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SI 410 ETHICS AND INFORMATION TECHNOLOGY

Week 9a: Avatars – Continuum or Prosthesis

THEMES

- Textual and visual identity
- Internet identity
- "Cyborgization"
- Projecting self: continuum or prosthesis

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1. Identity

2. Internet

3. Cyborg

4. Projecting

• Character	identity	is a	combination
of			

- Self-conception (possibly inaccurate)
- Judgments of those around you
- Personality features
- Physical presentation and manner

• "If IT affects the way others see me ... then it will come to affect the way I see myself." 1. Identity

2. Internet

3. Cyborg

4. Projecting

• Three-part structural feature of identity:

- This is how I really am
- This is how I am coming across
- This is how I really want to be

- We care about the character we in fact possess, and we care to display the character we in fact possess. (p. 151)
- Gap between the real and ideal selfimage.

• Matthews, "Identity and Information Technology (2008)

1. Identity

2. Internet

3. Cyborg

4. Projecting

• Matthews focus on text-based identity on the Internet – thus the following:

• "Online life limits the possibilities for intimacy precisely because it undermines the possibility of the coauthored self." • Matthews, "Identity and Information Technology (2008)

NORMALIZATION OF BIOMECHANICAL SELVES

- 1. Identity
- 2. Internet
- 3. Cyborg
- 4. Projecting

- Prosthesis restoring normal functions
- Face lift restoring or enhancing selfimage
- Alternations for aesthetic or intellectual purposes
 - Stelarc: <u>http://v2.stelarc.org/</u>
- Implants: enhance neural functions
- (p. 157): "If we become too dependent on, or too distracted by, the offerings of a technologically rich and tempting world, we may well tend to lose ourselves in the technology." TRUE?

·Zach Waggoner, My Avatar, My Self (2009)

REVISITING AVATAR DEFINITION

1. Identity

- 2. Internet
- 3. Cyborg
- 4. Projecting

• (p. 9) [An avatar is] "... a virtual, surrogate self that acts as a stand in for our real-space selves, that represents the user. The cyberspace avatar isdisplaced from the facticity of our real-space selves...

- Choice in the creation of the avatar
- Space to create meaning

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