

READING LIST

DIKULT 251: Critical Perspectives on Technology and Society with Bachelor Thesis

All other material is available digitally. Some books and book chapters you must buy at <http://litteraturkiosken.uib.no> or online, others are available on campus or through VPN to UiB, and others are open access.

In addition to these readings you are required to find at least 300 pages of readings (books, academic articles, academic talks/videos) to support your individual research on your bachelor thesis. You are also expected to read relevant websites and popular press articles during the semester.

Digital Culture, University of Bergen, Spring 2018

Emneansvarlig/Lecturer: Elisabeth Nesheim (elisabeth.nesheim@uib.no)

Course theme: Body & Technology

When & where: Monday 9:15-12:00, JUS SEM.ROM 2

First seminar: January 22, 2018

Keywords: Embodiment/disembodiment, body image/body schema, cybernetics/systems theory, affordances, coupling, extension, body hacking, cyborg, materiality, extended mind, embodied cognition, phenomenology, human-computer interaction

About the course:

This is a seminar based course where you will write a 4-5000 word research paper (semesteroppgave) that is approved as a bachelor thesis in Digital Culture.

The final paper is due on **Friday 23rd May**, and an oral exam shortly after will adjust the grade given for the paper. Our topic this semester will be the body and technology, and, with help from the teacher, you will choose a research question in this general area. This is an upper-level undergraduate seminar which usually has 10-20 students, and active participation is required. You are all expected to prepare thoroughly for classes by doing the readings and prepare written reflections for class discussions. We will work on your papers throughout the semester, both in classes, and in two individual advising meetings with the teacher.

Attendance Policy:

As in all Digital Culture courses, 75% attendance is required.

Reading list

In total there will be about 1000 pages of readings. We may add or change a few readings if important issues arise during the semester, and according to your interests.

Aceti, Lanfranco. 2011. "Inverse Embodiment: An Interview with Stelarc." *Leonardo Electronic Almanac: Mish Mash* 17 (1):128–37.(9 pages)
[https://doi.org/10.5900/SU_9781906897116_2011.17\(1\)_128](https://doi.org/10.5900/SU_9781906897116_2011.17(1)_128).
<http://www.leoalmanac.org/inverse-embodiment-lea-magazine-article/>

Bains, Sunny. 2007. "Mixed Feelings." *WIRED*. 2007.
<https://www.wired.com/2007/04/esp/>.

Blackman, Lisa. 2008. *The Body: The Key Concepts*. Oxford: Berg. (125 pages)
Print or ebook are available at:
<https://www.bloomsbury.com/uk/the-body-9781845205904/>

Booth, Wayne C., Gregory G. Colomb and Joseph M. Williams. 2008. *The craft of research*. Chicago: University of Chicago Press. Chapter 1-4, pp 3-67 (64 pages)
Available as ebook from the University Library

Clark, Andy, and David J. Chalmers. 1998. "The Extended Mind." *Analysis* 58 (1):7–19. (23 pages)
<http://consc.net/papers/extended.html>

Dolezal, Luna. 2009. "The Remote Body : The Phenomenology of Telepresence and Re-Embodiment." *Human Technology: An Interdisciplinary Journal on Humans in ICT Environments*. (18 pages) <https://jyx.jyu.fi/dspace/handle/123456789/22705>.

Dourish, Paul. 2004. *Where the Action Is: The Foundations of Embodied Interaction*. Cambridge, Mass: MIT Press.
Chapter 1: "A History of Interaction", pp 1-23
Chapter 4: "'Being-in-the-World': Embodied Interaction", pp 99-126
Chapter 5: "Foundations", 127-154
(77 pages)
<http://www.dourish.com/embodied/embodied99.pdf> (article presentation of the book)

