

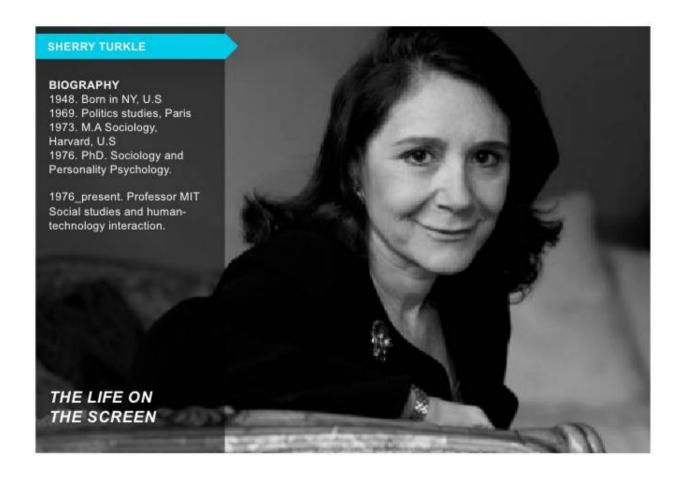
# Sherry Turkle's "Life on the Screen"

## "Life on the Screen"

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#### **AUTHOR**



Received a doctorate in sociology&psychology from Harvard Univ.

Professor of MIT (Science sociology)

Publish a book about relationship between human and technology

#### TWO AESTHETICS

Hacker

Identify system limitations

Familiar with software

Mania

Simplify the complex world of a computer

Familiar with hardware

User

Just use application program

#### TWO AESTHETICS

#### **APPLE II**

Modernist technology utopia

Reductionism that everything is mechanically explainable



**MACINTOSH** 

Postmodern fantasy

hollo

Emphasis on simulation and surface





Microsoft WINDOWS



#### TWO AESTHETICS

## **Epistemology**

Signiriant > signifie

Signiriant < signifie

Postmodernism

Emphasize surface phenomena than depth

The more we get into the programs, the more our social knowledge will expand

#### **VICTORY OF TINKER SYSTEM**

Hard style

**Structured Programming** 

Top to Bottom

1<sup>st</sup> principles of programming

Soft style

**Tinker System** 

**Bottom to Top** 

Bricolage

1970 ~ 1980

1980~

Hard style Soft style

Hard style Soft style

#### VICTORY OF TINKER SYSTEM

More people have opportunity to participate in design

## After diffusion of computer and network...

The result of computer design are not only low in artistic value but also cause architecture to fall into the world of technicians, not the world of artists.

#### PRETEND TO BE A HUMAN

1970 ~ 1980

Romanticism
Psychological meaning

1980 ~ 1990

Postmodernism
Consciousness / Life

#### PRETEND TO BE A HUMAN



## **TURING TEST**

Experiments to judge machines and human

#### PRETEND TO BE A HUMAN

Eliza

1966~

A program to test computer's ability to communicate

Just a game or an interactive diary to spend a spare time

1992~

Psychotherapy program

Accepted as earnest and purposeful conversation partner

Depression 2.0

#### Various Faces of Ego

## MUD(Multi User Dungeon)

Mud is a kind of online game, the most prominent feature being text based.





#### Various Faces of Ego

## MUD(Multi User Dungeon)

#### Adventure MUD

They usually choose to kill monsters or dragons and accumulate points by acquiring gold coins, amulets, and other jewelery.

#### Social MUD

It is type of providing users with an open space to realize their dreams. In this MUD, mutual relations with other users are important.

#### **Various Faces of Ego**

## Roleplaying VS Parallel life

#### Roleplaying

Participants can only enter into one character at a time.

#### Parallel life

You can stay in multiple characters at the same time. In other words, it is possible to have a parallel identity.

"In the end, it is important to use what you intend"

#### Tiny sex(virtual sex in the MUD) and Gender conflict

## Tiny sex(virtual sex in the MUD) and Gender conflict

#### Tiny sex(virtual sex in MUD)

In both MUD and PC communication, virtual sex requires some basic requirements. More than one person should be able to express physical action and pushing love through typing and be able to exchange emotions.

#### Gender conflict

The biggest motivation of virtual transsexuality is the desire to experience cyber sex as a presenter of relative sex.

#### How to see "realization of fantasy"?

#### Tiny sex(virtual sex in the MUD) and Gender conflict

## Kids and netsex

Distorted sex culture

Sexual assault in virtual space.

Parents do not need to be technologically professional, but they should have common sense about the Internet.

#### Tiny sex(virtual sex in the MUD) and Gender conflict

## Trickery

In the life on the screen, anyone can show a completely different view from the real world.

## Digitization

It is the fact that we are able to easily pluralize our own identity and that we have become cyber space as a new life space.

What is the nature of the relationship here? / Who am I?

#### Virtual space and it's Limitations

## Lost Reality

If you are shifted to virtual space, you experience distorted reality in many ways.

## **Simulation Effect**

- 1. It confuses the artificial experience of transforming the natural state with reality
- 2. The counterfeit looks more real than real.
- 3. The experience of the virtual world is so intense that if you enter into it, you believe that you can get more than reality.

#### Virtual space and it's Limitations

## **Politics of Virtual Reality**

How to see the political and social position and importance of virtual space.

## Avoid? or Resist?

To resist, the boundaries between real space and cyberspace must always be opened.

#### Virtual space and it's Limitations

## **Round Prison**

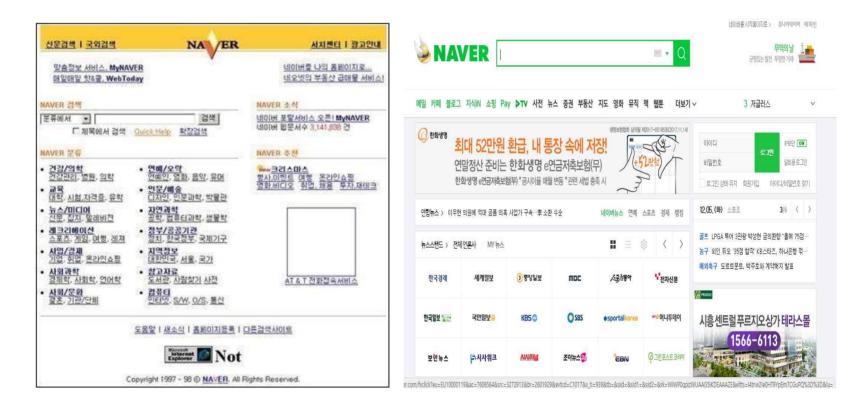




It is important to know that people can always be under surveillance or control.

#### A crisis of Identity

## **Flexibility**



The concept of a new identity that is diverse but not inconsistent