

STS 316 – SP 19

Reading Questions – Weeks 4 – 6

TOPIC 2: Our Selves, Our Internet: Identity and Community Online

A) Weinberger, 2002, *Small Pieces Loosely Joined*

I. Intro

1. How was Tim Berners'-Lee's system of "hyperlinks" superior to the authors' publishers system?
- 2.
- 3.
- 4.

II. Chapter 1

- 1.
- 2.
3. What are four categories that describe major changes to social institutions and identity by way of the introduction of the Internet into our everyday lives? (Space, Time, Knowledge and Self).
- 4.
- 5.
- 6.

B) Turkle, *Life on the Screen*, 1998, Chp 10 Identity Crisis

1. How are boundaries and group norms decided upon in online communities?
- 2.
- 3.
- 4.
- 5.
- 6.

C) Videos:

I. Graham, *How social media makes us unsocial* (TedX video)

1. What is the leading cause of death amongst teenagers today?
- 2.

II. Business Insider, *How Social Media Is Rewiring Our Brains*

- 1.
2. What are the 7 areas of focus in face-to-face conversations that are missing from computer-mediated communication? (GIFT PET)

D) Meadows, *I, Avatar*, 2008

I. What It Is, Pts 1-4

- 1.
- 2.

II. Diving In

- 1.
- 2.

III. Roles and Rules

1. What is the place of rules and roles in virtual worlds?
- 2.

IV. Masks and Archetypes

- 1.
- 2.

E) Baldwin, 2014, *What Can a Second Life Teach Me about Me?: Writing Our Identity in Second Life*

- 1.
- 2.
- 3.
- 4.

F) Rheingold, *The Virtual Community*, 1993, Introduction & Chp 1

1. In what ways are online communities the same as and different from face-to-face communities?
- 2.
- 3.
- 4.
- 5.
- 6.

G) Meadows, *I, Avatar*, 2008

1. Fur vs. Gor
2. Virtual Wars
3. Rituals and Archetypes: What is the meaning of rituals and archetypes in virtual worlds?
4. The Dive into the Deep End Continues
5. On Drinking Virtual Wine and the Grounding of Belief

H) Mulgan, *Connexity*, 1999

1. How has the nature of human connection changed?
- 2.
3. What are the three laws of change that have had an impact on the nature of our connection to one another? (Moore, Metcalfe, and
- 4.

I) Malaby, *Making Virtual Worlds: Linden Labs and Second Life*, 2010

- 1.
- 2.
- 3.
- 4.