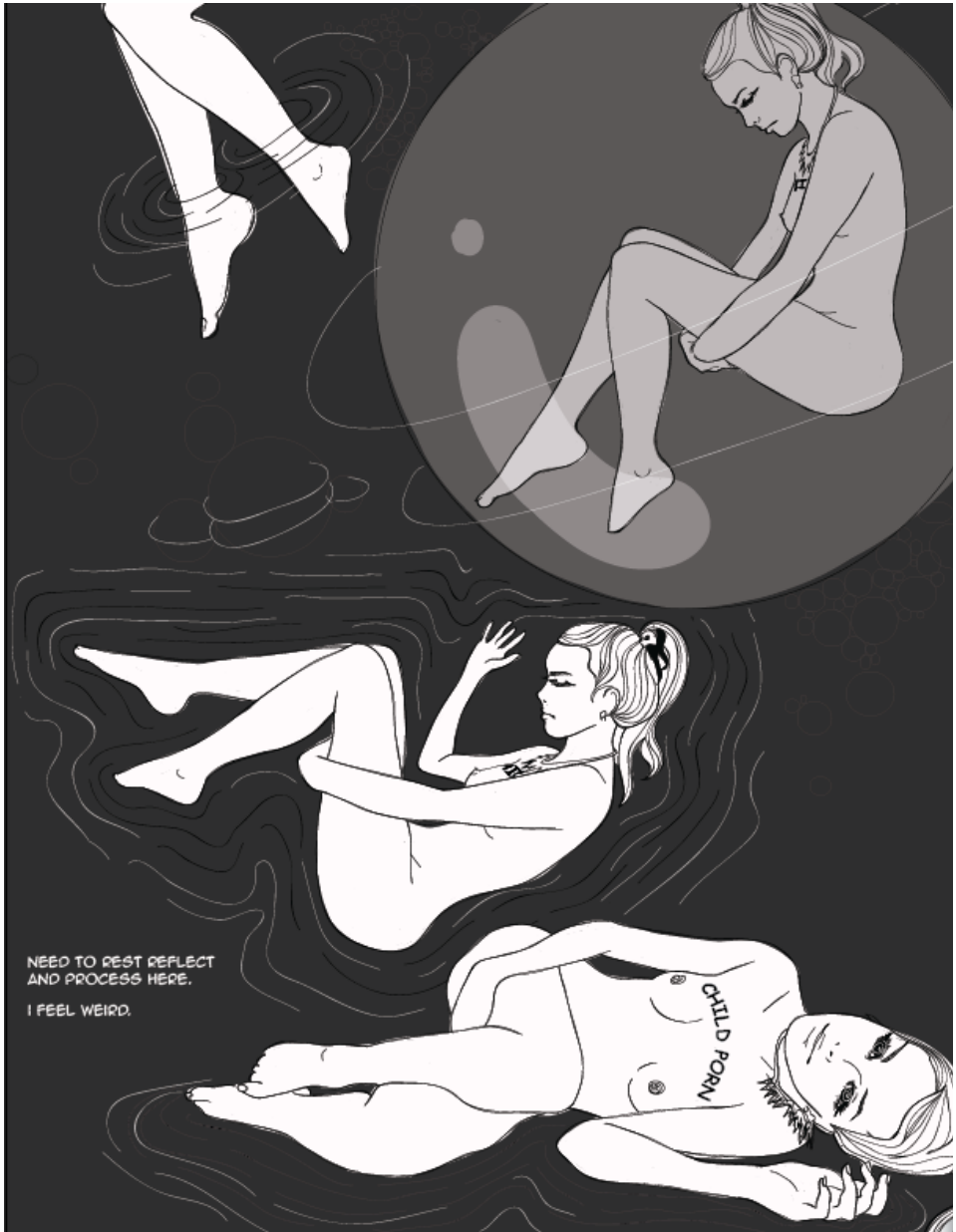


Maybe She Likes It: A Web Comic Exploring Internet Technology and Gender Equality



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“Maybe She Likes It” the webcomic was created as part of the 2013 Undergraduate Research and Creativity Awards. It tells a surreal story of a girl’s development, as though she were immersed in a reality where social Internet culture occupied a physical space. “Maybe She Likes It” reflects the voice of the Millennial as the first generation to grow up with then internet as something permanent, and experience aberrant content previously unavailable in print and other mass medias such as child pornography, bestiality, real-rape and snuff. The webcomic explores how such media may be contributing to shifting socio-cultural perceptions on gender and sexuality.

Socializing on the internet is a unique sort of out of body experience where one has the ability to judged by the quality of ones soul, and thus allows users to experiment with identity easily; One can easily pretend to be male or female. It is my hope that this experience enables more people to see gender as mostly a social construct, and stop imposing double standards on both men and women. Many commonly held perceptions about gender and sexuality are outdated because of the way technology has compensated for biological disadvantages, which originally influenced these perceptions that have become socially engrained.

The content of “Maybe She Likes It” is inspired at large by research. I read the texts *Monstrous Feminine* by Barbara Creed, *Disgust* by Winfried Menninghaus, *Best American Comics of 2011* by Alison Bechdel, Jessica Able, and Matt Maden *Online Pornography* from the *Opposing Viewpoints Series*, and *Youth, Pornography and The Internet* by the National Research Council for an understanding of feminist theory, the function of the disgust sensation in art work, the context of webcomics in comic history, and how Internet content and pornography effects youth. Additionally I had the opportunity to interview owner of the World Erotic Art Museum Naomi Wilzig, gallery owner/curator Catherine Clark, and artist Masami Teraoka about the erotic imagery in art, and the relationship between technology, globalization, and evolution and it’s relationship to human sexuality. This research gave me an informed framework to create the webcomic from.

The visual elements of “Maybe She Likes It” are influenced by shojo manga, or Japanese comic books for girls. Shojo manga is considered rebellious medium-- it completely disregards design and readability rules, and instead focuses on creating an emotion-evoking layout.

“Maybe She Likes It” was created digitally, using Adobe Photoshop and Illustrator. Though print editions of “Maybe She Likes It” are available, the comic was created to be viewed online, closely relating it’s content to its form; the web comic is a commentary on the very “space” it occupies.

The images shown are just a preview of “Maybe She Likes It” ; The full fifty page version can be read at universehacktress.com/maybe-she-likes-it-project/ .