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HANDOUT

SOC610

Electronic Media & Virtual Community

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VIRTUAL UNIVERSITY OF PAKISTAN

Study Handout Series

SOC610 - Electronic Media & Virtual Community

A structured study handout compiled from the course's lecture topics. Read each topic's objectives first, study the key concepts, then use the summary and exam tips for revision.

SOC610

Electronic Media & Virtual Community

Based on 45 lecture topics

Compiled for VU students as a structured study guide

*Concepts are summarized in the writer's own words;
use alongside your lecture videos for best results.*

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Course Introduction

Billions of people now live part of their social lives online: they form friendships on social media, work in virtual teams, learn in online classrooms, and organize movements through hashtags. Electronic media haven't just added a channel to society - they've created new kinds of community.

This course examines virtual communities sociologically: how they form, what holds them together, how they differ from physical communities, and what they do to identity, relationships, politics, and culture. It covers the theories - from McLuhan to networked individualism - and the realities: online social capital, digital divides, cyberculture, and virtual worlds.

Students learn to analyze digital social life critically: neither celebrating technology uncritically nor mourning community's death, but understanding how society is being remade online.

How to use this handout: Each topic lists its learning objectives, explains the key concepts in simple words, defines important terms, gives an example where helpful, and closes with a summary plus exam tips. Topics marked **Very important** deserve extra revision.

Unit 1: Foundations: Media and Society

Topic 1: What Is a Virtual Community?

Learning Objectives

- Define virtual community
- Explain its characteristics
- Compare with physical communities

Key Concepts

Howard Rheingold coined 'virtual community' for social aggregations emerging online when people carry on discussions long enough, with sufficient feeling, to form webs of personal relationships. Key traits: shared interest/purpose, sustained interaction, norms and roles, and emotional attachment - community without propinquity.

Compared to physical communities: virtual ones are chosen (not given by birth/place), easier to enter and exit, often interest-based rather than place-based, and mediated - lacking physical cues but gaining asynchronicity and scale.

Debate: are they 'real' communities? Research shows they provide genuine support, identity, and belonging - though thinner obligations than kinship or neighborhoods. Reality, not virtuality, is the wrong contrast; mediated vs. face-to-face is better.

Key Points

- Virtual community: sustained online relationships with shared purpose.
- Chosen, interest-based, mediated; easy entry/exit.
- Real support and belonging; thinner obligations.

Key Terms

Virtual community: Social relationships formed via electronic media.

Propinquity: Physical closeness.

Asynchronicity: Interaction not requiring simultaneous presence.

Example

- *A diabetes support forum sustaining members for years.*

Summary: Community without place: real relationships, mediated.

Exam Tips

- ★ Very important: Rheingold's definition.
- ★ Remember chosen vs. given.

Topic 2: McLuhan and Media Theory

Learning Objectives

- Explain McLuhan's key ideas
- Discuss medium theory
- Apply to digital media

Key Concepts

Marshall McLuhan: 'the medium is the message' - media reshape society not through content but through their form: print fostered individualism and nationalism; electronic media retribalize into a 'global village.'

Hot vs. cool media: hot (radio, film) extend one sense in high definition, demanding little participation; cool (TV, and arguably social media) are low-definition, demanding audience participation - explaining memes' participatory culture.

Extensions: media extend human senses (phones extend voice, internet extends nervous system). Critique: technological determinism overstates media's autonomy - society shapes media too. But McLuhan's lens reveals how platforms' architectures (feeds, likes) shape behavior.

Key Points

- 'The medium is the message': form reshapes society.
- 'Global village': electronic retribalization.
- Hot vs. cool media; participation differences.

Key Terms

Medium theory: Media forms shaping society.

Global village: Electronically-connected world.

Technological determinism: Technology driving social change.

Example

- *The like button's architecture shaping self-presentation.*

Summary: Media forms, not just contents, remake social life.

Exam Tips

- ★ Very important: 'the medium is the message'.
- ★ Remember hot vs. cool.

Topic 3: From Mass Media to Networked Media

Learning Objectives

- Contrast mass and networked media
- Explain the shift's significance
- Discuss convergence

Key Concepts

Mass media (broadcast era): one-to-many, centralized production, passive audiences, scheduled flows - TV networks and newspapers set agendas. Networked media (digital era): many-to-many, user production, active participation, on-demand - platforms and creators multiply.

Significance: gatekeeping collapses (anyone publishes), audiences fragment (no shared schedule), and production/consumption blur ('prosumers'). Agenda-setting weakens; virality and algorithms rise.