Dreyfus, Hubert L. 2000. "Telepistemology: Descartes's Last Stand." In *The Robot in the Garden*, edited by Ken Goldberg, Hubert Dreyfus, Alvin Goldman, Oliver Grau, Marina Gržinić, Blake Hannaford, Michael Idinopulos, Martin Jay, Eduardo Kac, and Machiko Kusahara, 48–63. Cambridge, MA, USA: MIT Press. (15 pages)
<http://dl.acm.org/citation.cfm?id=335968.335988>.
http://conium.org/~hdreyfus/rtf/Limits_of_Telepresence_6_99.rtf (Download rtf-file)

Gallagher, S. 1986. Body Image and Body Schema: A Conceptual Clarification. *The Journal of Mind and Behavior*, 7(4) 541–554. (13 pages)
https://www.researchgate.net/publication/232518286_Gallagher_S_1986_Body_Image_and_Body_Schema_A_Conceptual_Clarification

Hansen, Mark B. N. 2006. *Bodies in code : interfaces with new media*. New York: Routledge.
Chapter Introduction: "From The image to the Power of Imaging: Virtual Reality and the
"Originary" Specularity of Embodiment", pp 1-22 + notes, pp 253-256 (27 pages)
Available from Litteraturkiosken at mitt.uib.no

Haraway, Donna J. 1991. "A Cyborg Manifesto: Science, Technology, and Socialist-Feminism in the Late Twentieth Century." In *Simians, Cyborgs, and Women: The Reinvention of Nature*, 149–81. New York (N.Y.): Routledge. (32 pages)
https://monoskop.org/images/f/f3/Haraway_Donna_J_Simians_Cyborgs_and_Women_The_Reinvention_of_Nature.pdf.

Hayles, N. Katherine. 2010. "Cybernetics." In *Critical Terms for Media Studies*, edited by Mark B. N Hansen and W. J. T Mitchell, 145–56. Chicago and London: The University of Chicago Press. (12 pages)
Available from Litteraturkiosken at mitt.uib.no

Hayles, N Katherine. 1999. *How we became posthuman: virtual bodies in cybernetics, literature, and informatics*. Chicago, Ill.: University of Chicago Press
Chapter 1: "Toward Embodied Virtuality", pp1-24
Chapter 2: "Virtual Bodies and Flickering Signifiers", pp 25-49
(49 pages)
Available from Litteraturkiosken at mitt.uib.no

Mauss, Marcel. 1973. "Techniques of the Body." *Economy and Society* 2 (1):70–88.
<https://doi.org/10.1080/03085147300000003>. (23 pages)
<http://ant-2.wikispaces.com/file/view/Mauss+-+Techniques+of+the+Body.pdf>

Mori, Masahiro. 2012. "The Uncanny Valley: The Original Essay by Masahiro Mori." *IEEE Spectrum: Technology, Engineering, and Science News*. June 12, 2012.
<https://spectrum.ieee.org/autaton/robotics/humanoids/the-uncanny-valley>.

Nielsen, Jakob. 1995. "10 Heuristics for User Interface Design." Nielsen Norman Group. January 1, 1995. <https://www.nngroup.com/articles/ten-usability-heuristics/>.

Norman, Donald A. 1999. "Affordance, Conventions and Design (Part 2)." 1999. (5 pages)
http://www.jnd.org/dn.mss/affordance_conv.html.

Paulsen, Kris. 2013. "The Index and the Interface." *Representations* 122 (1):83–109.
<https://doi.org/10.1525/rep.2013.122.1.83>.

Wegenstein, Bernadette. 2010. "Body." In *Critical Terms for Media Studies*, edited by Mark B. N Hansen and W. J. T Mitchell, 19–34. Chicago and London: The University of Chicago Press.
Available from Litteraturkiosken at mitt.uib.no

Zylinska, Joanna and Gary Hall. 2002. "Probings: An Interview with Stelarc." In *The Cyborg Experiments: The Extensions of the Body in the Media Age*, edited by Joanna Zylinska, 114–30. London; New York: Continuum. (16 pages)
<http://www.joannazylinska.net/probings-interview-with-stelarc/>