Mass Media in an Age of Mass Participation

Mass media in an age of mass participation

STRUCTURE OF TALK

- 1. The good old days
- 2. The participatory turn
- 3. Why there is no need to worry, or is there?

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The good old days: the magnificent role of the mass media

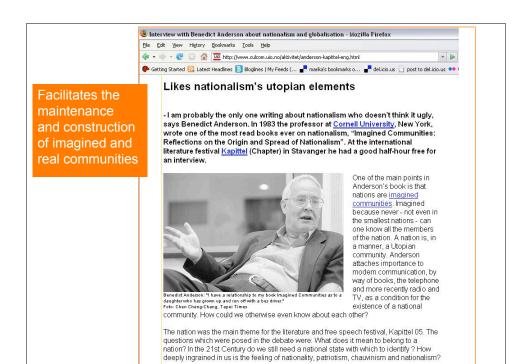
The media system used to be really simple: Mass media on the one hand and personal media on the other hand.

Mass media as a marvellous source of information and entertainment.

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Made us feel part of communities



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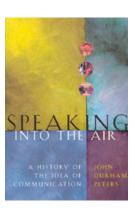
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The good old days: the magnificent role of the mass media

Adorno and Horkheimer on the one hand: the deception of the masses, or rather people as active agents in their own duping.

The ritual role of mass communication – relies on audience identification and recognition.

Mass communication is not inferior to interpersonal communication!



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The participatory turn

Are we approaching the end of the proffesional mass media system?

NO!

But yes, we are witnessing a participatory turn.

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The participatory turn is:

"a story about community and collaboration on a scale never seen before. It's about the cosmic compendium of knowledge Wikipedia and the million-channel people's network YouTube and the online metropolis MySpace. It's about the many wresting power from the few and helping one another for nothing and how that will not only change the world, but also change the way the world changes" (Time Magazine, 2006).

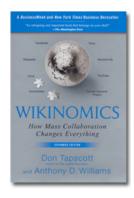


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The participatory turn

"These new forms . . . enable firms to harvest external knowledge, resources, and scale that were all previously impossible. Whether your business is closer to Boeing or P&G, or more like YouTube or Flickr, there are vast pools of external talent that you can tap with the right approach. Companies that adopt these models can drive important changes in their industries and rewrite the rules of competition"



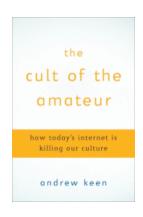
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The participatory turn

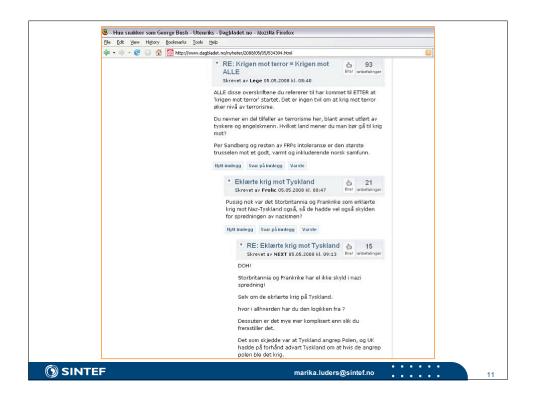
"What the Web2.0 revolution is really delivering is superficial observations of the world around us rather than deep analysis, shrill opinion rather than considered judgment. The information business is being transformed into the sheer noise of a hundred million bloggers all simultaneously talking about themsevels. (...) Instead of more community, knowledge, or culture, all that Web2.0 really delivers is more dubious content from anonymous sources, hijacking our time and playing to our gullibility".



Recommended comment by Lawrence Lessig http://www.lessig.org/blog/2007/05/keens the cult of the amateur.html

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Participatory turn: Technological development

"Technologies are not mer exterior aids but also interiro transformations of consciousness, and never more than when they affect the word" (Walter J. Ong).

The participatory culture that has emerged over the last few years is inevitably connected to the technological development

← Improvements in capacity (broadband, storage, speed)



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Participatory turn: Easy to use social software

LiveJournal has been online since April 1999, Blogger since in August 1999, deviantART since August 2000, blink.no since February 2002, Fotolog since May 2002, WordPress since March 2003, MySpace since July 2003, Piczo since January 2004, Flickr and Facebook since February 2004, MSN Spaces (now LiveSpaces) since December 2004, YouTube since February 2005, Underskog since November 2005, and Nettby since September 2006.



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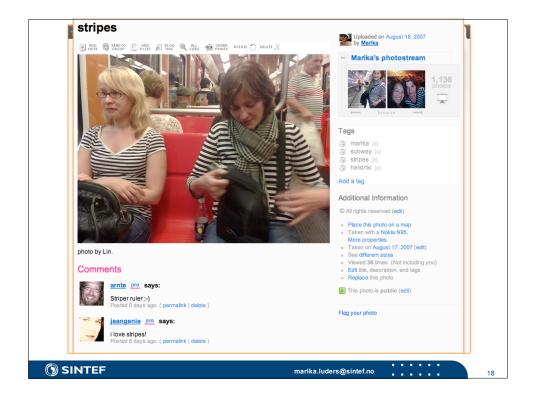
A participatory turn long predicted

"[t]he technologies used for self-expression, human intercourse and recording of knowledge are in unprecedented flux. A panoply of electronic devices puts at everyone's hand capacities far beyond anything that the printing press could offer" (Ithiel de Sola Pool in 1983).



