Swedish Design An Ethnography Expertise Cultures And Technologies Of Knowledge

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Abstracts of the Annual Meeting

In 2008, anthropologist Matti Bunzl was given rare access to observe the curatorial department of Chicago's Museum of Contemporary Art. For five months, he sat with the institution's staff, witnessing

firsthand what truly goes on behind the scenes at a contemporary art museum. From fund-raising and owner loans to museum-artist relations to the immense effort involved in safely shipping sixty works from twenty-seven lenders in fourteen cities and five countries, Matti Bunzl's In Search of a Lost Avant-Garde illustrates the inner workings of one of Chicago's premier cultural institutions. Bunzl's ethnography is designed to show how a commitment to the avant-garde can come into conflict with an imperative for growth, leading to the abandonment of the new and difficult in favor of the entertaining and profitable. Jeff Koons, whose massive retrospective debuted during Bunzl's research, occupies a central place in his book and exposes the anxieties caused by such seemingly pornographic work as the infamous Made in Heaven series. Featuring cameos by other leading artists, including Liam Gillick, Jenny Holzer, Karen Kilimnik, and Tino Sehgal, the drama Bunzl narrates is palpable and entertaining and sheds an altogether new light on the contemporary art boom.

Coral Empire

Mixed Methods Social Network Analysis brings together diverse perspectives from 42 international experts on how to design, implement, and evaluate mixed methods social network analysis (MMSNA). There is an increased recognition that social networks can be important catalysts for change and transformation. This edited book from leading experts in mixed methods and social network analysis describes how researchers can conceptualize,

develop, mix, and intersect diverse approaches, concepts, and tools. In doing so, they can improve their understanding and insights into the complex change processes in social networks. Section 1 includes eight chapters that reflect on "Why should we do MMSNA?", providing a clear map of MMSNA research to date and why to consider MMSNA. In Section 2 the remaining 11 chapters are dedicated to the question "How do I do MMSNA?", illustrating how concentric circles, learning analytics, qualitative structured approaches, relational event modeling, and other approaches can empower researchers. This book shows that mixing qualitative and quantitative approaches to social network analysis can empower people to understand the complexities of change in networks and relations between people. It shows how mixed analysis can be applied to a wide range of data generated by diverse global communities: American school children, Belgian teachers, Dutch medical professionals, Finnish consultants, French school children, and Swedish right-wing social media users, amongst others. It will be of great interest to researchers and postgraduate students in education and social sciences and mixed methods scholars.

Design and Anthropology

Research Methods: Information, Systems, and Contexts, Second Edition, presents up-to-date guidance on how to teach research methods to graduate students and professionals working in information management, information science, librarianship, archives, and records and information

systems. It provides a coherent and precise account of current research themes and structures, giving students guidance, appreciation of the scope of research paradigms, and the consequences of specific courses of action. Each of these valuable sections will help users determine the relevance of particular approaches to their own questions. The book presents academics who teach research and information professionals who carry out research with new resources and guidance on lesser-known research paradigms. Provides up-to-date knowledge of research methods and their applications Provides a coherent and precise account of current research themes and structures through chapters written by authors who are experts in their fields Helps students and researchers understand the range of quantitative and qualitative approaches available for research, as well as how to make practical use of them Provides many illustrations from projects in which authors have been involved, to enhance understanding Emphasises the nexus between formulation of research question and choice of research methodology Enables new researchers to understand the implications of their planning decisions

