As you view items in your reading list, they will be automatically marked as read as you scroll down (when in the "Expanded" view). If you'd prefer to disable this feature, you can turn it off in Settings. Dismiss

Lentis/The Walkman Effect
by DangS19

5:30 PM (18 minutes ago)

The Walkman Effect

← Older revision
Line 14:
The Walkman user is isolated in this virtual space listening to music alone, disconnected from the world. The user has complete control in this space outside the physical world. The user is able to construct, deconstruct, and/or change this virtual space (link to Second Life? MMORPG?). Hosokawa is primarily concerned with deconstructing the autonomy of the Walkman user. The public sees the Walkman user as unusual and preoccupied. While the listener is humming and walking to the beat of the music, no one else in the outside world can hear what he is listening to. The Walkman user is having a private act publicly performed, often described as inappropriate. The user is autonomous but also disconnected from the environment.

Revision as of 22:29, 2 December 2010
Line 14:
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Other Technologies

The Walkman Effect can be applied to technologies other than the Walkman. Examples include computers, laptops, mobile gaming devices, cellphones, and smartphones. All of these technologies create a private space for the user while he or she is in a public environment.

Public vs. Private

Many technologies emerged during the 1980's such as the camera recorder and the mobile phones "(cite)". The Walkman found itself at the center of the public debates about the impact and the role of electronic media in shifting the relations between public and private roles. While earlier electronic media such as radio and television had been similarly punished for their privatizing effects by encouraging home based consumption, the Walkman was different because it allowed that the privatized pleasure to be taken into the public domain. Whereas television and radio took viewing and listening out of the public sphere and deposited them into the domestic sphere, the Walkman for better or worse allowed private domestic pleasures, now considered to be the province of the home, and let them loose on the streets.(Cite)

Real vs. Virtual

The Walkman acts a connection between the physical world and a virtual music space. Similar dissociations from the real world and virtual world can be found in MMORPGs and Second Life.

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