I. Postmodernism

A. Modern World

1. Post-feudal to ?

2. Characteristics

a. industrialization

b. urbanization

c. individualism

d. secularization

3. Social theory and Enlightenment

a. science

i. truth about

ii. freedom from

iii. freedom to

b. constitutive subjectivity

i. economic individualism

ii. autonomous actor

4. Modernity and theories of power

a. class domination

i. control political system

ii. control economic system

iii. ideology: false consciousness

b. state power

i. coercion

ii. legitimation

iii. propaganda

c. media power

i. colonization of ego

ii. subversion of subjectivity

B. Postmodern world

1. characteristics

a. new technologies

b. new cultural products

c. virtual reality

2. postmodern social theories

a. Foucault: knowledge/ power

b. Baudrillard: reality vs hyperreality

C. Foucault’s Theory of Power (Analytic of Power)

1. rejects modernist theories of power

a. based on three untrue assumptions

i. knowledge leads to truth

ii. knowledge leads to freedom from/to

iii. constitutive subject

b. macropower or institutional power

2. knowledge/ power

a. power is

i. “web-like” and “ubiquitous”

ii. strategy: control large populations through normalization

iii. micro-power or bio-power

iv. reciprocal relationship with knowledge

v. power produces knowledge that reinforces power

vi. power/knowledge produces “subjects”

b. social sciences

i. psychology, sociology, criminology

ii. disciplinary institutions

iii. disciplinary knowledge

iv. creates human beings as subjects and objects

c. human beings as objects

i. “cases”

ii. judged by norms/deviance

iii. normal is functional

iv. deviant is dysfunctional

d. creates subjectivity: compliant subjects

i. assume a normalized identity

ii. inner life is product of power relations

iii. “The individual is an effect of power . . . and its vehicle.”

iii. History of Sexuality Vol 1

iv. rejects repressive hypothesis

v. rejects ideology “false consciousness”

e. Panopticon

i. as metaphor: “The Gaze”

ii. U.S., the war on terror, and technologies of surveillance

D. Baudrillard and the Matrix

1. The end of reality as the reference for human experience

a. simulation: creation of “reality” through new technologies

b. implosions: breakdown in ability to distinguish between

reality and “reality”

c. hyperreality: simulacra replace the real

i. Disneyland as model for towns and cities

ii. home in advertisements is model for real home

iii. media model of beauty becomes idea of beauty

iv. entertainment as news

v. war as a video game

d. hyperreality becomes referent for reality

i. no getting outside the cave

ii. no getting outside the matrix