I. Postmodernism
    A. Modern World
        1. Characteristics
            a. industrialization
            b. urbanization
            c. individualism
        2. Promise
            a. science
                i. truth about
                ii. freedom from
                iii. freedom to
            b. reason
            c. utopia
    B. Postmodern world
        1. characteristics
            a. new and transforming technology
            b. mass media, computers, social networking
            c. "new" realities: virtual reality, cyberspace,
        2. postmodern social theories
            a. Foucault: knowledge/ power
            b. Baudrillard: reality vs hyperreality
    C. Baudrillard: *Simulacra*
        1. The end of reality as the reference for human experience
            a. simulation: creation of "reality" through new technologies
            b. implosions: breakdown in ability to distinguish between reality and "reality"
            c. hyperreality: simulacra replace the real
                i. "Like a beer commercial"
                ii. "They did it in the Titanic"
                iii. "It's just a cartoon, it doesn't matter"
                iv. social networking vs "human contact"
                v. war as a video game
        2. No "outside the cave" hyperreality becomes referent for reality