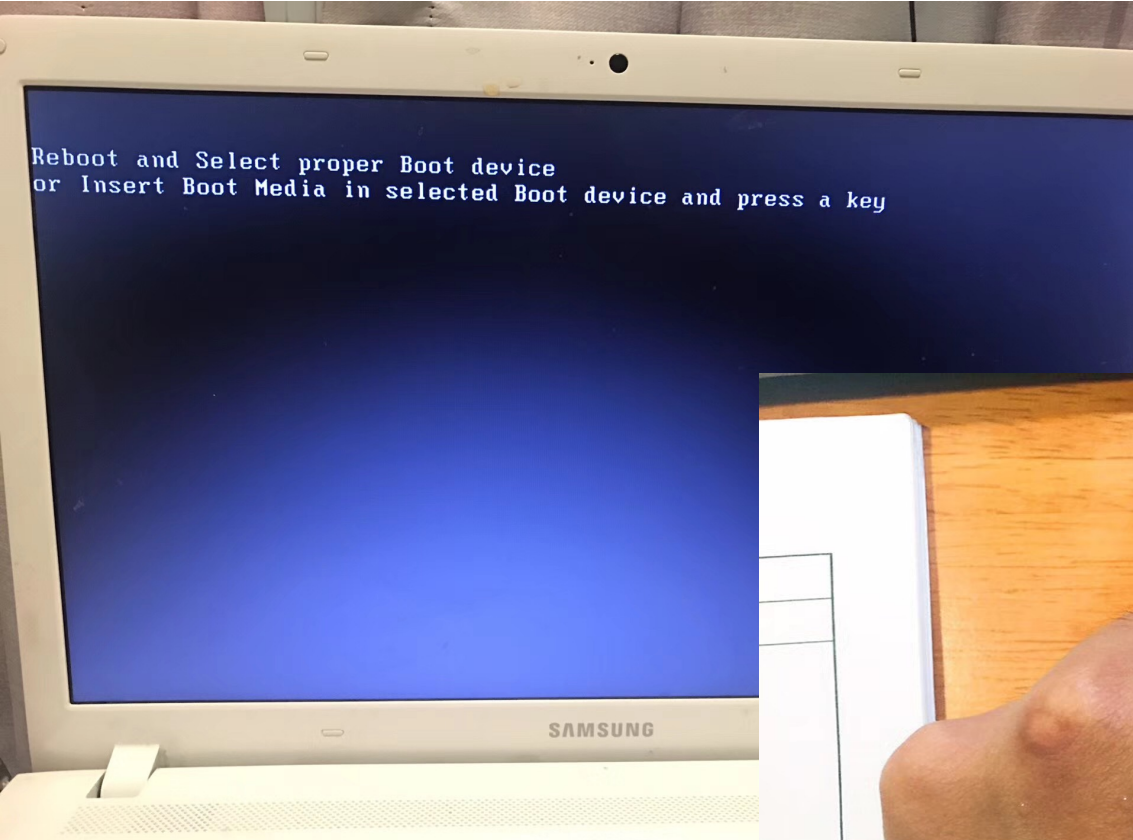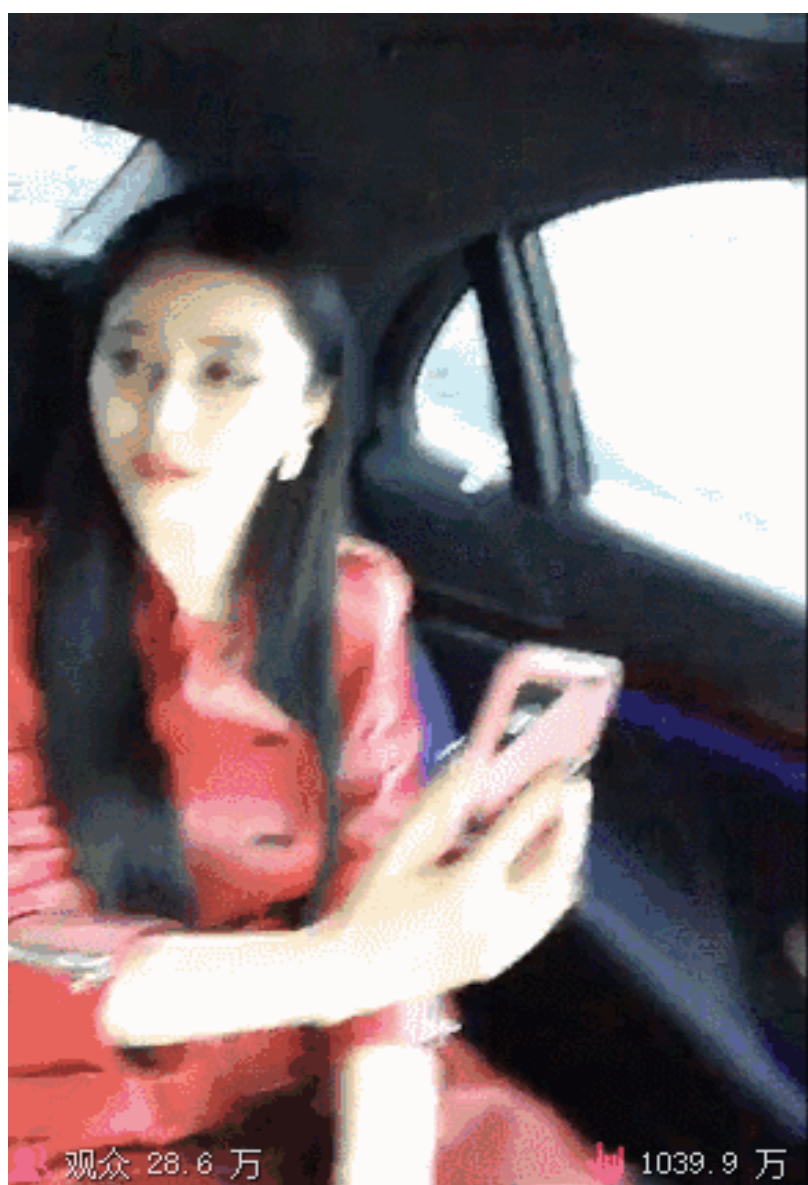
- We are sharing every aspects of our lives.