Anthropology Newsletter

How museums' visual culture contributes to knowledge accumulation Sarita See argues that collections of stolen artifacts form the foundation of American knowledge production. Nowhere can we appreciate more easily the triple forces of knowledge accumulation—capitalist, colonial, and racial—than in

the imperial museum, where the objects of accumulation remain materially, visibly preserved. The Filipino Primitive takes Karl Marx's concept of "primitive accumulation," usually conceived of as an economic process for the acquisition of land and the extraction of labor, and argues that we also must understand it as a project of knowledge accumulation. Taking us through the Philippine collections at the University of Michigan Natural History Museum and the Frank Murphy Memorial Museum, also in Michigan, See reveals these exhibits as both allegory and real case of the primitive accumulation that subtends imperial American knowledge, just as the extraction of Filipino labor contributes to American capitalist colonialism. With this understanding of the Filipino foundations of the American drive toward power and knowledge, we can appreciate the value of Filipino American cultural producers like Carlos Bulosan, Stephanie Syjuco, and Ma-Yi Theater Company who have created incisive parodies of this accumulative epistemology, even as they articulate powerful alternative, anti-accumulative social ecologies.

At Home with the Diplomats

Recognized as a finalist for the CAE 2018 Outstanding Book Award! Part historic ethnography, part linguistic case study and part a mother's memoir, Kisisi tells the story of two boys (Colin and Sadiki) who, together invented their own language, and of the friendship they shared in postcolonial Kenya. Documents and examines the invention of a 'new' language between two boys in postcolonial Kenya Offers a unique insight

into child language development and use Presents a mixed genre narrative and multidisciplinary discussion that describes the children's border-crossing friendship and their unique and innovative private language Beautifully written by one of the foremost scholars in child development, language acquisition and education, the book provides a seamless blending of the personal and the ethnographic The story of Colin and Sadiki raises profound questions and has direct implications for many fields of study including child language acquisition and socialization, education, anthropology, and the anthropology of childhood

Research Methods in Anthropology

Design and Anthropology challenges conventional thinking regarding the nature of design and creativity, in a way that acknowledges the improvisatory skills and perceptual acuity of people. Combining theoretical investigations and documentation of practice based experiments, it addresses methodological questions concerning the re-conceptualisation of the relation between design and use from both theoretical and practice-based positions. Concerned with what it means to draw 'users' into processes of designing and producing this book emphasises the creativity of design and the emergence of objects in social situations and collaborative endeavours. Organised around the themes of perception and the user-producer, skilled practices of designing and using, and the relation between people and things, the book contains the

latest work of researchers from academia and industry, to enhance our understanding of ethnographic practice and develop a research agenda for the emergent field of design anthropology. Drawing together work from anthropologists, philosophers, designers, engineers, scholars of innovation and theatre practitioners, Design and Anthropology will appeal to anthropologists and to those working in the fields of design and innovation, and the philosophy of technology and engineering.

The Filipino Primitive

Often neglected in the various curricula of design schools, the new models of design research described in this book help designers to investigate people, form, and process in ways that can make their work more potent and more delightful. The chapter authors come from diverse institutions and enterprises, including Stanford University, MIT, Intel, Maxis, Studio Anybody, Sweden's HUMlab, and Big Blue Dot. Each has something to say about how designers make themselves better at what they do through research, and illustrates it with real world examples: case studies, anecdotes, and images. Topics of this multi-voice conversation include qualitative and quantitative methods, performance ethnography and design improvisation, trend research, cultural diversity, formal and structural research practice, tactical discussions of design research process, and case studies drawn from areas as unique as computer games, museum information systems, and movies.

Sticky Creativity

Nearly all early learning happens during play, and new technology has added video games to the list of ways children learn interaction and new concepts. Although video games are everywhere on Web sites, in stores, streamed to the desktop, on television they are absent from the classroom. Computer-based simulations, a form of computer games, have begun to appear, but it is not as wide-spread as email, discussion threads, and blogs.Games and Simulations in Online Learning: Research and Development Frameworks examines the potential of games in simulations in online learning, and how the future could look as developers learn to use the emerging capabilities of the Semantic Web. It presents a general understanding of how the Semantic Web will impact education and how games and simulations can evolve to become robust teaching resources.

