



eCommons

How does the internet affect public debate, community, capitalism, and democracy?



eCommons

- Holman & McGregor (2005) ask who owns the Internet?
 - Private
 - Public
 - Mixture
- Capacity, bandwidth, connectivity...
- Intellectual property



eCommons

- Where is the eCommons on the Internet?
 - Free public place to gather
 - Democracy
 - Deliberation



eDemocracy

- Albrecht (2006) - Deliberation is supposed to foster communication on political issues in society and to strengthen the legitimacy of decisions.
 - How does the Internet affects deliberative practices



eDemocracy

- Who designs, owns, and moderates Internet spaces?



eCommunity

- Dutta-Bergman (2005) – Does the Internet support local communities or destroy/displace them due to people's Internet usage?
 - Social Shaping of Technology
 - Theory of Channel Complementarity – communication needs drive the choice of a technology
 - Internet use supports & supplements individuals' communication with their communities

ePolitics

- Johnson & Kaye (2003) - The web appears to:
 - Engage people more politically.
 - Supports more public civic engagement.
 - Encourage people to get up-to-the-minute political information online
 - Gives grassroots organizations a tool for organization and mobilization
 - The web has not changed the larger democratic process, but rather it has an impact on individual citizens. (what about 2008)
 - Have its greatest influence on those individuals already engaged in the political process.
 - Given people the feeling that more so in 2000 than 1996 they had the power to change politics/make a difference



Deliberative Political Conversation

- Inclusive problem-solving process
- Meaningful judgments on public issues
- Openness to: conflict, nondominance, use of clear/logical argument, & mutual comprehension
- "...improving the sophistication of the public's judgments, which ultimately influence the policy-making process,"
(Moy & Gastil, 2006, p. 445)

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Deliberative Political Conversation & 3rd Places

- Oldenburg's (1999) 8 defining characteristics of third places which others have used in empirical research (see, Soukup, 2006; and Steinkuehler & Williams, 2006)
 1. Neutral Ground
 2. Social Leveler
 3. Conversation is Main Activity
 4. Accessibility & Accommodation
 5. The Regulars
 6. A Low Profile
 7. The Mood is Playful
 8. A Home Away from Home

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- Moy, P., & Gastil, J. (2006). Discussion networks, media use, and deliberative conversation. *Political Communication*, 23, 443-460.
 - Steinkuehler, C., and Williams, D. (2006). Where everybody knows your (screen) name: Online games as "third places." *Journal of Computer-Mediated Communication*, 11(4), article 1.
<http://jcmc.indiana.edu/vol11/issue4/steinkuehler.html>
 - Soukup, C. (2006). Computer-mediated communication as a virtual third place: building Oldenburg's great good places on the world wide web. *New Media & Society*, 8(3),421-440.