Convergence: once-separate media (phone, TV, newspaper, computer) merge into the smartphone - and industries with them. Media literacy must now cover production, algorithms, and virality, not just critical viewing.

Key Points

- Mass: one-to-many, centralized; networked: many-to-many, participatory.
- Gatekeeping collapses; prosumers emerge.
- Convergence merges devices and industries.

Key Terms

Prosumer: Producer-consumer.

Gatekeeping: Controlling what gets published.

Convergence: Merging of media technologies.

Example

- *A viral video reaching millions without any broadcaster.*

Summary: From broadcasting to networking: everyone a potential publisher.

Exam Tips

- ★ Key point: the contrast table.
- ★ Remember prosumer.

Topic 4: Networked Individualism

Learning Objectives

- Explain networked individualism
- Discuss community transformation
- Apply to social ties

Key Concepts

Barry Wellman: digital society moves from group-based communities (neighborhoods, workplaces as bounded groups) to networked individualism - each person at the center of their own personal network, switching among ties and groups fluidly.

Implications: community becomes personalized networks rather than shared places; people maintain more, weaker, diverse ties; support comes from specialized ties (one friend for advice, another for fun)

rather than one dense group.

Assessment: not community's death but its transformation - networks provide reach and choice; they demand more active maintenance; and they suit mobile, individualized lives. The question shifts from 'is community lost?' to 'how do networks support us?'

Key Points

- From bounded groups to personal networks.
- More, weaker, specialized ties.
- Transformation, not death, of community.

Key Terms

Networked individualism: Person-centered social networks.

Personal network: An individual's set of ties.

Social network: Pattern of relationships.

Example

- *Maintaining 500 contacts but confiding in five - networked life.*

Summary: Community reconfigured as personal networks.

Exam Tips

- ★ Very important: Wellman's thesis.
- ★ Remember transformation vs. death.

Topic 5: Uses and Gratifications in Digital Media

Learning Objectives

- Explain uses and gratifications
- Apply to social media
- Discuss active audiences

Key Concepts

Uses and gratifications theory: audiences actively choose media to satisfy needs - information, entertainment, social connection, self-presentation, escapism - rather than being passive victims of effects.

Applied digitally: people use Facebook for connection, YouTube for learning/entertainment, LinkedIn for career, gaming for achievement/sociality - different platforms gratify different needs; users curate repertoires.

Critique and update: algorithms now shape choices (not fully 'active'), and gratifications sought differ from those obtained (doomscrolling). Still, the active-user lens corrects simplistic media-panic narratives.

Key Points

- Audiences actively seek gratifications: info, social, identity, escape.
- Platform repertoires match needs.
- Algorithms complicate pure 'active choice'.

Key Terms

Uses and gratifications: Audience-centered media theory.

Active audience: Users choosing media purposefully.

Doomscrolling: Compulsive negative-news consumption.

Example

- *Students using YouTube tutorials for exam prep - active gratification.*

Summary: Users use media; media don't just use users.

Exam Tips

- ★ Key point: gratification types.
- ★ Remember the algorithmic critique.

Unit 2: Virtual Communities in Practice

Topic 6: Social Media Communities

Learning Objectives

- Analyze social media as community
- Explain platform architectures
- Discuss group dynamics

Key Concepts

Platforms host communities: Facebook groups, Reddit subreddits, Discord servers, WhatsApp groups - each with architecture shaping interaction (anonymity on Reddit enables candor; real-names on Facebook enable accountability; ephemerality on Snapchat lowers stakes).

Dynamics: formation around interests/identities, norm development (netiquette), leadership (admins, moderators), conflict and schism, and lifecycle (growth, maturity, decline). Moderation labor - often volunteer - sustains them.

Strengths: niche interests find critical mass globally; marginalized identities find affirmation. Weaknesses: echo chambers, harassment, and platform dependency (communities die when platforms change).

Key Points

- Architecture shapes interaction: anonymity, identity, ephemerality.
- Norms, moderators, lifecycles.
- Niche belonging vs. echo chambers and harassment.

Key Terms

Netiquette: Online norms of conduct.

Echo chamber: Reinforcing homogeneous views.

Moderation: Governing community conduct.

Example

- *A rare-disease subreddit providing 24/7 peer support.*

Summary: Platforms host real communities with real dynamics.

Exam Tips

- ★ Key point: architecture effects.
- ★ Remember moderation labor.