- We trying to share every moment.
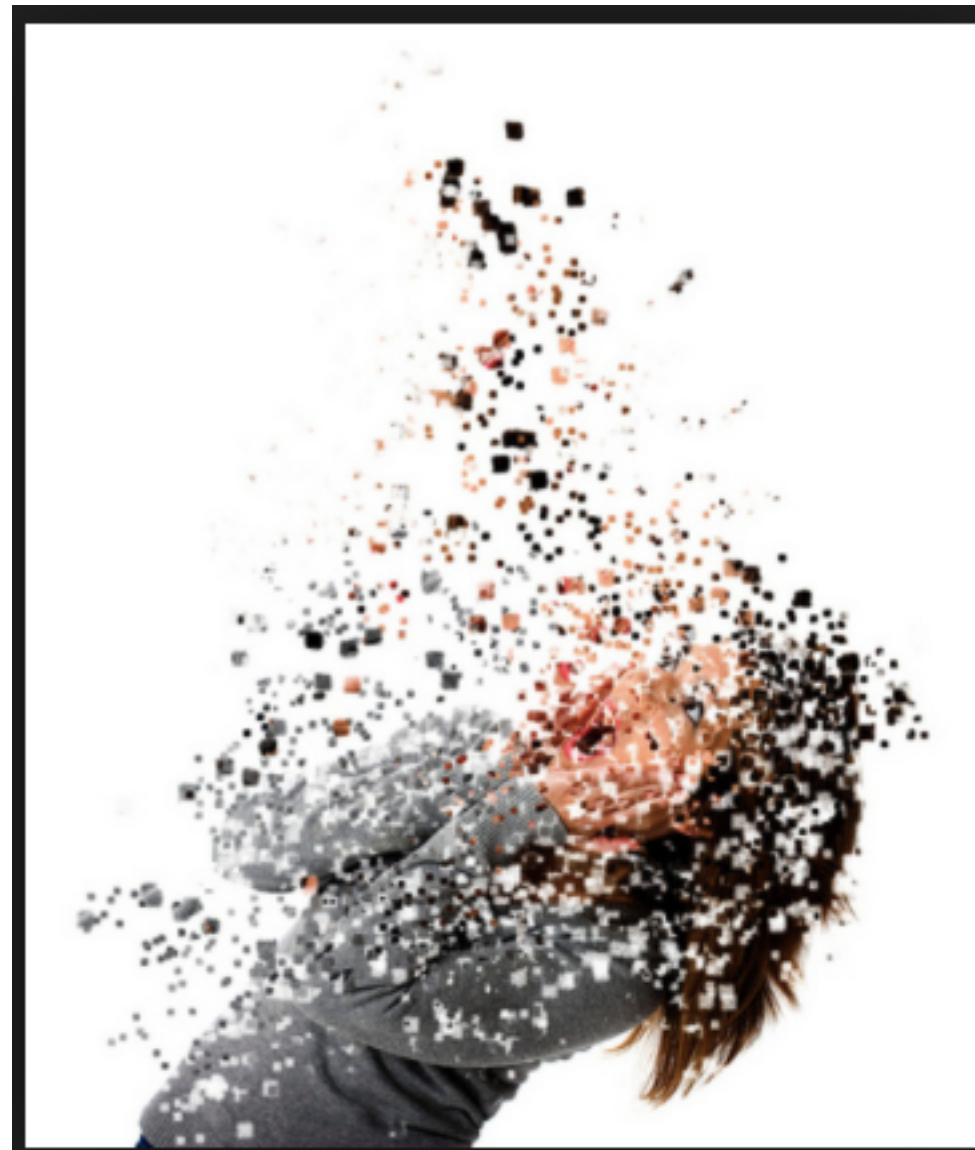
观众 28.6 万　　1039.9 万

