


INTRODUCTION TO CYBER SOCIETY ,CYBER CULTURE AND CYBER SPACE

Lesson # 1

Topics

- ▶ Main Objective
 - ▶ Cyber Society
 - ▶ Cyber Culture
 - ▶ Cyber Culture Components
 - ▶ Cyber Space Concept
 - ▶ Cyber Space Communities
 - ▶ The Cultures of Computing
 - ▶ Effects of Cyber Culture on Society
 - ▶ Outcomes
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Main Objective

- ▶ Positive Online Environment of Internet users and a healthy cyber culture for the Internet community.
 - ▶ A recognition of the power of the Internet to benefit oneself and the community at large .
 - ▶ To **reflect** on how to become a responsible user of social networking sites and a commitment towards building a healthy cyber culture .
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CYBER SOCIETY



Cyber Society

- ▶ **Cyber Society** : Focuses on the construction, maintenance and facilitation of community in electronic networks and computer-mediated communication.




CYBER CULTURE




Cyber Culture

Introduction:

- ▶ **World Wide web** is the collection of electronic documents.
 - ▶ Each electronic document on the web is called a web page. Which can contain text, graphics, audio and video.
 - ▶ The use of World Wide Web by a people or a group of people for the exchange of social expectations, custom, history and language is called cyber culture.
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Cyber Culture

- ▶ Like every culture has its own language, the cyber culture is not the exception to this rule.
 - ▶ It converts the human written language or symbols to machine language and reconverts to human understandable language so the people on the destination can understand.
 - ▶ Now a day's specially in online chatting the cyber language is creates of new codes which affects our daily spoken language.
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CYBER CULTURE COMPONENTS



Cyber Culture Components


- ▶ Internet
 - ▶ Website
 - ▶ E-Mail
 - ▶ Blog
 - ▶ Online Chat
 - ▶ E-Commerce
 - ▶ Social Networks
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THE INTERNET



Cyber Culture Components


The Internet

- The network formed by the co-operative interconnection of a large number of computer networks.
 - No one owns the Internet.
 - There is no central administration to the internet.
 - Main goal of the internet is to connect several computers together for the exchange of messages and share the information etc.
 - Community of people.
 - Collection of resources.
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WEBSITE

Cyber Culture Components


Website

- A location connected to the Internet that maintains one or more web pages.
 - Web pages are the building blocks of the website.
 - Web pages includes documents like texts and multimedia contents etc.
 - A web sites may be accessible through a public Internet Protocol (IP) network, such as the Internet, or a private local area network (LAN), by referencing a uniform resource locator (URL) that identifies the site.
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E-MAIL

Cyber Culture Components


E-mail (Electronic Mail)

- **Electronic mail**, most commonly called **email**.
 - E-mail is the Most widely used application on the internet.
 - Messages that are sent electronically from one computer to another is an e-mail message.
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BLOG

Cyber Culture Components


Blog:

- A **blog** is a discussion or informational site published on the World Wide Web consisting of discrete entries ("posts").
 - A regularly updated website or web page, typically , runs by an individual or a small group.
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ONLINE CHAT

Cyber Culture Components

Online Chat


- Any kind of communication over the **Internet** that offers a real-time transmission of text messages from sender to receiver is called online chat.
 - Online chat may address point-to-point communications as well as multicast communications from one sender to many receivers and video chat, or may be a feature of a web conferencing service.
 - Any direct text-based or video-based (webcams), one-on-one chat or one-to-many group chat by using tools such as instant messengers, Internet Relay Chat (IRC) etc.
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E-COMMERCE



Cyber Culture Components

E-Commerce


- **Electronic commerce**, commonly written as **e-commerce**, is the trading or facilitation of trading in products or services using computer networks, such as the Internet.
 - Commercial transactions conducted electronically on the Internet.
E.g.
 - Online shopping.
 - Online market places.
 - Business to business buying & selling.
 - Online newsletter for marketing prospective.
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SOCIAL NETWORKS



Cyber Culture Components


Social Networks

- A dedicated website or other application which enables users to communicate with each other by posting information, comments, messages, images , videos are referred to as social networks. For example networks like
 - Face book.
 - Linked in.
 - Twitter.
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CYBER SPACE



