

## Stefan Piasecki: „Kondensstreifen der Online- Sozialisation“

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Geheimdienste, Konzerne, soziale Netzwerke generieren Kunden- und Nutzerinformationen oder Bewegungs- und Kommunikationsprofile. Auch Videospiele zeichnen heute Verhaltens- und sogar emotionale Profile ihrer Nutzerpersönlichkeiten detailliert auf – deren Reaktionen auf spezifische Herausforderungen werden plan- und vorhersehbar.

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