

CCC CHATROOM- INTERNET CULTURE

Schedule 2021 F

網路文化談

Phoebe Hemsley



This semester, we will dive into internet culture! We'll take a look at various aspects of online communities and subcultures and the issues surrounding them, both the good and bad.

Twitter and Cancel Culture

Twitter has become an almost no-holds barred area for discussing serious topics with a word limit. It is also considered the place to go for cancel and callout posts. This session we'll explore Twitter and "cancel culture"!

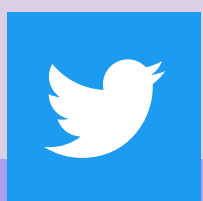
Fanfiction and Transformative Works

Fanfiction, in its essence, has existed for centuries, but never as it is now! The A03 (Archive of Our Own), Wattpad, Fanfiction.net are currently the main sites for publishing fanworks as well as original works. We'll discuss these sites as well as fanfiction and transformative works in general; their common tropes and issues. We'll also take a look at the shifting legality and popularity of fanworks in general!



Tumblr, Fandoms, Gatekeeping, and Censorship

Tumblr may not be the most popular website in the world, let alone Taiwan, but the social media website with a form factor different to the rest has had its own unique history. We'll take a look at how Tumblr's "microblogging" function creates a culture different from websites such as Twitter and Facebook, as well as its rocky policy changes over the past few years.



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YouTube

This video sharing site is a crucial part of the internet for many. YouTubers have made a career path of their own, but YouTube's monetization and the rise of "influencers" has come with its own fair share of issues, which we'll look at in this session.

Gaming, Representation, and "Toxic" Communities

From Gamer Gate in 2014 to the Blizzard Activision lawsuit in 2021, feminism in game development still has a long way to go. We'll look into representation in video games and the communities surrounding them.

Esports

The concept of gaming as a competitive sport is no longer as surprising as it was ten years ago, but just how far has the community come? We'll dive into the world of esports, with a focus on League of Legends.

(Guest)



Streaming Services

Netflix, Spotify, Disney+, the list goes on — Streaming is the way most of the younger generation consumes content as of now. What was once a monopoly is now a vast array of different services, complete with wars to acquire streaming rights and conflicts between corporations and content creators, such as the Spotify and Taylor Swift controversy, as well as the recent Disney and Scarlett Johansson controversy. We'll discuss these and more in this session!

Video Games and Online Gaming

This session we'll look into different types of video games and online gaming, as well as what it's like to be a gamer that interacts in international, online communities.

(Guest)

Guest Speaker: Wael
Dates: Weds. 16:00-17:00
10/22-12/30

