

Is there anybody out there? Social Media as a new social fetish

Authors:

Karolin Eva Kappler Ricard Ruiz de Querol

Barcelona Media – Innovation Centre









- 1. Context
- 2. Research Questions
- 3. Theoretical Reflections
- 4. Methodological Design
- 5. Results
- 6. Conclusions



1. Context

democracy participation

empowerment well-being

sociability

social capital

Anne Helmond, May 2009

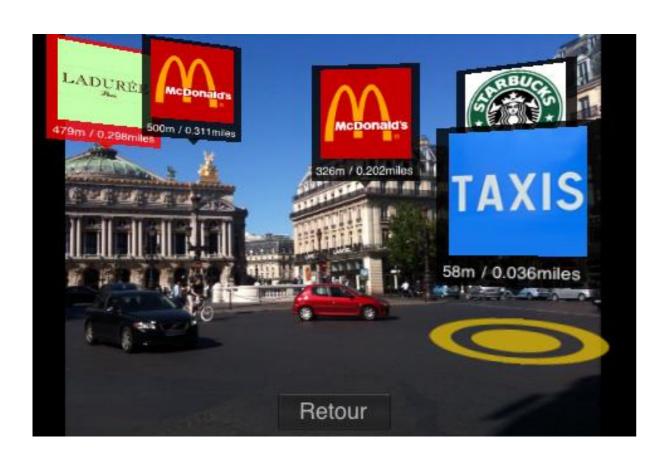


2. Research Question

- How do users deal with Social Media?
 - ✓ Do they become more (inter)active Web-users?
 - ✓ Or might they even become interpassive users?



3. Theoretical context



- Agency of Social Mediauser as a key concept in hypermodern world
- "Social Entertainment Age" (globalwebindex 2011)
- "We are the Network not the Creator" (globalwebindex 2011)



3. Theoretical Context

Interactivity

An alternating process with reciprocal relationships

 Key dimension of Social Media



3. Theoretical Context

Interactivity

An alternating process with reciprocal relationships

Key dimension of Social Media

Interpassivity

The consensual transfer of activity or emotion onto another being or object, who consequently 'acts' in one's place.

A new dimension of Social Media?



3. Example for Interpassivity



Tibetian Prayer Wheel



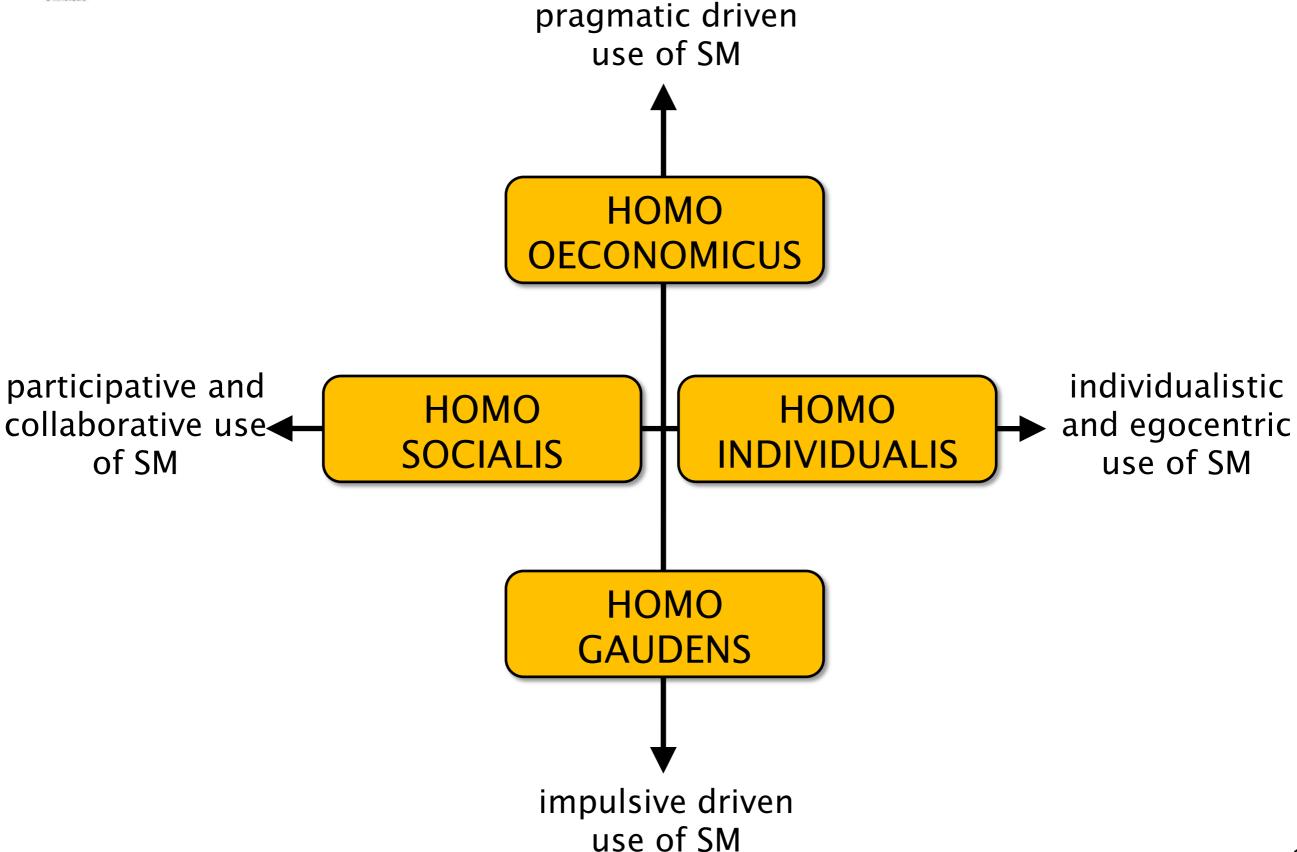
4. Methodological Design



Approach:

- Qualitative
 - ✓ Sample: 6 focus groups (total of 41 participants)
- Grounded Theory-based
 - Extraction of code-trees and categories following the paradigmatic scheme proposed by Strauss and Corbin







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HOMO OECONOMICUS

Examples

- RSS-feed as fetish
- Practice of job-seeking



HOMO GAUDENS





HOMO GAUDENS

Example

 Taking, sharing, consuming and memorizing of photographs



HOMO INDIVIDUALIS



HOMO INDIVIDUALIS

Examples

- Gossiping
- "Trawom" travelling without moving



HOMO SOCIALIS



HOMO SOCIALIS

Examples

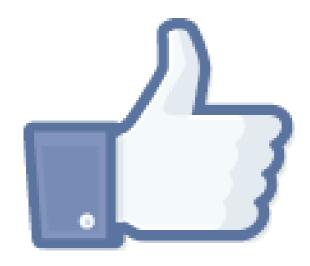
Retweeting the 'Spanish revolution'



6. Conclusions

The interpassive user

- ✓ Use of Social Media as a commodity: Users depose their belief onto Other(s). Pressing the 'I like' button makes them feel like a believer or activist.
- ✓ Being (inter)passive through Other(s): Enjoying (or suffering) the 'entertainment' of Other(s) through pure consumption, delegating their own enjoyment.





6. Conclusions

Paradox of the so-called attention industry:

- ✓ Living in the most (inter)connected, social and interactive era ever known to man.
- ✓ Most of this attention is only experienced interpassivly, creating fetishes, fake realities and the illusion of connectedness and attention.



THANK YOU!

Contact:

karolin.kappler@barcelonamedia.org