Why the World Needs Anthropologists

What is creativity? What is the relationship between work life and personal life? How is it possible to live truthfully in a world of contradiction and compromise? These deep and deeply personal questions spring to the fore in Thomas Yarrow's vivid exploration of the life of architects. Yarrow takes us inside the world of architects, showing us the anxiety, exhilaration, hope, idealism, friendship, conflict, and the personal commitments that feed these acts of creativity. Architects rethinks "creativity," demonstrating how it happens in everyday practice. It highlights how the

pursuit of good architecture, relates to the pursuit of a good life in intimate and individually specific ways. And it reveals the surprising and routine social negotiations through which designs and buildings are actually made.

Thinking Ethnographically

Exploring Digital Design takes a multi-disciplinary look at digital design research where digital design is embedded in a larger socio-cultural context. Working from socio-technical research areas such as Participatory Design (PD), Computer Supported Cooperative Work (CSCW) and Human-Computer Interaction (HCI), the book explores how humanities offer new insights into digital design, and discusses a variety of digital design research practices, methods, and theoretical approaches spanning established disciplinary borders. The aim of the book is to explore the diversity of contemporary digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations. It is the conversations and explorations with humanities that further distinguish this book within digital design research. Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts Exploring Digital Design offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research, providing theoretical, empirical, and methodological sources for understanding digital design research. The first half of

the book Exploring Digital Design is authored as a multi-disciplinary approach to digital design research, and represents novel perspectives and analyses in this research. The contributors are Gunnar Liestøl, Andrew Morrison and Christina Mörtberg in addition to the editors. Although primarily written for researchers and graduate students, digital design practioners will also find the book useful. Overall, Exploring Digital Design provides an excellent introduction to, and resource for, research into digital design.

Rehearsing the Future

Written by a leading authority, this book discusses a wide range of analytic ideas that can and should inform ethnographic analysis. In introducing the notion of 'granular ethnography' it argues for an approach to qualitative research that is sensitive to the complexities of everyday social life. A much-needed antidote to superficial research and analysis, the text deals not merely with the practical methods of fieldwork, but with the far more ambitious enterprise of turning ethnographic data into productive ideas and concepts. Paul Atkinson enables us not merely to do ethnography, but truly to think ethnographically. His book will prove invaluable to students and researchers across the social sciences.

Quantitative Ethnography

A comprehensive and practical guide to ethnographic research, this book guides you through the process, starting with the fundamentals of choosing and

proposing a topic and selecting a research design. It describes methods of data collection (taking notes, participant observation, interviewing, identifying themes and issues, creating ethnographic maps and tables and charts, and referring to secondary sources) and analyzing and writing ethnography (sorting and coding data, answering questions, choosing a presentation style, and assembling the ethnography). Although content is focused on producing written ethnography, many of the principles and methods discussed here also apply to other forms of ethnographic presentation, including ethnographic film. Designed to give basic hands-on experience in the overall ethnography research process, Ethnography Essentials covers a wealth of topics, enabling anyone new to ethnography research to successfully explore the excitement and challenges of field research.

Swedish Design

With as many as 1 billion people now using online communities such as newsgroups, blogs, forums, social networking sites, podcasting, videocasting, photosharing communities, and virtual worlds, the internet is now an important site for research. This exciting new text is the first to explore the discipline of 'Netnography' - the conduct of ethnography over the internet - a method specifically designed to study cultures and communities online. For the first time, full procedural guidelines for the accurate and ethical conduct of ethnographic research online are set out, with detailed, step-by-step guidance to thoroughly

introduce, explain, and illustrate the method to students and researchers. The author also surveys the latest research on online cultures and communities, focusing on the methods used to study them, with examples focusing on the new elements and contingencies of the blogosphere (blogging), microblogging, videocasting, podcasting, social networking sites, virtual worlds and more. This book will be essential reading for researchers and students in social sciences such as anthropology, sociology, marketing and consumer research, organization and management studies and cultural and media studies.