Topic 7: Online Social Capital

Learning Objectives

- Define social capital online
- Distinguish bridging/bonding
- Discuss measurement

Key Concepts

Social capital - resources accessed through relationships - exists online: bridging capital (weak ties across groups: job leads, diverse information) thrives on social media's breadth; bonding capital (strong ties: emotional support) needs deeper interaction.

Research (Ellison): Facebook use correlates with bridging capital especially for low self-esteem users - social media can compensate for offline social difficulty. But displacement concerns: heavy use replacing face-to-face interaction.

Maintained vs. new: social media excel at maintaining large networks cheaply (birthday reminders as social grease) and at forming new weak ties - both valuable, neither replacing deep bonds.

Key Points

- Bridging (weak ties, information) vs. bonding (strong ties, support).
- Social media build bridging capital effectively.
- Maintain networks cheaply; don't replace deep bonds.

Key Terms

Social capital: Resources from relationships.

Bridging capital: Weak-tie resources.

Bonding capital: Strong-tie resources.

Example

- *Finding a job through a Facebook acquaintance - bridging capital.*

Summary: Online ties are real social capital, mostly bridging.

Exam Tips

- ★ Very important: bridging vs. bonding.
- ★ Remember Ellison's finding.

Topic 8: Gaming and Virtual Worlds

Learning Objectives

- Analyze gaming communities
- Discuss virtual worlds
- Address effects debates

Key Concepts

MMOs and multiplayer games host rich communities: guilds with hierarchies, economies, and enduring friendships - 'third places' (Oldenburg) for digital life. Esports spectate competitively; streaming adds parasocial layers.

Virtual worlds (Second Life, VRChat, metaverse visions): avatar embodiment, virtual property, and economies - laboratories for identity and social experimentation. VR adds presence - 'being there' together.

Effects debates: gaming builds teamwork and cognition; excessive play risks addiction; virtual achievements satisfy real needs (competence, relatedness). Moral panics repeat each medium's history - evidence stays nuanced.

Key Points

- Guilds as digital third places; esports and streaming.
- Virtual worlds: avatars, economies, identity labs.
- Benefits real; addiction risks real; panics oversimplified.

Key Terms

MMO: Massively Multiplayer Online game.

Avatar: Digital embodiment.

Third place: Social setting beyond home and work.

Example

- *Guild members attending each other's real weddings.*

Summary: Games and worlds: play as community infrastructure.

Exam Tips

- ★ Key point: third-place concept.
- ★ Remember nuanced effects.

Topic 9: Online Learning Communities

Learning Objectives

- Describe virtual learning communities
- Explain their dynamics
- Discuss VU's context

Key Concepts

Online education creates communities: discussion forums, study groups on WhatsApp, peer tutoring networks - students of virtual universities (like VU) build rich support systems without campuses. Social presence (Garrison) - feeling connected - predicts satisfaction and persistence.

Dynamics: instructor facilitation matters enormously; peer interaction needs design (not just 'discuss!'); lurkers learn too; and informal backchannels (class WhatsApp groups) often carry the real community.

Challenges: isolation, digital divides, and academic integrity. Success factors: purposeful interaction design, responsive instructors, and student ownership of spaces.

Key Points

- Social presence predicts online learning success.

- Design interaction; value backchannels.
- Isolation and divides are the challenges.

Key Terms

Social presence: Feeling connected online.

Backchannel: Informal parallel communication.

Lurker: Non-posting participant.

Example

- A VU course's WhatsApp group sharing notes nightly.

Summary: Virtual universities run on virtual communities.

Exam Tips

- ★ Key point: social presence.
- ★ Remember backchannel value.

Topic 10: Digital Activism and Movements

Learning Objectives

- Explain online mobilization
- Discuss hashtag activism
- Assess effectiveness debates

Key Concepts

Social media lower mobilization costs: movements organize without organizations - Arab Spring, #MeToo, Black Lives Matter, Pakistan's digital campaigns. Affordances: rapid diffusion, documentation (phone videos as evidence), and transnational solidarity.

Hashtag activism debates: 'slacktivism' critique (clicks replacing action) vs. evidence that online engagement correlates with offline participation and shifts discourse - #MeToo changed workplaces, not just timelines.

State responses: shutdowns, surveillance, and disinformation - the same tools empower and repress. Digital activism's power is real but contingent on organization beyond the hashtag.

Key Points

- Lowered mobilization costs; documentation; transnational reach.
- Slacktivism critique vs. real discourse change.
- Tools empower and repress; organization still matters.

Key Terms

Hashtag activism: Movement organizing via hashtags.

