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LIVING IN DSYTOPA? DIGITAL (NON-) PLACES IN POSTMODERN FILMS AND IN THE INTERNET



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GRIN Verlag Aug 2008, 2008. Taschenbuch. Book Condition: Neu. 211x148x8 mm. This item is printed on demand - Print on Demand Neuware - Seminar paper from the year 2007 in the subject American Studies - Culture and Applied Geography, grade: 1,3, University of Potsdam (Institut für Anglistik/Amerikanistik), course: Seminar: Der Fremde. Bausteine zu einer kineastischen Anthropologie, language: English, abstract: online gaming has become a standard feature of most games that are put on the market. As a result, online communities and new social relations - the phrase is put in quotation marks with a clear intent here - are established on a permanent basis in these realms with after-effects that seem to be barely controllable by the societies. The people who participate in such games, mostly boys and men between 13 and 25, are confronted with a completely new type of social pressure online obligations. They are grouped in online guilds that meet and play at certain times of the day, there are special events in which they are expected to join, and if they are not investing a certain span of time daily into their online-characters which need to be advanced they are outdone by other guilds or members of their own groups. Indeed they are spending days of their lives in these realms, which allows for the statement that these places have become anthropospheres, spaces that are filled with human life and everything it entails. The potential to lose contact with real life (rl as it is called among players) is massive. Early the culture industry has been fascinated with living in alternative or simulated realities and its perpetual oscillation between utopia and dystopia (Durham 5). Many visions, as I shall point out in this term paper, presage today's developments to an astonishing degree sure enough the ones...



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