Human Behavior in Cyber world

The Internet, the PC and mobile phones have made dramatic changes to society during the past 25 years. One of the most significant changes is the way we image ourselves in an abstract cybernetic social world, where we experience not only our imaginations but also those of other people.
This seminar @ U-space research lab KAIST points the human behavior in that cyber world.

Men use tools to help themselves and each other. Specific tools, in case communication media, are used to contact each other, to remote communicate and to trade interactive. There are a lot of people on earth, so there is a lot to talk and deal. Networks and computers support and replace information processes of both man and machine, without much ethical objection. Developers, technicians and entrepreneurs do not ask themselves if something is possible, but how it can be made possible. The concepted applications are so promising and can be so usefully incorporated into the daily life of people that cyberisation is unavoidable. On the one hand, these developments will require an improved form of management of existing networks, particularly with regard to the contact from device to device (M2M). Self-organising and disruptive networks are being realised which take over and combine the management of regular, wireless and ad hoc networks. On the other hand, an integral worldwide standard will have to be developed for the physically connected networks enabling the physical networks to keep communicating with the environment and be context aware during a business trip or on holiday. And this is only the beginning of a bio-revolution in the knowledge society. The real impact of telecommunications and ubiquitous networks will come not from the technology itself but from how people use it, resist it, adapt to it, and ultimately use it to transform themselves, their communities, and their institutions.

Hardly any attention is paid to the transparent way in which these tools are used in and between the physical and virtual worlds, such as the emergence of personal parallel networks in both worlds and the resulting total hybrid experience. Although there are flaws and indistinctnesses in the so-called virtual world, new ways of making contact and new communication channels have developed, such as SMS and IM. These (im)possibilities and the technical characteristics of a modern communication networks as the Internet enable people, in combination with wireless communication systems, to (anonymously) move around in a virtual society and thee by have changing identities, relationships, transactions and habits. Thanks to technologies as the Internet and mobile telephony, there is innovation not only in the contact and channel, but also in unexpected and unintentional new ways of talking, lurking, communicating and other human behavior has developed. This takes place in one-on-one relationships as well as inside and outside groups, although technology in this area does not match up the required functionality (behavior) of group communications. New forms of anonymity and dissociation (assuming multiple personalities) are cultivated in this virtual society and they lead to different behavioral patterns.

Human beings are social creatures, but use objects and spaces as their individual purposes. Those humans, objects and places in daily life are not fixed but change continuously by various factors. They overlap each other. Human are also using space, in both physical as abstract way. In everyday life there are many physical spaces such as spaces of leisuring, playing, learning, dwelling, working, shopping, traveling, and resting. Between each situational space, there are connections (relationships), overlaps (common use), and changes. For instance: the relationships between a student, books, a computer and a classroom. At an abstract level there are connections like information and learning.
Due to the broadband wire and wireless networks (including the mobile and satellite networks) we will be able to use the resources of any space precisely and quickly whenever we will need. The ubiquitous technologies will disable the boundaries between these physical spaces. The consequences are that people experience the total of spaces as one ubiquitous space. This boundless and positionless experiences becomes an imagination of mixed realities, even more abstract than an three-dimensional view. I call this hybrid mix of physical and virtual realities Interreality.

Interreality is the base for our experiences in both of physical and virtual realities. We imagine we are on earth and also in cyber, and so we live in cyber world, and have our human cyber behavior closest our practical human behavior. Emerging to an ubiquitous space, social behavior also will develop to behavior in more and mixed realities. In this KAIST seminar professor Jacob van Kokswijk (The Netherlands) elaborates the human behavior in that cyber world.