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?