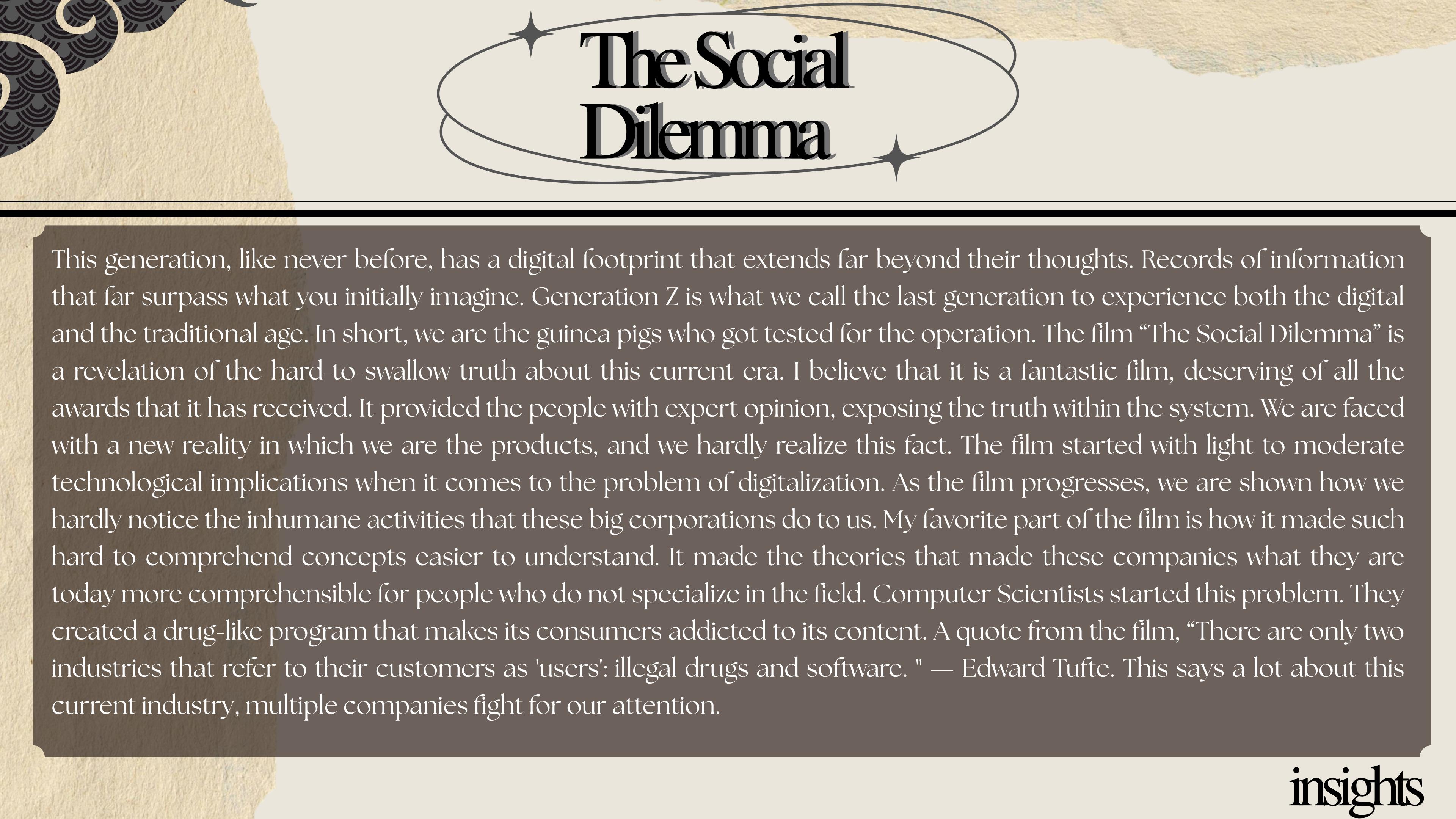


My AVATAR



I created this avatar with the thought of how I present myself in both worlds, the digital and the real world. I always like to greet people with a smile, hence, you see in my avatar a waving person who is smiling enthusiastically. I believe this is a strength or notable feature of mine, my sociability, or the way I interact with people. May it be on social media or in person, I always like to have conversations with my peers and other people.

