

Adam Arvidsson: **Reality love: The Work of Fantasy in Internet Dating**

Drawing on this intersecting histories of media technologies, capital and the discourse on Romantic Love, this article argues that the putting to work of communicative fantasy, its constitution as a form of productive labour, is emerging as a defining feature of the online information economy. The article examines the dynamics of this labour of fantasy through a case study of the dating site match.com and goes on to examine how control is exercised by the mediatic ambience.

Dan Pedersen: **The King and I: Reflections on methodology in a comparative research project.**

A presentation of current methodological problems in an international comparative research project of the reception of the movie: "The Return of the King". In the project we use an online survey and analyze different Danish Lord Of the Ring- sites.

I will present problems from both parts of the study to discuss which problems relate from data collection on the internet and which problems can be considered as strictly methodological problems.

Elisa Giomi: **Soap Operas and On Line Fans Communities: An Italian experience**

My paper draws on a research that I have conducted on the audience of *Vivere* ("Living"), one of the first soap operas ever produced in Italy. My aim is to describe the reasons for the great popularity enjoyed by this programme among young people, with particular reference to the role played by computer-mediated communication. After exploring the nature of the interactions and the general experience that viewers have as members of on line communities dedicated to the soap, I argue that the use of on line dialogic facilities may produce effects that go far beyond the "simple" creating of a fan culture.

Gitte Stald: **Mobile Media / Media and Mobility**

Kjetil Sandvik: **Models for computermediated interactive stories**

There's a tendency to use classical narrative or dramaturgical models when researchers analyse narratives in computergames. These analyses often fail to catch the essence of the computermediated interactive story. Computergames are not just digital novels, movies or theatre performances. They may bare resemblances to the old media, but when it comes to narrativity computergames have their own characteristics which tie them both to a technological and a ludological dimension: The computergame narrative is intermedial in that way that several media work together in constituting the aesthetical expression, and it is interactive in that way that it presents itself as a dynamic narration in which the player is a crucial agent. A dramaturgy of computergames must contain models, which enables us to analyse computergames as complex and

dynamic systems which combine narrative and interactive structures and in which stories are dynamic, dramatic processes instead of static structures.

Klaus Bruhn Jensen / Rasmus Helles: **The Politics of Web Formats**

This paper presents the methodology behind and the design for a content analysis of web sites representing a range of social sectors, with special reference to their 'implied users'. Taking the concept of genre as the point of departure, the analysis will address the coupling of (technical) web-site features with the (political and cultural) participation by users which may thus be facilitated. The paper describes the empirical study, discusses its theoretical grounding, and finally considers its potential political implications.

Morten Thomsen Højgård: **Connecting without Belonging:
Interfaith Encounters within Online Settings**

Nancy Baym: **Perceptions of online interaction in personal relationships**

This paper examines interviews with American college students to reveal the wide range of perspectives they hold regarding the appropriateness of using internet in personal relationships. I argue that there are consistent beliefs about what is supposed to be appropriate but a wide range of actual practices that challenge this overarching belief. The difficulties of making sense of these data and the opportunities for cross-cultural research will be discussed." This presentation is followed by a number of Danish/Nordic researchers who present their work-in-progress. (45 min talk + discussion)

Stine Gotved: **Matters of time in online interaction**

As a central sociological theme in the modernity stands the change in the time/space relations. With the possibility of online communication, where the distance (seemingly) is annihilated and the time has gone instant, the need of a new approach to these basic elements of interaction is indisputable. At the research seminar, I will focus only upon the matter of online time, seeing it as a complex concept, consisting of three distinctive, yet overlapping themes: a cultural, a structural, and an interactional.

Vibeke Jørgensen: **The Apple of the Eye – Parents' Use of Webcams in a Danish Day Nursery**

I investigate why parents use webcams to monitor children, nursery teachers and activities in day nurseries, what the webcams are used for and what the potential consequences of this sort of 'communication' is? I discuss what webcams give parents that other sorts of communication can't give them and how the use is connected to life conditions in the radicalized modernity and parents' different possibilities of handling these conditions.

I discussed this in my master and I am now applying for a PhD in which I want to compare webcam use in Danish and British day nurseries/pre schools.

My results will be published in 'Surveillance and Society' later this year (vol. 2 issue 2) and in the German book 'Bild - Raum- Kontrolle - Videoüberwachung als Zeichen gesellschaftlichen Wandels', Suhrkamp Verlag in 2005.

TILMELDTE:

Deltagere til Nancy Baym seminar den 1. og 2. juni.

MODINET	emne	Øvrige	emne
Iben Thorving Laursen Klaus Bruhn Jensen	Politics of web format	Birgitte Tufte Jeanette Rasmussen Kjetil Sandvik	Models for computermediated interactive stories
Rasmus Helles Steen Holmgren Stine Gotved	Oplæg (?)	Charlie Breindahl Vibeke Jørgensen Adam Arvidsson Gitte Stald Elisa Giomi Morten Thomas Højsgaard Mikael Vetner Lars Holmgaard Gry Pedersen Thomas Tufte Dan Pedersen Dorrit Bøilerehaug (?)	Reality love Mobile Media / Media and Mobility Soap Operas and On Line Fans Communities: An Italian experience "Connecting without Belonging: Interfaith Encounters with
		Nancy Baym	Oplæg (?) Lord of the Rings