Reel World

Why does the world need anthropology and anthropologists? This collection of essays written by prominent academic, practising and applied anthropologists aims to answer this provocative question. In an accessible and appealing style, each author in this volume inquires about the social value and practical application of the discipline of anthropology. Contributors note that the problems the world faces at a global scale are both new and old, unique and universal, and that solving them requires the use of long-proven tools as well as innovative approaches. They highlight that using anthropology in relevant ways outside academia contributes to the development of a new paradigm in anthropology, one where the ability to collaborate across disciplinary and professional boundaries becomes both central and legitimate. Contributors provide specific suggestions to anthropologists and the public at large

on practical ways to use anthropology to change the world for the better. This one-of-a-kind volume will be of interest to fledgling and established anthropologists, social scientists and the general public.

Design Anthropology

This Handbook is concerned with principles of human factors engineering for design of the human-computer interface. It has both academic and practical purposes; it summarizes the research and provides recommendations for how the information can be used by designers of computer systems. The articles are written primarily for the professional from another discipline who is seeking an understanding of human-computer interaction, and secondarily as a reference book for the professional in the area, and should particularly serve the following: computer scientists, human factors engineers, designers and design engineers, cognitive scientists and experimental psychologists, systems engineers, managers and executives working with systems development. The work consists of 52 chapters by 73 authors and is organized into seven sections. In the first section, the cognitive and information-processing aspects of HCI are summarized. The following group of papers deals with design principles for software and hardware. The third section is devoted to differences in performance between different users, and computer-aided training and principles for design of effective manuals. The next part presents important applications: text editors and systems for information retrieval, as well as

issues in computer-aided engineering, drawing and design, and robotics. The fifth section introduces methods for designing the user interface. The following section examines those issues in the AI field that are currently of greatest interest to designers and human factors specialists, including such problems as natural language interface and methods for knowledge acquisition. The last section includes social aspects in computer usage, the impact on work organizations and work at home.

Policy Worlds

Design Anthropology brings together leading international design theorists, consultants and anthropologists to explore the changing object culture of the 21st century. Decades ago, product designers used basic market research to fine-tune their designs for consumer success. Today the design process has been radically transformed, with the user center-stage in the design process. From design ethnography to culture probing, innovative designers are employing anthropological methods to elicit the meanings rather than the mere form and function of objects. This important volume provides a fascinating exploration of the issues facing the shapers of our increasingly complex material world. The text features case studies and investigations covering a diverse range of academic disciplines. From IKEA and anti-design to erotic twenty-first-century needlework and online interior decoration, the book positions itself at the intersections of design, anthropology, material culture, architecture, and sociology.

Design Research Through Practice

A major contribution to the field, this ground-breaking book explores design anthropology's focus on futures and future-making. Examining what design anthropology is and what it is becoming, the authors push the frontiers of the discipline and reveal both the challenges for and the potential of this rapidly growing transdisciplinary field.Divided into four sections – Ethnographies of the Possible, Interventionist Speculation, Collaborative Formation of Issues, and Engaging Things – the book develops readers' understanding of the central theoretical and methodological aspects of future knowledge production in design anthropology. Bringing together renowned scholars such as George Marcus and Alison Clarke with young experimental design anthropologists from countries such as Denmark, Sweden, Austria, Brazil, the UK, and the United States, the sixteen chapters offer an unparalleled breadth of theoretical reflections and rich empirical case studies.Written by those at the forefront of the field, Design Anthropological Futures is destined to become a defining text for this growing discipline. A unique resource for students, scholars, and practitioners in design anthropology, design, architecture, material culture studies, and related fields.

Handbook of Human-Computer Interaction

This book provides provides a practical guide to

understanding and conducting rapid ethnographic assessments (REAs) with an emphasis on their use in public health contexts. This team-based, multi-method, relatively low-cost approach results in rich understandings of social, economic, and policy factors that contribute to the root causes of an emerging situation and provides rapid, practical feedback to policy makers and programs. Using real-world examples and case studies of completed REAs, Sangaramoorthy and Kroeger provide readers with a logical, easy-to-follow introduction into key concepts, principles, and methods of REAs, including interview and observation techniques, triangulation, field notes and debriefing, theoretical saturation, and qualitative analysis. They also provide a practical guide for planning and implementing REAs and suggestions for transforming findings into written reports and actionable recommendations. Materials and detailed tools regarding the conduct of REAs are designed to help readers apply this method to their own research regardless of topic or discipline. REA is an applied approach that can facilitate collaborative work with communities and become a catalyst for action. Rapid Ethnographic Assessment will appeal to professionals and researchers interested in using REAs for research efficiency and productivity as well as action-oriented and translational research in a variety of fields and contexts.

