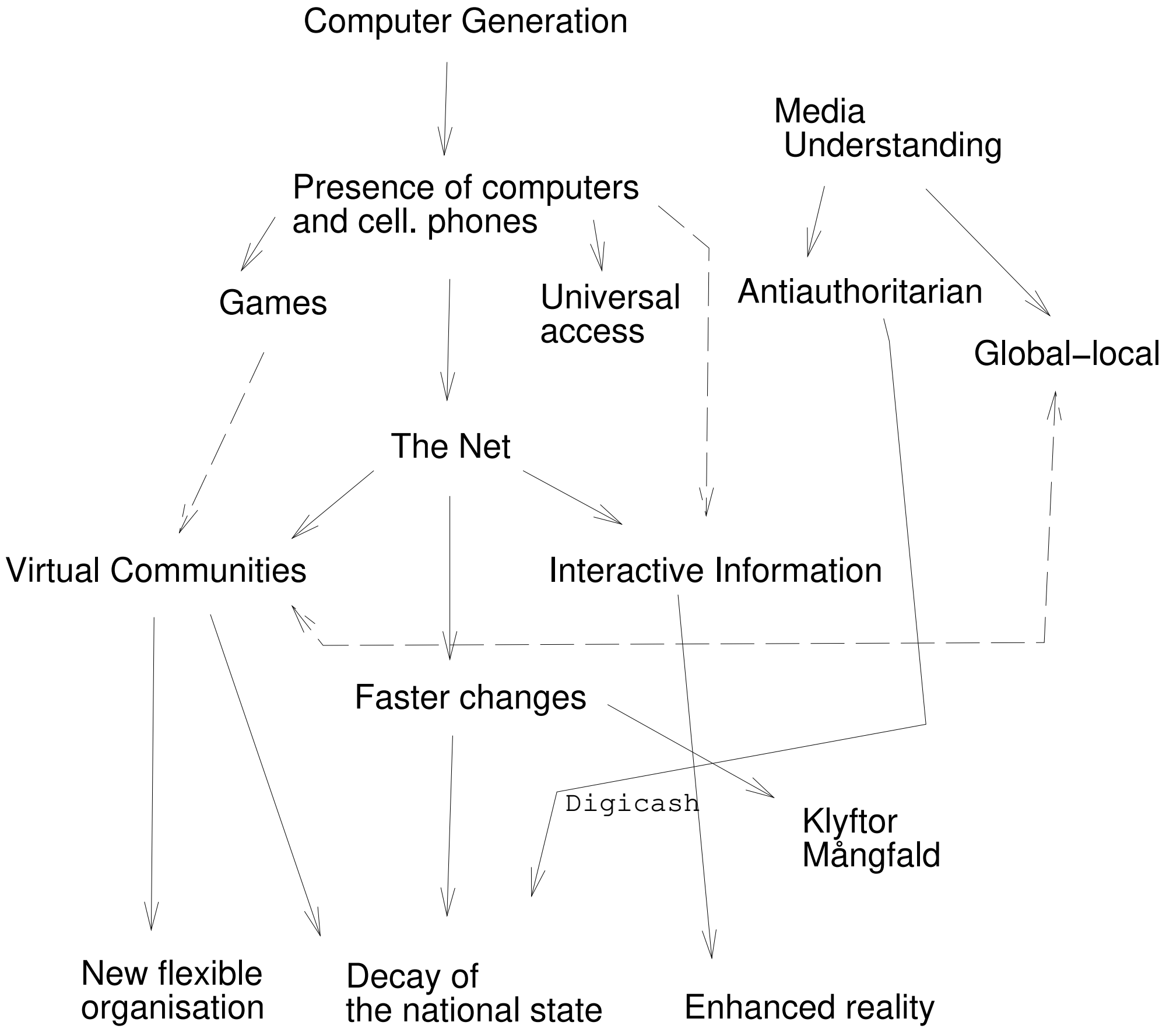
Computer Generation
Media Understanding
Presence of computers and cell. phones
Games
Universal access
Antiauthoritarian
Global–local
The Net
Virtual Communities
Interactive Information
Faster changes
Digicash
Klyftor Mångfald
New flexible organisation
Decay of the national state
Enhanced reality