直播上课 ＞
UP01 flowsZara
👁 59
0　＋关注

互动　　端午节　　七日榜　　粉丝榜

UL02 hyrouyuan: 挺好挺好
UL10 南煜之灵: 熊孩子
菊尖上的小受: 真闲啊
UL11 污中独清: 想看黑板
UL01 帅炸了的廖半仙: 卧槽 这个直播666
UL10 鏊煌珉灿: 小学生
汉特 01 UL17 旧旧w: 你作业太少了
UL13 欧尼酱给妹妹吃卜拿拿: 好好上课吧手机关了吧 现在的小孩越来越吊
柚儿 08 UL23 何与猫: 限定年龄是对的
UL10 时雨碳: 唉。。
菊尖上的小受: 孩子你几年级
屁股 01 UL13 江梦非梦: 几年级？
凤喵 02 UL10 深巷白猫_: 这么小就知道B站直播
总裁 03 UL20 小崎是手工宅: 这也可以？

🎁 输入想发送的弹幕　　➤

@思神�

Q1:Why people keep posting their life?
Q2: Is SNS changing our identity? How?

➢ Construct our idea of ourselves, our own identity based on what we know and remember of our past experience.

➢ Memory surrogate.

Self-disclosure is the telling of the previously unknown so that It becomes shared knowledge, the process of making the self known to others'.

Internet
Self-disclosure
Privacy

Internet and self-disclosure

➢ Visually anonymous CMC (anonymity) tends to lead to higher levels of self-disclosure (why?)

➢ Limitations of CMC encourages people to adapt uncertainty-reducing behaviors—opt for more direct intimate questioning and self-disclosure

Privacy & internet

➢ A number of specific threats to online privacy.
➢ Benefits: personalized services, convenience and efficiency.

Privacy & self-disclosure

➢ Privacy is a prerequisite for disclosure, yet the process of disclosure serves to reduce privacy.