Death in a Church of Life

Businesses and the HCI and Interaction Design communities have embraced design and design

research. Design research as a field blends methodologies from several disciplines - sociology, engineering, software, philosophy, industrial design, HCI/interaction design -- so designers can learn from past successes and failure and don't have to reinvent the wheel for each new design (whether it's a digital product, a building, an airplane or furniture). They take into account form, function, and, ultimately, users. Many books exist in the research and academic realm for this field, but none create a usable bridge to design practice. Although business people are embracing design, they are not going to become designers. Design researchers need tools to apply their research in the real world. Design Research through Practice takes advanced design practice as its starting point, but enriches it to build a design process than can respond to both academic and practical problems. The aims of the book are to study three design research traditions that cover methodological directions in current leading research community. Taking you from the Lab, Field and to the Showroom, Ilpo Koskinen and his group of researchers show you successful traditions in design research that have been integrated into processes and products. Bridging the gap from design research to design practice, this is a must have for any designer. • Gathers design research experts from traditional lab science, social science, art, industrial design, UX and HCI to lend tested practices and how they can be used in a variety of design projects • Provides a multidisciplinary story of the whole design process, with proven and teachable techniques that can solve both academic and practical problems • Presents key examples illustrating how research is applied and

vignettes summarizing the key how-to details of specific projects

Unpacking IKEA

The World Multiple

In Search of a Lost Avant-Garde

The 2010 WikiLeaks release of 250,000 U.S. diplomatic cables has made it eminently clear that there is a vast gulf between the public face of diplomacy and the opinions and actions that take place behind embassy doors. In At Home with the Diplomats, Iver B. Neumann offers unprecedented access to the inner workings of a foreign ministry. Neumann worked for several years at the Norwegian Ministry of Foreign Affairs, where he had an up-close view of how diplomats conduct their business and how they perceive their own practices. In this book he shows us how diplomacy is conducted on a day-to-day basis. Approaching contemporary diplomacy from an anthropological perspective, Neumann examines the various aspects of diplomatic work and practice, including immunity, permanent representation, diplomatic sociability, accreditation, and issues of gender equality. Neumann shows that the diplomat working abroad and the diplomat at home are engaged in two different modes of knowledge production. Diplomats in the field focus primarily on gathering and processing information. In contrast, the

diplomat based in his or her home capital is caught up in the seemingly endless production of texts: reports, speeches, position papers, and the like. Neumann leaves the reader with a keen sense of the practices of diplomacy: relations with foreign ministries, mediating between other people's positions while integrating personal and professional into a cohesive whole, adherence to compulsory routines and agendas, and, above all, the generation of knowledge. Yet even as they come to master such quotidian tasks, diplomats are regularly called upon to do exceptional things, such as negotiating peace.

Mixed Methods Social Network Analysis

A collection of ethnographic case studies of urban planners and their practices Urban planners project the future of cities. As experts, they draft visions of places and times that do not yet exist, prescribing the tools to be used to achieve those visions. Their choices can determine how a city will merge its public transit and automobile traffic or how it will meet a demand for thousands of new dwelling units as quickly and with as little avoidable damage as possible. Life Among Urban Planners considers planning professionals in relation to the social contexts in which they operate: the planning office, the construction site, and even in the confrontations with those affected by their work. What roles do planners have in shaping the daily practices of urban life? How do they employ, manipulate, and alter their expertise to meet the demands asked of them? The essays in this volume emphasize planners' cultural