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Why there is no need to worry?

Interaction

Mediated interpersonal forms of communication - "real" interaction

VS.

Mass communication - "quasiinteraction (Horton and Wohl)







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Why there is no need to worry?

Interaction

"But quite apart from the dubiousness of its functions, radio is one-sided when it should be two. It is purely an apparatus for distribution, for mere sharing out. So here is a positive suggestion: change this apparatus over from distribution to communication. The radio would be the finest possible communication apparatus in public life, a vast network of pipes. That is to say, it would be if it knew how to receive as well as to transmit, how to let the listener speak as well as hear, how to bring him into a relationship instead of isolating him. On this principle the radio should step out of the supply business and organize its listeners as suppliers. Any attempt by the radio to give a truly public character to public occasions is a step in the right direction."



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Why there is no need to worry? Participation

Audience participation used to be formatted: non-professional participants expected to meet the requirements of the mass media format.

A participatory turn implies citizens are given a number of opportunities to take part in mass mediated discourses.

Less editing, formatting and control with audience expressions.

Participation ≠ interaction

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Why there is no need to worry? Social integration

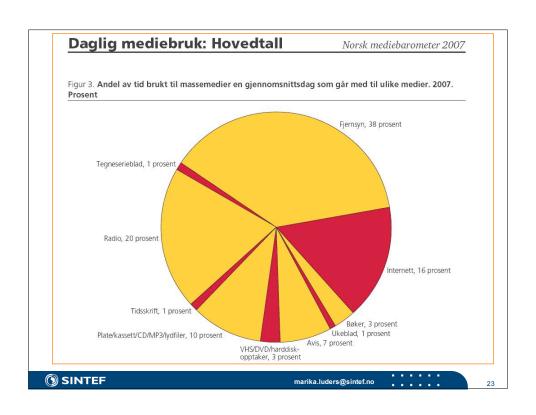
Participation ≠ interaction

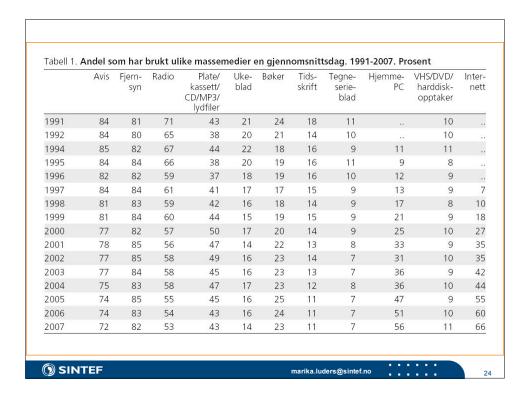
As the interactional roles and relationships differ between interpersonal and mass mediated forms of communication, the ritual significance is also likely to differ.

Mass communication is an essential part of the symbolic process of constructing and maintining reality and the representation of (sometimes illusory) shared beliefs.

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	Avis	Fjern- syn¹	Radio	Plate/ kassett/ CD/MP3/ lydfiler	Uke- blad	Bøker	Tids- skrift	Tegne- serie- blad	Hjemme- PC	VHS/DVD/ harddisk- opptaker	Inter- nett
1991	39	114	106	40	8	14	6	3		8	
1992	39	108	91	32	7	13	5	3		7	
1994	39	113	96	38	7	11	5	3	10	8	
1995	40	124	99	31	6	12	5	3	9	5	
1996	38	117	84	30	6	12	5	2	11	7	
1997	36	119	87	36	5	10	4	2	12	6	
1998	34	119	83	33	5	10	4	2	13	6	
1999	33	141	93	34	5	11	5	2	18	7	100
2000	34	138	84	46	5	12	4	2	21	7	18
2001	31	156	95	43	4	12	3	2	27	7	21
2002	31	146	87	42	5	14	4	2	27	8	22
2003	32	141	91	42	5	12	3	2	35	8	30
2004	30	142	80	41	5	12	4	2	34	9	33
2005	29	147	84	39	5	15	3	2	46	8	44
2006	29	148	83	41	4	14	3	2	50	9	53
2007	29	152	80	40	4	13	3	2	58	11	62

Conclusion

Yes to an increasing focus on user-generated content and initiatives to invite the audience as co-producers of content.

BUT, that is not the only, or not even the most successful strategy for the future:

WHY NOT FOCUS ON WHAT MASS COMMUNICATION HAS ALREDY PROVEN TO BE GOOD AT?

Provide stories for imagining and enacting social worlds.

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THANKS