Slacktivism: Low-effort online engagement.

Affordance: What a technology enables.

Example

- #MeToo shifting workplace norms globally.

Summary: Digital tools amplify movements; they don't replace organizing.

Exam Tips

- ★ Key point: the slacktivism debate.
- ★ Remember documentation affordance.

Unit 3: Identity, Culture, and Issues

Topic 11: Digital Identity and Self-Presentation

Learning Objectives

- Explain online identity
- Discuss self-presentation
- Address authenticity

Key Concepts

Goffman's dramaturgy goes digital: profiles are performances - curated photos, crafted bios, audience-managed posts. Context collapse (work, family, friends in one audience) complicates performance; strategies include multiple accounts and privacy settings.

Identity play: anonymity enables experimentation (gender, persona); persistent identity enables reputation. Both are real uses - identity is performed, not just revealed, offline too.

Authenticity pressures: influencer culture and metrics (likes) commercialize self-presentation; yet many find genuine self-expression online, especially stigmatized identities finding community.

Key Points

- Profiles as Goffmanesque performances.
- Context collapse complicates audiences.
- Metrics commercialize; anonymity liberates.

Key Terms

Self-presentation: Managing impressions.

Context collapse: Multiple audiences in one space.

Dramaturgy: Goffman's performance metaphor.

Example

- *Separate Instagram accounts for family vs. friends - managing collapse.*

Summary: Identity online: performed, managed, sometimes freer.

Exam Tips

- ★ Very important: context collapse.
- ★ Remember Goffman application.

Topic 12: Cyberculture and Digital Norms

Learning Objectives

- Define cyberculture
- Explain meme culture
- Discuss norm evolution

Key Concepts

Cyberculture: the distinctive cultures emerging online - memes as folk art and political commentary, remix creativity, participatory fandoms, and platform-specific dialects (from leetspeak to TikTok trends).

Memes: Dawkins' concept evolved - units of cultural transmission now visual, remixed, and lightning-fast; they carry humor, identity signals, and political critique. Understanding memes is digital literacy.

Norms evolve: from early netiquette (no all-caps!) to platform norms (thread etiquette, spoiler warnings) - communities continuously negotiate conduct, showing culture-formation in real time.

Key Points

- Cyberculture: memes, remix, participatory fandoms.
- Memes as folk art and political speech.
- Norms continuously negotiated.

Key Terms

Cyberculture: Culture emerging in digital spaces.

Meme: Transmitted cultural unit.

Remix culture: Creative recombination.

Example

- *Political memes shaping election discourse.*

Summary: Digital spaces grow distinctive, fast-evolving cultures.

Exam Tips

- ★ Key point: memes as culture.
- ★ Remember norm negotiation.

Topic 13: The Digital Divide

Learning Objectives

- Describe digital divides
- Explain levels of divide
- Discuss inclusion strategies

Key Concepts

Divides are layered: first-level (access - devices, connectivity), second-level (skills - digital literacy), third-level (outcomes - who benefits). Pakistan illustrates all three: urban/rural, gender, and income gaps.

Consequences: exclusion from education, jobs, services, and civic life - as societies digitize, divides become inequality multipliers. COVID-19's online schooling exposed them brutally.

Strategies: infrastructure investment, affordable access, digital literacy programs, gender-inclusive design, and offline alternatives maintained. Inclusion is a policy choice, not a technological inevitability.

Key Points

- Three levels: access, skills, outcomes.
- Divides multiply inequality as society digitizes.

- Inclusion needs policy, not just technology.

Key Terms

Digital divide: Unequal digital access/benefit.

Digital literacy: Skills for digital participation.

Third-level divide: Unequal outcomes from use.

Example

- *Rural students missing online classes for lack of connectivity.*

Summary: Divides decide who the digital society serves.

Exam Tips

- ★ Very important: the three levels.
- ★ Remember COVID exposure.

Topic 14: Privacy, Surveillance, and Data

Learning Objectives

- Explain privacy challenges
- Discuss surveillance capitalism
- Outline protection strategies

Key Concepts

Privacy erosion: platforms harvest behavioral data; breaches expose millions; inferences (pregnancy, politics) exceed what users shared. 'If you're not paying, you're the product' - partially true of ad models.

Surveillance capitalism (Zuboff): predicting and modifying behavior as business model - from ads to feed curation shaping moods and votes. State surveillance adds political dimensions; in weaker democracies, chilling dissent.