values and personal assumptions and critically examine what their persistent commitment to thinking about the future means for the ways in which people live in the present and preserve the past. Life Among Urban Planners explores the practices and politics of professional city-making in a wide selection of geographical areas spanning five continents. Cases include but are not limited to Bangkok, Bogotá, Chicago, Naimey, Rome, Siem Reap, Stockholm, and Warsaw. Examining the issues raised around questions of expertise, participation, and the tension between market and state forces, contributors demonstrate how certain planning practices accentuate their specific relationship to a place while others are represented to a global audience as potentially universal solutions. In presenting detailed and intimate portraits of the everyday lives of planners, the volume offers key insights into how the city interacts with the world. Contributors: Margaret Crawford, Adèle Esposito, Trevor Goldsmith, Mark Graham, Michael Herzfeld, James Holston, Gabriella Körling, Jennifer Mack, Andrew Newman, Lissa Nordin, Bruce O'Neill, Kevin Lewis O'Neill, Federico Pérez, Monika Sznel.

Design Anthropological Futures

Swedish Design: A History provides a fascinating and comprehensive introduction to the development of design in Sweden from the mid-nineteenth century to the early twenty-first. Leading design historian Lasse Brunnström traces the move from artisanal crafts production to the mass production and consumption

of designed objects, a process by which the role and profile of the designer became increasingly important. His survey, richly illustrated with images of the designed objects discussed, takes in forms of design traditionally associated with Sweden, such as household objects and textiles, while also considering some less-written about genres such as industrial and graphic design. Brunnström questions many established ideas about design in Sweden, notably its aesthetics and its relationship to Sweden's national and political culture. He argues that the history of design in Sweden has been far more complex and less straightforwardly 'blond' than hitherto understood.

Ethnography Essentials

A newer edition of this book is available for ordering at the following web address: https://rowman.com/ISBN/9780759112421 Research Methods in Anthropology is the standard textbook for methods classes in anthropology programs. Over the past dozen years, it has launched tens of thousands of students into the field with its combination of rigorous methodology, wry humor, commonsense advice, and numerous examples from actual field projects. Now the fourth edition of this classic textbook is ready, written in Russ Bernard's unmistakable conversational style. It contains all the useful methodological advice of previous editions and more: additional material on text analysis, an expanded section on sampling in field settings, the use of computers for fieldwork and analysis, the pros and cons of rapid assessment techniques in

anthropology, dozens of new examples, and an expanded bibliography. 'Methods belong to all of us' is the watchphrase of this book. Whether you are coming from a scientific, interpretive, or applied anthropological tradition, your students should learn field methods from the best guide around.

Design Research

How can we make sense of make sense of the deluge of information in the digital age? The new science of Quantitative Ethnography dissolves the boundaries between quantitative and qualitative research to give researchers tools for studying the human side of big data: to understand not just what data says, but what it tells us about the people who created it. Thoughtful, literate, and humane, Quantitative Ethnography integrates data-mining, discourse analysis, psychology, statistics, and ethnography into a brand-new science for understanding what people do and why they do it. Packed with anecdotes, stories, and clear explanations of complex ideas, Quantitative Ethnography is an engaging introduction to research methods for students, an introduction to data science for qualitative researchers, and an introduction to the humanities for statisticians--but also a compelling philosophical and intellectual journey for anyone who wants to understand learning, culture and behavior in the age of big data.

High Art Down Home

There are few areas of society today that remain

outside the ambit of policy processes, and likewise policy making has progressively reached into the structure and fabric of everyday life. An instrument of modern government, policy and its processes provide an analytical window into systems of governance themselves, opening up ways to study power and the construction of regimes of truth. This volume argues that policies are not simply coercive, constraining or confined to static texts; rather, they are productive, continually contested and able to create new social and semantic spaces and new sets of relations. Anthropologists do not stand outside or above systems of governance but are themselves subject to the rhetoric and rationalities of policy. The analyses of policy worlds presented by the contributors to this volume open up new possibilities for understanding systems of knowledge and power and the positioning of academics within them.

