

Can humanoids dream?

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Starring

- We oscillate between our lived and online lives daily, often in very much the same way as the experienced and presented self
- Our bodies and minds is a structured being, but how do we filter the senses if there is no demarcated cap on input?

- What does it mean to have a mind?
- Adolescence as a gateway to adulthood

- Storytelling
- Teens spend average 9 hours online
- Exposed 5000 ads a day

- In 2014, according to Mary Meeker's annual Internet Trends report, people uploaded an average of 1.8 billion digital images every single day
- That's 657 billion photos per year
- Every two minutes, humans take more photos than ever existed in total 150 years ago

Life of Pi

- Research engineering faculty Stellenbosch, no reported psychological effects vs physiological
- Self regulation and socialisation NB
- Secure Attachment

In loco parentis

1. Ask why?
2. Ground rules aka responsible for child's safety vs privacy
3. Be app-savvy
4. Peer pressure to accept friend requests
5. Normal to friend older siblings' friends aka exposed to more mature content
6. Forbidding = underground activity
7. Modelling
8. Use current events/celebrity behaviour as discussion
9. Values and online behaviour
10. Mood vs impulsivity vs longterm consequences
11. Village, back-up plan / phone a friend

- Self-psychology = recognition
- The speed of technological disruption is accelerating. It took about 80 years for Americans to adopt the dishwasher. The consumer internet became commonplace in less than a decade

- Social media becoming feedback between technology and human society
- Branding and recognition cf. Facebook, Twitter, Instagram, Pinterest
- Self becoming the created object in Kleinian terms

Evolution

- Communication
- Being mammalian
- Collective unconscious belongs to group, innate vs
- social unconscious = way individuals operate as herd, wisdom beyond the group

Otherness of abnormality

- A shadow has no imperfections
- 2012 Study : 46.9% of waking time spent thinking about something other than actual activity
- Mind-wandering = cognitive achievement but also accounts for self-reported unhappiness

- Virtual persona more authentic self?
- Identify with representation of self
- Dream / waking, metaphor for conscious / subconscious mechanism
- Social reality = repression?

Ethics

- Privacy vs protecting
- Human rights applicable to virtual person?
- Whatsapp + clients
- Social media as projection cf. therapeutic technique?