Responses: regulation (GDPR as model), privacy tools (encryption, minimal sharing), platform accountability demands, and digital literacy. Privacy is collective, not just personal - your data exposes your network.

Key Points

- Data harvesting, breaches, and inferences erode privacy.
- Surveillance capitalism: behavior prediction as business.
- Regulation, tools, literacy as responses.

Key Terms

Surveillance capitalism: Zuboff's behavioral-data business model.

GDPR: EU data protection regulation.

Data inference: Deriving sensitive facts from behavior.

Example

- *Target inferring pregnancy from purchases - classic case.*

Summary: Digital community's price is often privacy.

Exam Tips

- ★ Very important: surveillance capitalism.
- ★ Remember collective privacy.

Topic 15: Misinformation and Platform Governance

Learning Objectives

- Explain misinformation dynamics
- Discuss governance models
- Evaluate interventions

Key Concepts

Misinformation spreads via: cognitive biases (novelty, emotion), algorithmic amplification (engagement rewards outrage), and coordinated campaigns (bots, trolls). Health and political misinformation cause real harm - vaccine hesitancy, election manipulation.

Governance: platforms moderate billions of posts - impossible perfectly; models range from US-style free-speech maximalism to EU regulation (DSA) to state control. Content moderation labor is psychologically costly and politically contested.

Interventions: fact-checking (limited reach), media literacy (promising), friction (slowing virality), and algorithmic transparency. No silver bullet - layered defenses.

Key Points

- Spread via bias, algorithms, coordination.
- Moderation at scale is imperfect and contested.
- Literacy, friction, transparency - layered defenses.

Key Terms

Misinformation: False information spread.

Disinformation: Deliberately false information.

Algorithmic amplification: Algorithms boosting engaging content.

Example

- *WhatsApp rumors sparking real-world violence.*

Summary: Information disorder is a sociological, not just technical, problem.

Exam Tips

- ★ Key point: spread mechanisms.
- ★ Remember layered defenses.

Unit 4: Research and Futures

Topic 16: Studying Virtual Communities

Learning Objectives

- Describe digital research methods
- Explain netnography
- Discuss ethics

Key Concepts

Methods: netnography (Kozinets) - ethnography adapted online, participating in and interpreting communities; digital trace data (big data from platforms); surveys and interviews; social network analysis mapping ties.

Ethics: are public posts 'public'? Consent complexities at scale; anonymization challenges (quotes are Google-able); researcher presence affecting communities. Guidelines: consider vulnerability, minimize harm, and respect community norms.

Mixed methods win: big data shows patterns, ethnography shows meanings. Studying virtual communities demands both computational and interpretive skills.

Key Points

- Netnography: online ethnography.
- Trace data + surveys + network analysis.
- Ethics: consent, anonymization, vulnerability.

Key Terms

Netnography: Ethnography of online communities.

Digital trace data: Behavioral data from platforms.

Social network analysis: Mapping relationship patterns.

Example

- *Quoting a forum post verbatim can de-anonymize its author.*

Summary: Study digital society with digital-appropriate methods and ethics.

Exam Tips

- ★ Key point: netnography.
- ★ Remember the quoting risk.

Topic 17: AI and Algorithmic Sociality

Learning Objectives

- Discuss algorithms' social role
- Explain filter bubbles
- Address AI companions

Key Concepts

Algorithms curate social life: feeds rank friends' posts, recommendations shape culture, matchmaking pairs people - 'algorithmic sociality' where code mediates relationships. Filter bubbles/polarization debates: evidence is mixed, but algorithmic curation concentrates attention.

AI companions (chatbots as friends/therapists): growing use, especially among lonely users - raising questions about authentic relationship, dependency, and data intimacy. Parasocial AI extends influencer dynamics.

Sociological task: study human-AI sociality as genuinely social - norms, attachments, and inequalities forming around AI systems.

Key Points

- Algorithms mediate relationships and culture.
- Filter-bubble evidence is mixed; concentration is real.
- AI companions raise authenticity and dependency questions.

Key Terms

Algorithmic sociality: Code-mediated relationships.

Filter bubble: Personalized information isolation.

Parasocial: One-sided mediated relationships.

Example

- *Feeds deciding which friends' news you see.*

Summary: Code now co-authors social life.

Exam Tips

- ★ Key point: algorithmic sociality.
- ★ Remember mixed bubble evidence.

Topic 18: Work and Economy Online

Learning Objectives

- Describe digital labor
- Explain platform economies
- Discuss remote work

Key Concepts

Platform economies: gig work (ride-hailing, delivery), freelancing platforms (Upwork - huge in Pakistan), creator economies (YouTube, TikTok monetization) - flexibility with precarity: no benefits, algorithmic management, rating pressures.

