Materialität und Code

Eine kurze Zeitreise durch die Diskurslandschaft um Code und (digitale) Materialität.

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18. September 2020 – Wien

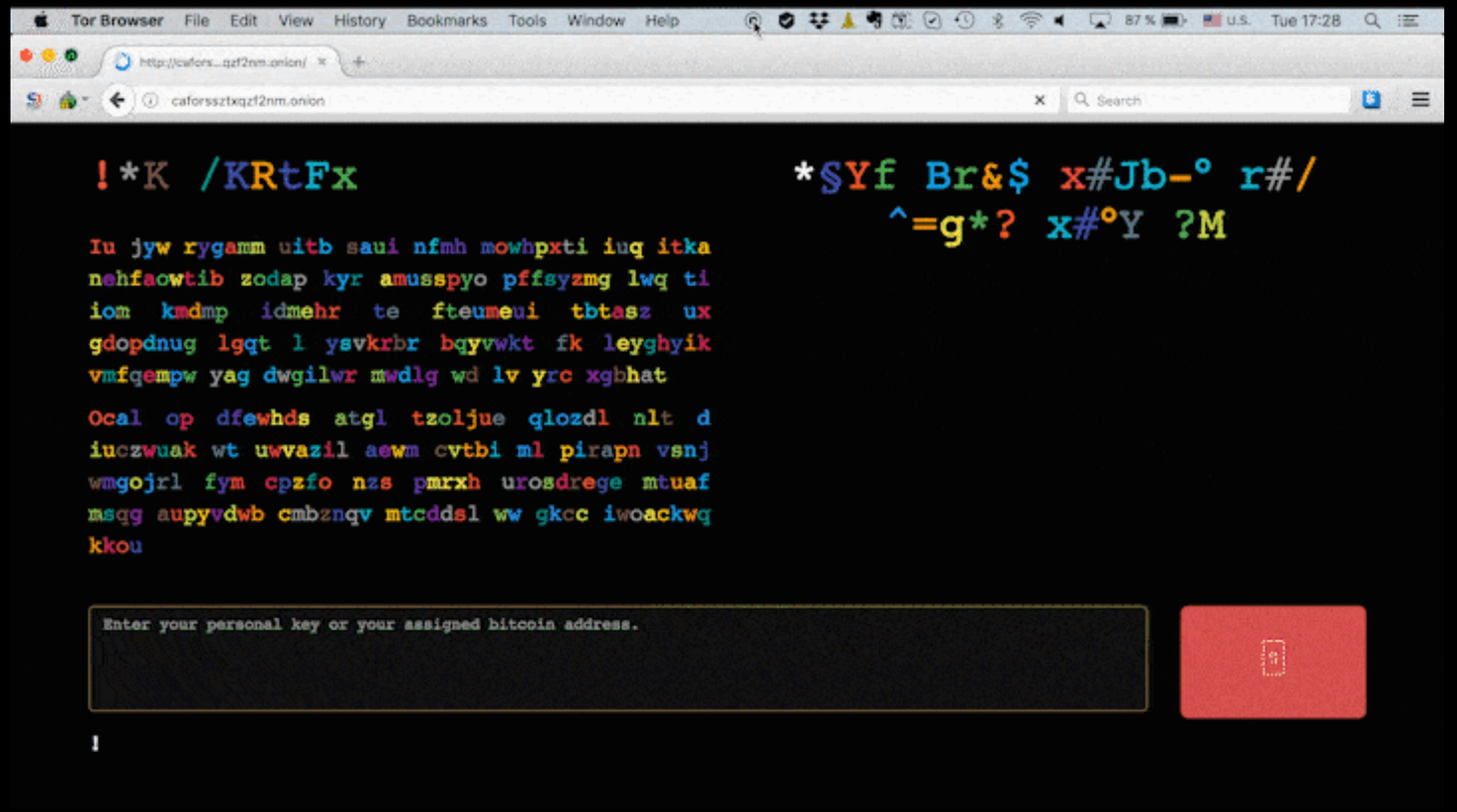
#0 Ausgangslage

#1 Materialität und Code

#2 Diskussion

#0 Ausgangslage

https://blog.wdr.de/digitalistan/ifa-2017-willkommen-im-internet-of-shit/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Enter your personal key or your assigned bitcoin address.

2017

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Microsoft

#1 Materialität und Code

2007

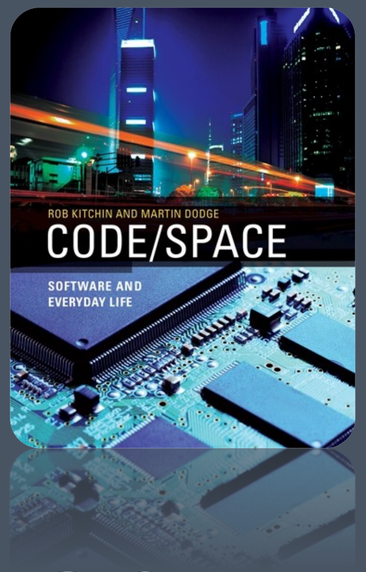
2007

Kirschenbaum, M. G. (2008). *Mechanisms: New media and the forensic imagination*. MIT Press.

“Electronic textuality is [...] locatable, even though we are not accustomed to thinking of it in physical terms.”

- Kirschenbaum 2007, S. 9 -

2011



2011

Kitchin, R., & Dodge, M. (2011). Code/space: Software and everyday life. MIT Press.

"**Software then is not an immaterial, stable, and neutral product**. Rather, it is a complex, multifaceted, mutable set of relations created through diverse sets of discursive, economic, and material practices. The result of all of this contingency is that software development has high failure rates…"

- Kitchin & Dodge 2011, S. 38 -

2015

2015

Reichert, R., & Richterich, A. (Hrsg.). (2015). Digital material/ism. transcript.

"**Code is inscribed into materiality and materiality, conversely, inscribes itself into code. This is what I call reciprocal materiality**. The 'body' of code, accordingly, means two distinct but related aspects of the same thing: the code's physical form of inscription (what Kirschenbaum calls forensic materiality) and its logical form of representation."

- Heilman 2015, S. 41 -

2020

Drift by Zach Lieberman - Creativity Decoded | ConceptD | https://youtu.be/YoB6V7iH5zg

WALKING ON SOFTWARE

TECHNOLOGY-IN-PRACTICE

Sich ‚allgemein‘ machen?

1812

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Vielen Dank!

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