# Virtualization of Society and Glam-Capitalism

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# Virtualization concept

- 'Information society' and 'Knowledge society' are utopian concepts ignoring the logic of social and cultural change
- The concept of 'virtualization' introduced in the 1990s is more adequate
- Virtualization is the replacement of real objects and actions by images and communications
- Virtualization of society: traditional institutions prescribe doing real things and real actins but people instead operate with virtual objects – images, that makes social institutions a kind of virtual reality
- Virtualization of social institutions:
- ✓ in economy the added value creation process depends more and more on virtual assets brands rather than on traditional real assets
- ✓ in politics parties and other organizations lose their role in the struggle for power while virtual political power image of candidate(s) becomes critically important
- ✓ in culture value and influence of scientific or art-projects is determined more by virtual creativity promotion in communication networks than by real artistic or research activities

# Virtualization of society and the role of digital technologies

- The logic of virtualization, being expanded into social life, stimulates the usage of computers in all domains of human life
- Popular view of virtualization as computerization, as a process determined by technologies, is misleading
- It is not computerization that makes society virtualized, rather virtualization of society makes computerization the requirement for various human activities
- For the virtualization the most efficient technologies are those which provide
- ✓ work with images
- ✓ building the networks
- ✓ managing an access
- Such technologies are ICTs and because of that all ICTs are intensively used and integrated in social practices by the end of the 20<sup>th</sup> century

## The ICT Matrix

message	Two-dimensional	Multi-dimensional	
contact			
24/7	Printed media	Internet	
scheduled	Radio	TV	

- all ICTs can provide transmittance of information messages contributing to human knowledge
- but communication as very social process i.e. symbolic exchange creating and maintaining relations and community is provided by computer multimedia much better than by the rest of ICTs
- new ICTs based on digital network technologies provide:
- ✓ combination of text, visual images, video, and sound
- ✓ interaction in the real time and virtual space regime
- ✓ the 24/7 access to communication network

# Virtualization technologies in contemporary Russia

#### The role of digital technologies is growing in the people life

- According to the national statistics (Rosstat) by 2012
- ✓ there were about 70 computers per 100 households
- ✓ there were about 40 computers per 100 workers (including 20 Internet-connected PCs)
- According to the survey by 'All-Russian Center of Public Opinion' (wciom.ru) in February of 2012
- ✓ the Internet users were **55%** of adult Russians, and **36%** of them used the Internet every day
- √ 82% of the Internet users had accounts in so called social networks (in 2010 53%).

#### But TV remains the dominant tool of virtualization

- ✓ 90% of adults mentioned TV among their sources of information, while Internet news lines were mentioned by 22%, and Internet forums and blogs only by 8% (survey by 'Public Opinion Foundation' (fom.ru) in 2012)
- ✓ 60% of adults chose TV as the 'main source of news', and Internet was chosen by only 23% (survey by 'All-Russian Center of Public Opinion' (wciom.ru) in 2013)

#### Different generations live in different virtual realities

- ✓ TV is source of information for **96%** of 'baby-boomers' and for **81%** of the 'Generation Y' respondents
- ✓ forums and blogs are sources of information for 2% of 'baby-boomers' and for 21% of the 'Generation Y' respondents
- ✓ 50% of the 'Generation Y' have chosen the Internet as the main source of news, and only
  11% of 'baby-boomers' made the same choice
- ✓ TV is the main source of news for **34%** of 'Gen Y' but for **72%** of 'baby-boomers'

# Logic of glamour



### **Glam industries**

 Components of glamour as an esthetic form or life style are luxury, erotic, exotics, 'pinkness', and 'blondness'

Glamour-intensive production of trends is driven by the same 'Big
 Five' and provides extraordinary growth rates even in the general

