

**ANTH 498C / SOCI 498 D
CYBERSPACE ETHNOGRAPHY
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QUESTIONS ABOUT *AVATARA*

- 1) **Virtual Reality vs. Real World:** what do the participants think of the differences between the online and the offline?
- 2) In which ways is *Digital Space Traveler* a “community”?
- 3) How do participants characterize the **social and personal aspects of their online experience**: Not real? Shallow? Meaningless? What?
- 4) How do participants “make up for” the lack of physical, face-to-face interaction?
- 5) Which research methods led to the creation of this film? How would you characterize the approach?
- 6) Do the participants give the interviewers *any* clues or other indications about their **offline** existence?