



Stockholms
universitet

Kurslitteratur / Course literature

MK7034, Media Archaeology

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

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

Huhtamo, E., & Parikka, J. (Eds.). (2011). *Media Archaeology: Approaches, Applications, and Implications*. Berkeley, CA: University of California Press. (available as e-book via SUB).

E-texter (som kan lånas från Stockholms universitetsbibliotek): / Course Texts (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>)

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.

Sexton, J. (2015). Creeping decay: cult soundtracks, residual media, and digital technologies. *New Review of Film and Television Studies*, 13(1), 12-30.

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/>)

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



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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.), *Téchne /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.

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.

van Dijck, J. (2004). *Memory Matters in the Digital Age*. *Configurations* 12(3): 349-373. (+ model and excerpt).
