

Kurslitteratur / Course literature

MK7034 – Media Archaeology VT 2023

Kursansvarig / Course coordinator: Jörgen Rahm-Skågeby (jorgen.skageby@ims.su.se)

Kurstexter (böcker som införskaffas av studenten): / Course Texts (books to be purchased by the student):

Bollmer, G. (2019) *Materialist Media Theory: an introduction*. London: Bloomsbury

Additional chapters, book excerpts and papers will be available online, and specified under each respective event in the schedule. You are expected to read these in advance to each event, and be prepared to discuss their various qualities.

E-texter/Course Texts SUB or online:

Aarseth, E. (2003). Playing Research: Methodological approaches to game analysis. Paper presented at the Digital arts and culture conference, Melbourne. (<http://heim.ifi.uio.no/~gisle/ifi/aarseth.pdf>)

Chapman, A. (2012). Privileging Form Over Content: Analysing Historical Videogames. *Journal of Digital Humanities*, 1(2), 42-46. (<http://journalofdigitalhumanities.org/1-2/privileging-form-over-content-by-adam-chapman/>)

Elsaesser, T. (2016). Media archaeology as symptom. *New Review of Film and Television Studies*, 14(2), 181-215.

Goddard, M. (2015). Opening up the black boxes: Media archaeology, 'anarchaeology' and media materiality. *New Media & Society*, 17(11), 1761-1776.

Hertz, G. & Parikka, J. (2012) *Zombie Media: Circuit Bending Media Archaeology into an Art Method*. *Leonardo* 45(5):424-430. (<http://mediaarchaeologylab.com/wp-content/uploads/2013/06/Zombie-media.pdf>)

Huhtamo, E., & Parikka, J. (Eds.). (2011). *Introduction: an archaeology of media archaeology*, in *Media Archaeology: Approaches, Applications, and Implications*. Berkeley, CA: University of California Press.

Institutionen för mediestudier

Stockholms universitet
Institutionen för mediestudier (IMS)
Stockholms universitet
Box 278 61
S- 115 93 Stockholm

Besöksadress:
Filmhuset, Borgvägen 1 - 5,
Stockholm
www.ims.su.se

Telefon: +46 8 674 76 27

Kluitenberg, E. (2011). On the archaeology of imaginary media. In E. Huhtamo & J. Parikka (Eds.), *Media archaeology: Approaches, applications, and implications* (pp. 48-69). Berkeley, CA: University of California Press.

Skågeby, J. (2016). Media futures: Premediation and the politics of performative prototypes. *First Monday*, 21(2). (<http://firstmonday.org/ojs/index.php/fm/article/view/6105>)

Skågeby, J. (2018) Crosscurrents in 'micro' marketing: home computers and media genealogy. *Artnodes: Journal on Art, Science and Technology*, 21: 125-137. (<https://artnodes.uoc.edu/articles/10.7238/a.v0i21.3176/galley/3425/download/>)

Rahm-Skågeby, J. (2021) We interrupt this program: on the cultural techniques of 'technical difficulties'. *Miscommunication: Errors, Mistakes, and the Media*, Maria Korolkova and Timothy Barker (Eds.), London: Bloomsbury.

Rahm-Skågeby, J. & Carlsson, A. (2021) The archive and the scene: sharing, storing, and curating retrocomputing culture. *New Media & Society* 23(4) (Special issue on Sharing and storing: everyday relationships with digital material).

Rahm-Skågeby, J. & Carlsson, A. (in press) Retroengineering and the re-presencing of the Commodore 64, in: *Crafting, Hacking, and Making: DIY pasts, presents, and futures*, Melanie Swalwell, David Murphy, and Maria B. Garda (Eds.)

Skågeby, J. & Rahm, L. (2018) What is Feminist Media Archaeology? *communication +1*, 7(1) (<https://scholarworks.umass.edu/cpo/vol7/iss1/7/>)

Suominen, J. (2008). The Past as the Future? Nostalgia and Retrogaming in Digital Culture. *fibreculture*(11). (<http://eleven.fibreculturejournal.org/fcj-075-the-past-as-the-future-nostalgia-and-retrogaming-in-digital-culture/>)

Texter som tillhandahålls av institutionen (i kompendium eller på Athena): / Course texts provided by the Department (in course pack or on Athena):

Akrich, M. 1992. The description of technological objects, in Bijker, W.E., and Law, J (ed.) *Shaping Technology-Building Society: Studies in Sociotechnical Change*. Cambridge, Mass: MIT Press.

Briggs, A., & Burke, P. (2009). Printing in its Contexts. In A. Briggs & P. Burke (Eds.), *A Social History of the Media* (pp. 13-60). Malden, MA: Polity Press.

Fickers, A., & van den Oever, A. (2013). Experimental Media Archaeology: A Plea for New Directions. In A. van der Oever (Ed.), *Téchné /Technology. Researching Cinema and Media Technologies, their Development, Use and Impact* (pp. 272- 278). Amsterdam: Amsterdam University Press.

Kaplan, D. M. (2009). How to Read Technology Critically. In J. K. Berg Olsen, E. Selinger & S. Riis (Eds.), *New Waves in Philosophy of Technology* (pp. 83-99). London: Palgrave Macmillan.

Institutionen för mediastudier

Stockholms universitet
Institutionen för mediastudier (IMS)
Stockholms universitet
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S- 115 93 Stockholm

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Stockholm
www.ims.su.se

Telefon: +46 8 674 76 27

Latour, B. 1991. Technology is society made durable, in Law, J. (ed.) A Sociology of Monsters: Essays on Power, Technology and Domination. London: Routledge.

Murrell, K. (2013). Early Home Computers. Oxford: Shire Publications.

Parikka, J. (2014). History of Computers. In M.-L. Ryan, L. Emerson & B. J. Robertson (Eds.), The Johns Hopkins Guide to Digital Media (pp. 249-254). Baltimore: Johns Hopkins University Press.

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