Concept of Cyber Space

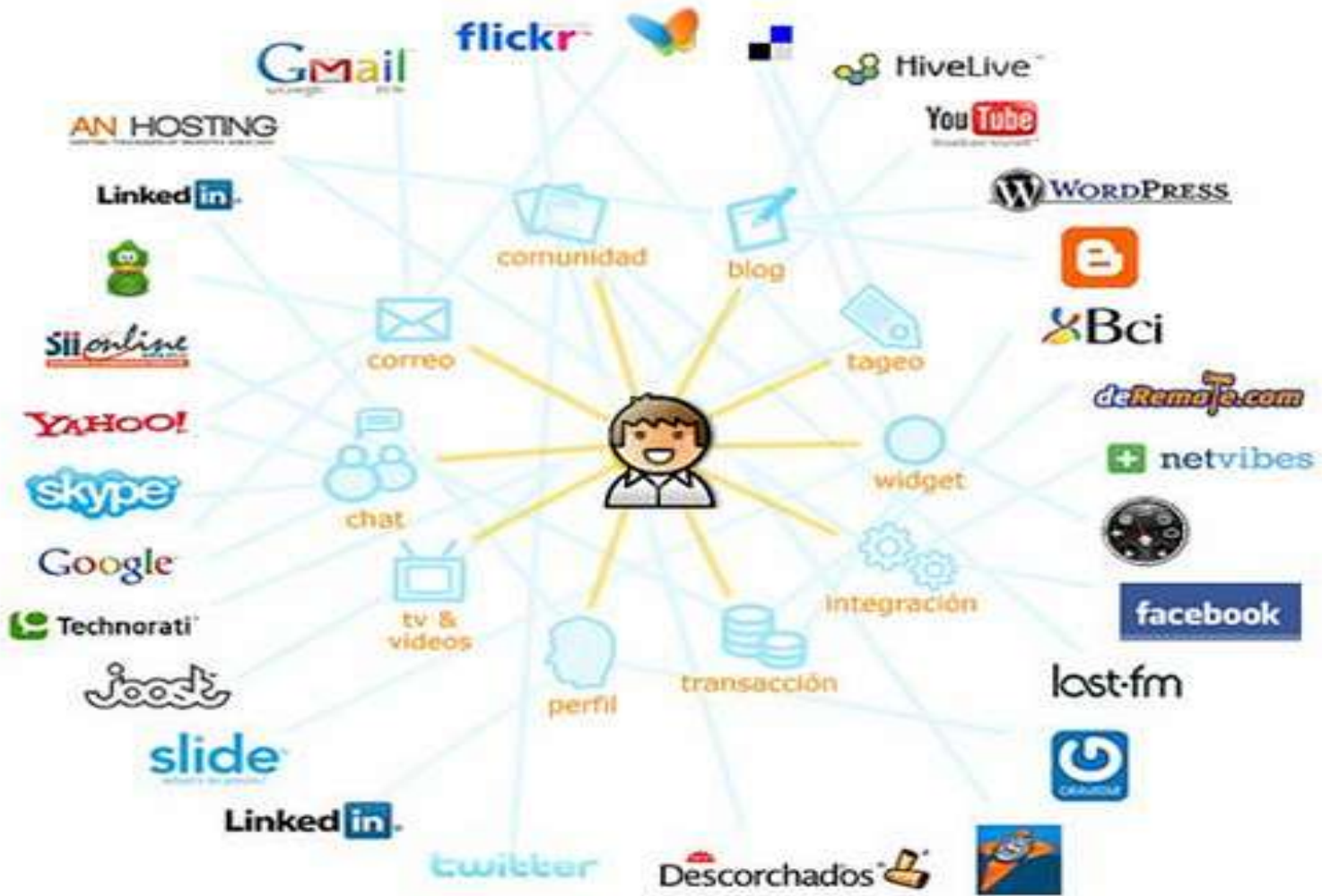
- ▶ The cyberspace is a term used to describe the space created through the union of electronic communications networks such as the internet, which enables computer facilitated communication between any numbers of people who may geographically dispersed around the globe.
 - ▶ Cyberspace is a public space where individuals can meet, exchange ideas, share information, provide social support, conduct business etc.
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Concept of Cyber Space


The human interaction does not require physical connection to communicate, but is rather characterized by the interconnection of millions of people throughout the world through chat room, email, Facebook etc.




Concept of Cyber Space



Cyber Space Communities

- ▶ Due to worldwide use of computer network, people are now able to get together and form cyber communities that can exchange messages easily through cyberspace.
 - ▶ Physically meeting has been reduced due to introduction of cyber culture.
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The Culture of Computing

- ▶ Culture is an important process in computer related contexts. The processes that create meaning in actions.
 - ▶ Cyber culture is indicated to break down borders and barriers, not only between nations but also between groups and individuals separated from each other due to some reasons.
 - ▶ If cyber culture grows then those who are cut off from cyber culture will feel more isolated from society and will not be properly updates about latest development and fast change.
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Effects of Cyber Culture on Society




Effects of Cyber Culture on Society

- ▶ The cyber culture has brought great impact on human individual's life.
 - ▶ In education the style of teaching learning has changed. The student teacher interactivity can be formed online.
 - ▶ The cyber culture has great influence in the business world.
 - ▶ The use of internet for emails and other social networks is our participation in the cyber culture.
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Effects of Cyber Culture on Society

- ▶ Cyber culture reduced the gap between groups and individuals separated from each other due to some reasons.
 - ▶ Now days there are many social networking sites like Face book, MySpace and Twitter, which all serve to provide links to many friends to maintain their relationship.
 - ▶ These social networks are means of interactivity between people around world.
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Effects of Cyber Culture on Society

- ▶ Face to face communication is becoming weak due to emerging of these social networks.
 - ▶ The People who don't have the ability to communicate face to face they can exchange their views, through these social network.
 - ▶ Business decision can be made through video conferences.
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Out Come

- ▶ The cyber culture is developing and we need to know the values and believes of this culture.
 - ▶ Cyber culture has great influence on human culture and in way new uniform global culture is developing.
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References

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THANK YOU