

# CS407 – POLITICS OF CYBERSPACE

## SOME SUGGESTED TOPICS FOR RESEARCH PROJECTS

*Don't hesitate to discuss your own ideas with Professor Kabay. These are available but in no way limiting. Choice is first-come-first served: only one student per topic.*

1. Addiction, cyberchat
2. Addiction, cybersex
3. Addiction, Internet
4. Addiction, MMPORGs
5. Addiction, social networking sites
6. Addiction, video-games
7. Addiction, virtual worlds
8. Anonymity and crime
9. Archives online: art
10. Archives online: music
11. Archives online: poetry
12. Archives online: science
13. Artificial composers: AI in music
14. Building your own world: architecture in Second Life
15. Changing conceptions of privacy across generations
16. Changing demographics of Internet access
17. Changing face of cybercrime
18. Code as speech
19. Computers for making music mixes – a new art form?
20. Constitution law and memorized passphrases for decryption keys
21. Cyberbullying
22. Cybermercenaries
23. Cyberpornography
24. Cybersex: virtual child pornography
25. Cybersex: virtual prostitution
26. Cyberspace and the new politics
27. Cyberstalking
28. Cyberterrorism
29. Democratization of reference: wikis and their implications
30. Digital divide: national and international perspectives
31. Digital rights management and user rights
32. Disintermediation and censorship
33. Disintermediation: art
34. Disintermediation: music
35. Disintermediation: news
36. Disintermediation: political speech\
37. Economics of commercial software (Who pays for bugs? What are the consequences of software monocultures?)
38. Educational and cultural effects of Internet- and computer-deprivation
39. Electronic voting and democracy
40. Export regulations on cryptography
41. Export regulations on dual-use technology
42. Fandom online: movies
43. Fandom online: music
44. Fandom online: science fiction
45. Fandom online: stars
46. Fandom online: TV shows
47. Full disclosure debate (whether vulnerabilities should be published quickly and openly or not)
48. Global patterns of Internet censorship
49. Great Firewall of China: will it survive? Should it?
50. Griefters in MMORPGS
51. Information and misinformation underpinnings of the War on Terror
52. Information warfare and the Internet
53. Intellectual property wars: the economics of intellectual property in a networked world
54. Internet and misjudgement
55. Internet neutrality (issue of differential service and access imposed by Internet service providers)
56. Misinformation online: educational implications
57. Misinformation online: political implications
58. Mobile phone-mediated payments in the USA
59. Mobile phones and payments in developing nations
60. Moving on from face-to-face communication in politics
61. Organized crime and the Internet
62. Piracy, music
63. Piracy, pictures
64. Piracy, video
65. Political control of the Internet including the Domain Name System
66. Politics and economics of open-source software
67. Privacy in the digital world
68. Psychology of risk and user vulnerability to Internet fraud
69. Public records online: social, economic, legal implications
70. Responsive art: artificial intelligence in motion
71. Reverse engineering: law, politics, economics
72. Search and seizure in the digital age
73. Should writing malware be illegal?
74. Social networking: political implications
75. Social networking: should universities and employers look?
76. Social networking: social implications
77. The elephant in the Internet room: paying for porn
78. Virtual economies – fake money and money laundering
79. Virtual economies – fake money and the Chinese economy
80. Virtual worlds and learning: universities in Second Life
81. Virtual worlds and marketing: virtual billboards in virtual worlds
82. Wikipedia vs Britannica: quality of information in a disintermediated medium