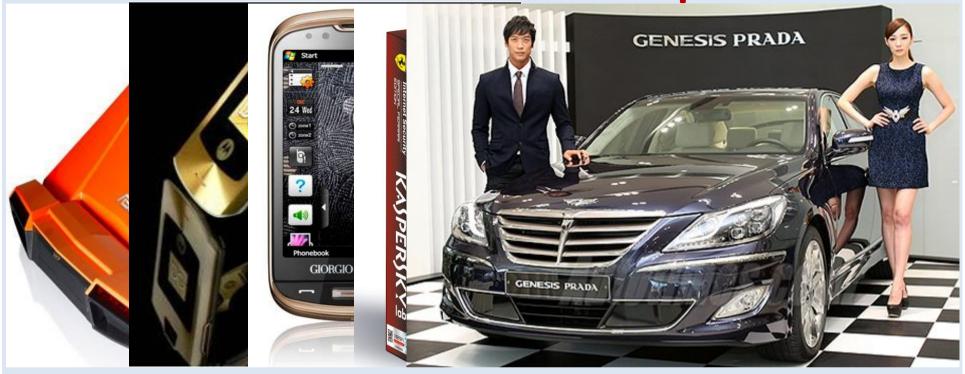
recession time

Luxury industry,

Sex industry,

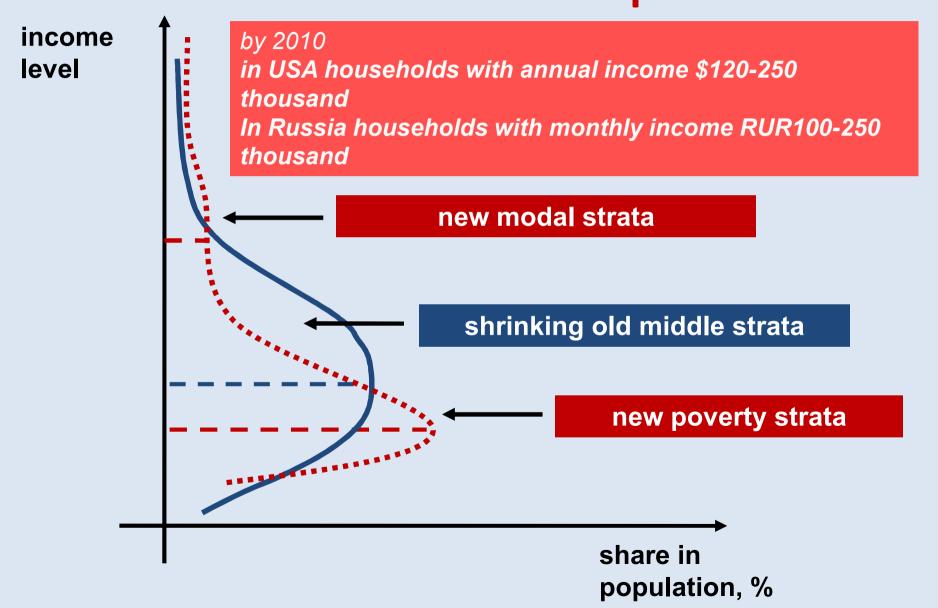
- Hospitality industry,
- Fashion industry,
- Beauty industry...
- ... exemplify trans-industries using technologically different products as raw materials for creation of the specific added value

**Glamour-industrial complex** 



- In the glam-capitalism system exploited are not workers but middle strata consumers
- Owners of trends and trend makers compose new status groups: glam-capitalists and glam-professionals, which are core of new modal strata above shrinking traditional middle class
- Despite of apology of glam-capitalists and glam-professionals as 'creative class' (R. Florida), capitalization of trends is based rather on copyright that is monopoly on mass production of practically costless copies priced like original

# Bimodal stratification: from 'lemon' toward 'pear'



# **Bimodal stratification in Russia**

	Russia (2011)	Moscow (2011)	Sakhalin Region (2011)
Average monthly income per head, rubles (\$1=RUR30)	20755	47319	32268
above 35000	14,5	42,4	31,4
25-35000	12,1	14,2	17,0
15-25000	24,8	20,2	25,3
5-15000	41,3	21,1	24,5
below 5000	7,3	2,1	1,8

**Glam-democracy** 



# Technological turn to mobile communications

- Many social and cultural changes demonstrate the shift from the virtualization logic focused on brands and networks toward the glam-capitalism logic focused on trends and flow-structures
- That shift from virtualization to glamour can be seen also in the main technological tendency of recent decade
- 1981 IBM introduced PC standard
- 1989 Web 1.0 where users get access to the sites designed by IT-professionals and by people with special skills
- 1996 Nokia introduced first communicators (predecessors of smartphones)
- 1999 Web 2.0 where unskilled users get possibility to generate their own content on the sites-platforms provided by IT-professionals (the rise of so called social networks)
- During the 2000s the technological format 'PC+Internet' was displaced by the format 'mobile gadget+Web 2.0'
- ✓ in 2005 worldwide shipments: about 140 m of desktops, 60 m of laptops, 50 m of smartphones
- ✓ in 2010 global shipments: about 145 m of desktops, 200 m of laptops, 300 m of smartphones, and 12 m of tablets

# **Alter-social movements**



# **Alter-capitalism**

- Reaction of glam-capitalism to alter-social movements is initially oppression and then absorption and exploitation of their creativity
- Absorption of alter-social movements could be seen in
- ✓ open source used by big IT-corporations
- √ 'free' access provided for the viewing advertisements
- ✓ commercialization of torrents
- ✓ stretching of luxury brands
- ✓ 'guerrilla stores' and 'guerrilla marketing'
- Creators of trends converging attitudes and patterns of glamcapitalism and alter-social movements do not restore authenticity against imagery but find value in fluid authenticity
- Alter-capitalism is becoming an 'after Baudrillard' regime:
  capitalization of flow of originals without copies

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