➢ Increase vulnerability and a loss of privacy; A building of trust, rapport and reciprocation (agree or not?)

➢ People will avoid disclosing information to commercial webs due to privacy concerns

➢ Discussion board and dating sites: expressive privacy has been obtained through the loss of informational privacy to a third party

① 摄像头画面

② 摄像头背景

③ 自定义背景

④ 抠像效果
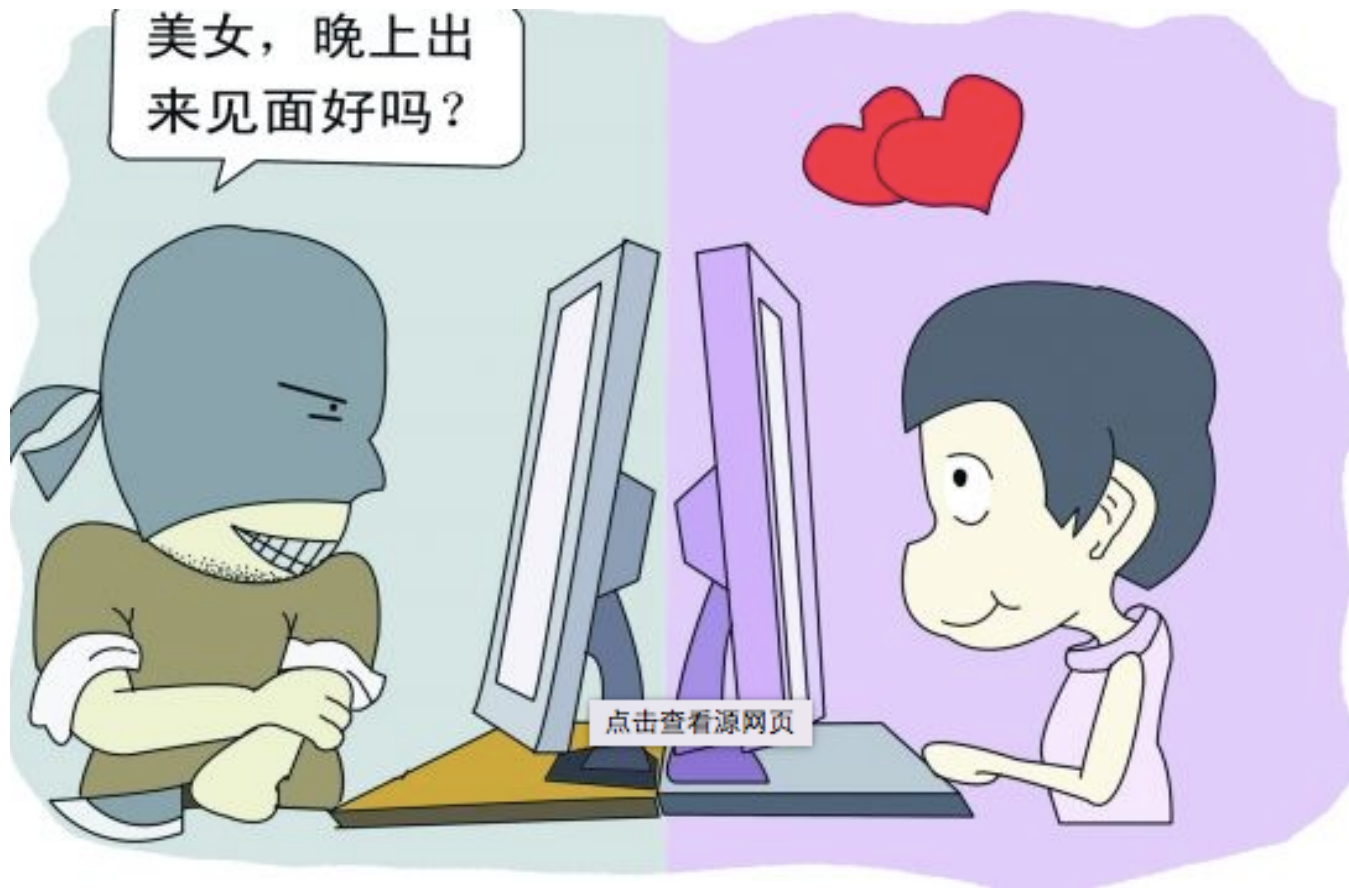
抠像

Idealization of own identity

Avatar

- Has been utilized to designate the visual representative of a user, interactive social representation of a user in a text-based multiple user domain.

