

TOPIC 4: Cyberculture and Economic Institutions

A) Meadows, *I, Avatar*, p.60-71 (Virtual Work, The Suits Cometh, How Avatars Affect the Real World)

1. Who was “Anshe Chung”?
- 2.
3. What was the problem Meadows saw with the coming of big business to *Second Life*?
- 4.
5. How *do* avatars affect the real world (list the institutions and their changes)?

B) Dibbel, New York Times, *The Life of a Chinese Gold Farmer* (2007)

1. What is “gold farming”?
- 2.
3. What is the importance of “play” in the work that these Chinese middle class young people are doing?

C) Lanier, *Who Owns the Future*, Chp 1 (2013)

1. What is a “universal micropayment system”?
2. What is Moore’s Law and how does it devalue people?
- 3.
4. How is inequality made worse by the devaluation model?

D) Lanier, *You Are Not A Gadget* (2010)

1. What is the Singularity and how does the idea devalue people?
- 2.
3. What does he mean by the subtitle “You need culture to even perceive information technology?”
- 4.

E) Maya, *Bitcoin Cryptocurrency for Beginners* (video) (2017)

1. What is Bitcoin?
2. What happened in Zimbabwe?
3. What is Blockchain technology?
- 4.
- 5.

F) *Cryptocurrencies have a mysterious allure – but are they just a fad?*, The Guardian, (2018)

1. When did Bitcoin start and how many cryptocurrencies were there in 2018?
- 2.
- 3.
4. How are new money-systems related to revolution in society?