

Sex and Dating in the Data Age

Ctrl Alt Delete

Logging On To Cyber Society



Introduction

- Meeting Online
 - Online Dating
 - Cybersex
 - Teledildonics
 - The future of Sex
-
- The merging of sex into mainstream activity Film
 - Wii sex [film](#)



Meeting Online

- The new technology shrinks the world.
Geography is irrelevant
- It creates new opportunities, professionally and personally
- It augments personal relationships (Cooper, McLoughlin & Campbell, 2000)
- It increases connection



ACE Model Young, O'Mara & Buchanan, 2000

- **A**nonymity
- **C**onvenience
- **E**scape



Online Disinhibition Effect Suler, 2004

- You don't know me (*anonymity*)
- You can't see me (*anonymity*)
- See you later (*ability to get out easily*)
- It's all in my head (*line between fantasy and reality is blurred*)
- It's just a game (*there are no consequences to my online actions*)
- We are all equals (*everyone is a peer*)



What is happening?

- Women are now on-line more than men and indulge.
- 50% of the people on-line lie about their age, weight, job, marital status and gender.
- 20% of the people going on-line will experience clear negative impacts to their life.
- Use of the Internet is a contributing factor in nearly 50% of all family, relationship and family problems.
- 11% of the people going on-line are becoming compulsive or addicted.



Searching for something?

- “We look to the network to defend us
- against loneliness even as we use it to
- control the intensity of our connections.”

- Sherry Turkle, *Alone Together*, 2010

- Film on Internet [Addiction](#)



Online Dating

- Positives
- Online dating: 1 in 8 marriages started on a dating site (Huffington Post, 2010)
- Builds connections with partner (Cooper, McLoughlin & Campbell, 2000)
- People enjoy using technology to communicate with partners or potential partners (Henline & Harris, 2006)
- Technology as a way to build transparency and intimacy
- [Article](#) and [another](#)



- Negatives:
- Problems with misunderstanding
- Greater chance of “smothering”
- Over-involvement may lead to neglect of “real life” (Henline & Harris, 2006)

- Download book on [‘Love Online’](#) ([2](#))



Sex and Games



Sex and Games



Cybersex- Definition

- a virtual sex encounter in which two or more persons connected remotely via computer network send each other sexually explicit messages describing a sexual experience. It is a form of sexual roleplay in which the participants pretend they are having actual sex.
- [Wikipedia](#) Here is a ([Film](#)) explaining cybersex and a humorous ([film](#)) showing the dangers!



Cybersex/Infidelity

- Approximately 20% of all Internet users report in engaging in some sexual activity online (Cooper, Schererand Mathy, 2001)
- Cybersex has major negative impact on relationships (Cooper, Delmonico, & Burg, 2000)
- Greater secrecy about internet use – 70% of those who pursue sexual interests online keep secret how much time they spend online (Cooper, Scherer, Boies & Gordon, 1999)
- Boundary crossings more possible
- Major factor for women in separation or divorce (Schneider 2003)
- Decrease in desire for relational sex
- Comparing oneself negatively to online partner
- Feelings of betrayal



The Culture of Distraction in The Age of Interruption (Hallowell, 2011)

- Attention = intimacy
- Distraction interrupts the dance
- We're too busy to pay attention to loved ones; difficult to get their full attention too
- FAST FAST FAST = continuous partial attention
- The new pressure is to make time and pay attention



The Seven “A’s” Contributing to Internet-Related Intimacy Problems Hertlein & Stevenson, 2010

- 1) Anonymity
- 2) Affordability
- 3) Accessibility
- 4) Approximation (of real life)
- 5) Acceptability
- 6) Ambiguity
- 7) Accommodation



Future?

- Pluralism , homogenisation or retrenchment?
- Technological changes
- Gene Manipulation
- Body Augmentation
- AI Sex ([Film](#))
- Future of sex? ([film](#)) [may not work] or the sex of today? More on Friday!



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