Digital labor's hidden side: content moderators, data labelers, microworkers - often in the Global South, poorly paid, psychologically costly - the human infrastructure of AI.

Remote work: accelerated by the pandemic; virtual teams need deliberate community-building; digital nomads and global talent flows reshape labor markets. Pakistan's freelancers exemplify the opportunities and precarities.

Key Points

- Gig, freelance, creator economies: flexible but precarious.
- Hidden labor: moderators, labelers.
- Remote work needs deliberate community.

Key Terms

Gig economy: Short-term platform-mediated work.

Algorithmic management: Software directing workers.

Creator economy: Earning from digital content.

Example

- *Pakistani freelancers earning on Upwork - opportunity and precarity.*

Summary: Digital economies: new opportunities, old vulnerabilities.

Exam Tips

- ★ Key point: flexibility-precarity tension.
- ★ Remember hidden labor.

Topic 19: Virtual Community in Pakistan

Learning Objectives

- Describe Pakistan's digital society
- Discuss local platforms and issues
- Assess trajectories

Key Concepts

Pakistan's digital leap: 190M+ mobile connections, cheap smartphones, 4G expansion - WhatsApp, Facebook, TikTok, YouTube dominant; a vibrant meme culture; freelancing among the world's top; and digital activism (from lawyers' movement blogs to current campaigns).

Local dynamics: blasphemy-related mob violence sparked by rumors (misinformation's deadly edge), state shutdowns and the PECA law debates, gendered harassment constraining women's participation, and Urdu/Hindi-mixed digital vernaculars.

Trajectories: growing e-commerce, fintech, and edtech; persistent divides (gender, rural); and the ongoing negotiation of free expression, faith, and order - Pakistan as digital society's vivid case.

Key Points

- Mobile-first digital society; global platforms dominant.
- Freelancing strength; misinformation's deadly edge.
- PECA debates; gendered participation gaps.

Key Terms

PECA: Pakistan's cybercrime law.

Digital vernacular: Local online language mixing.

Shutdown: State internet blocking.

Example

- *WhatsApp rumors and mob violence - misinformation's stakes.*

Summary: Pakistan: digital society's promises and perils in sharp relief.

Exam Tips

- ★ Key point: local dynamics list.
- ★ Remember freelancing strength.

Topic 20: The Future of Virtual Community

Learning Objectives

- Survey emerging trends
- Discuss metaverse visions
- Reflect on human needs

Key Concepts

Emerging: VR/AR social spaces, AI-mediated interaction, decentralized platforms (fediverse), and brain-computer interfaces on the horizon - each promising richer presence or user control.

Metaverse visions: corporate (Meta) vs. open (Web3/fediverse) futures - who governs virtual social infrastructure is the political question. History warns: open protocols (email, web) vs. platform capture cycles repeat.

Enduring: humans need belonging, recognition, and meaning - technologies change how these are sought, not the needs themselves. The sociologist's task remains: understand how emerging media reshape enduring human sociality - critically, empirically, humanely.

Key Points

- VR/AR, AI mediation, decentralization emerging.
- Governance of virtual infrastructure is political.
- Human needs endure; media reshape their satisfaction.

Key Terms

Metaverse: Immersive shared virtual spaces.

Fediverse: Decentralized social networks.

Web3: Decentralized web visions.

Example

- *Email's openness vs. platforms' capture - the repeating cycle.*

Summary: New media, enduring humanity: sociology's ongoing task.

Exam Tips

- ★ Key point: the governance question.
- ★ Remember enduring needs.

Glossary of Key Terms

Virtual community: Social relationships formed via electronic media.

The medium is the message: McLuhan: media forms reshape society.

Global village: Electronically-connected world.

Networked individualism: Person-centered social networks (Wellman).

Prosumer: Producer-consumer.

Social capital: Resources accessed through relationships.

Bridging/bonding capital: Weak-tie vs. strong-tie resources.

Netnography: Ethnography of online communities.

Surveillance capitalism: Behavioral-data business model (Zuboff).

Digital divide: Unequal digital access, skills, and outcomes.

Context collapse: Multiple audiences in one online space.

Echo chamber: Homogeneous reinforcing views.

Misinformation: False information spread (disinformation: deliberate).

Algorithmic sociality: Code-mediated relationships.

Cyberculture: Culture emerging in digital spaces.