Supporters: Creative role play

Purposeful projection of own identity

Identity deception

✓ Increased options of creating images of an embodied persona that do not match with the typist in the online communication

✓ Online character did not have an existing offline equivalent

✓ Physical bodies & onscreen representations

Truth & appearances
Single truth or multiple truths?
Are we able to discover the truth?
How can we know the truth?
How we perceive the world and how the world really is?

Real thing & phenomenal appearances

1. Real thing is concealed by various competing and somewhat unreliable appearances

2. Interrogating the appearances and looking for significant inconsistencies within phenomenal reality

3. Comparing the final judgement to the real thing

4. Once the real thing is revealed, will know which appearances were truthful; What is real, what is merely an illusory deception and fiction
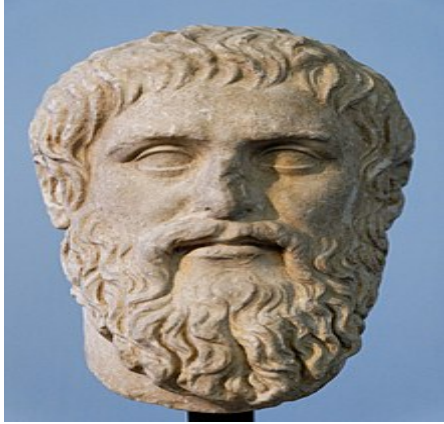
Plato:
There is a distinction between the real thing as it is in itself and its various mediated apparitions

Kant:
Doubt the real thing is ever accessible as it truly is in itself

Žižek :
the real is already a virtual construct, and the difference between the real and the virtual turns out to be much more complicated and interesting.

The goal is not to engage in philosophical speculation about the nature of reality

But to get real about the computer-generated experiences and social interaction

Choice of theory

A theory, like the frame of a camera, always enables something to be seen by including it within the field of vision, but it also and necessarily excludes other things outside the edge of its frame.

the real problem with virtual environments and online social interaction is not a matter of our understanding or misunderstanding of the virtual.

The real problem has to do with the real.

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

Queering internet studies

Play & disembodiment

- ❖ Play as a key feature of online cultures
- ❖ Cyberspace s a disembodied utopia or playground
- ❖ Ready-made identity menu and pre-coded profiles

Community & embodiment

- ❖ Desire for the authentic and sincere, "verification"—online embodiment
- ❖ Online Community—embedded in larger sociopolitical structures and cultural hegemonies
    1. political change and personal empowerment
    2. minority-based communities –"consuming, white, middle-class gay male as culture norm"
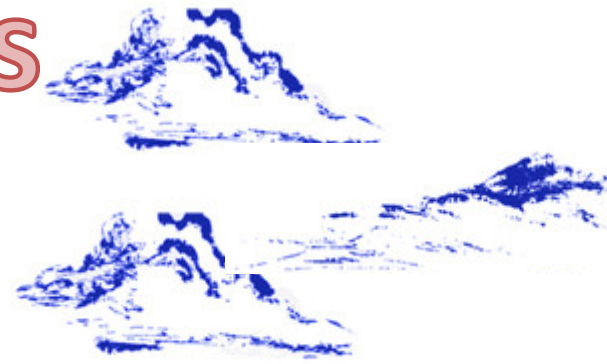
Social interactions overlap between online and offline spaces.

Distinction between online and offline contexts is increasingly blurred and contested.

Tighter linkages between feminist and queer theory

Thanks for your attention!