- From picscrew.me made by @“海ひつじ屋め～か～”



The Social Dilemma

This generation, like never before, has a digital footprint that extends far beyond their thoughts. Records of information that far surpass what you initially imagine. Generation Z is what we call the last generation to experience both the digital and the traditional age. In short, we are the guinea pigs who got tested for the operation. The film “The Social Dilemma” is a revelation of the hard-to-swallow truth about this current era. I believe that it is a fantastic film, deserving of all the awards that it has received. It provided the people with expert opinion, exposing the truth within the system. We are faced with a new reality in which we are the products, and we hardly realize this fact. The film started with light to moderate technological implications when it comes to the problem of digitalization. As the film progresses, we are shown how we hardly notice the inhumane activities that these big corporations do to us. My favorite part of the film is how it made such hard-to-comprehend concepts easier to understand. It made the theories that made these companies what they are today more comprehensible for people who do not specialize in the field. Computer Scientists started this problem. They created a drug-like program that makes its consumers addicted to its content. A quote from the film, “There are only two industries that refer to their customers as 'users': illegal drugs and software. ” — Edward Tufte. This says a lot about this current industry, multiple companies fight for our attention.



The Social Dilemma

It may seem like a simple concept that we can easily nudge. But shortly, our attention may be monopolized even further, to the point that it leads to more inhumane actions. It is hard to believe, but we provided social media with too much power, the power to divert our attention, to change our minds, and control public opinion. It can move civilizations towards a common idea that does not exhibit good. People who do not have good intentions have already weaponized the use of social media. The movie taught us a lot about how society is polarized by something we dismiss as “passing the time.” It makes two factions think they are both right because they are presented with information that they both deem as facts. This film highly resonated with me as a BS Computer Science student. As a person studying at UP, I am equipped with the ideals that go against those who try to make our society their very own vending machine. Given this, it is up to us to try and develop solutions, programs, and other interventions to try and fix the problem that our predecessors have created. This problem needs to be addressed soon, and if it is not us, then who will? We, future computer scientists who have been produced by UP, are given the mission of fighting back. To fight for what is right and to prevent from watching the world from just turning into turmoil.

Group Sharing

In today's meeting, my group, composed of me, Elijah, Hanna, and Janna, had an insightful sharing. It was rather quick because we were still getting used to each other's tendencies; as a result, we had some awkward moments along the way. It was refreshing to see that I shared the same sentiments with most of my group members. It highly resonated with them that I also live a simple life. I am not a materialistic person; my material self highly represents my simplicity, and most of my group members agreed. The similarities in our opinions are because we are all students; naturally, we won't have a consistent source of income aside from our parents. For the second part, it was only me and Hanna; we discussed our digital selves. Hanna showed me her output, which was great and creative. She used Roblox and Wii characters as inspiration for her work. According to her, she made two outputs to represent two worlds, digital and physical. The other one highly represented herself, while the other addresses how her presented profile in social media and gaming platforms may be different from what she is in the real world. We related our insights to the film "The Social Dilemma". Even though we had different social levels, we found common ground with the fact that social media is, in fact, a problem right now. We had a common opinion that social media is making us create a facade that gives other people a false impression of our identity. We believed that we provided multiple platforms to create wars and undesirable tension between factions, just because of the algorithm that provides them with their own facts. It was a fun experience, being able to resonate with my peers from different degree programs. It is good to see and hear that, given the different social classes and courses, we still found common ground when it comes to talking about different prominent contemporary issues.

GROUFE



MATERIAL/ECONOMIC SELF



DIGITAL SELF