Architects

Toward an Anthropology of the Will is the first book that systematically explores volition from an ethnographically informed anthropological point of view. While philosophers have for centuries puzzled over the degree to which individuals are "free" to choose how to act in the world, anthropologists have either assumed that the will is a stable, constant fact of the human condition or simply ignored it. Although they are usually quite comfortable discussing the relationship between culture and cognition or culture and emotion, anthropologists have not yet focused on how culture and volition are interconnected. The

contributors to this book draw upon their unique insights and research experience to address fundamental questions, including: What forms does the will take in culture? How is willing experienced? How does it relate to emotion and cognition? What does imagination have to do with willing? What is the connection between morality, virtue, and willing? Exploring such questions, the book moves beyond old debates about "freedom" and "determinacy" to demonstrate how a richly nuanced anthropological approach to the cultural experience of willing can help shape theories of social action in the human sciences.

Exploring Digital Design

Sticky Creativity: Post-It® Note Cognition, Computers, and Design presents the interesting history of sticky notes and how they have become the most commonly used design material in brainstorming, business model generation, and design thinking. The book brings together researchers from psychology, computer science and design in order to understand why and how sticky notes are used, why they work well, and whether sticky notes are replaceable or improvable by a digital counterpart. The book covers psychology, computers and design respectively. From a psychological perspective, cognitive and socio-cognitive theories are used to explain the functions sticky notes serve in idea generation and creative collaboration. Following sections present the findings from three very different computerized instantiations of sticky notes and discuss the challenges and opportunities that arise when trying to digitize sticky

notes. Highlights the benefits of sticky notes in idea generation and creative collaboration Explores the use of sticky notes in a variety of creative, design professional and educational settings Includes research perspectives from cognitive psychology, computer science and design studies

Life Among Urban Planners

This deeply insightful ethnography explores the healing power of caring and intimacy in a small, closely bonded Apostolic congregation during Botswana's HIV/AIDS pandemic. Death in a Church of Life paints a vivid picture of how members of the Baitshepi Church make strenuous efforts to sustain loving relationships amid widespread illness and death. Over the course of long-term fieldwork, Frederick Klaits discovered Baitshepi's distinctly maternal ethos and the "spiritual" kinship embodied in the church's nurturing fellowship practice. Klaits shows that for Baitshepi members, Christian faith is a form of moral passion that counters practices of divination and witchcraft with redemptive hymn singing, prayer, and the use of therapeutic substances. An online audio annex makes available examples of the church members' preaching and song.

Rapid Ethnographic Assessments

Reel World explores what happens to life when everything begins to look and feel like cinema. Drawing on years of fieldwork with Tamil filmmakers,

artists, musicians, and craftsmen in the south Indian movie studios of "Kollywood," Anand Pandian examines how ordinary moments become elements of a cinematic world. With inventive, experimental, and sometimes comical zeal, Pandian pursues the sensory richness of cinematic experience and the adventure of a writing true to these sensations. Thinking with the visceral power of sound and image, his stories also broach deeply philosophical themes such as desire, time, wonder, and imagination. In a spirit devoted to the turbulence and uncertainty of genesis, Reel World brings into focus an ecology of creative process: the many forces, feelings, beings, and things that infuse human endeavors with transformative potential.

Toward an Anthropology of the Will

The World Multiple, as a collection, is an ambitious ethnographic experiment in understanding how the world is experienced and generated in multiple ways through people's everyday practices. Against the dominant assumption that the world is a single universal reality that can only be known by modern expert science, this book argues that worlds are worlded—they are socially and materially crafted in multiple forms in everyday practices involving humans, landscapes, animals, plants, fungi, rocks, and other beings. These practices do not converge to a singular knowledge of the world, but generate a world multiple—a world that is more than one integrated whole, yet less than many fragmented parts. The book brings together authors from Europe,

Japan, and North America, in conversation with ethnographic material from Africa, the Americas, and Asia, in order to explore the possibilities of the world multiple to reveal new ways to intervene in the legacies of colonialism, imperialism, and capitalism that inflict damage on humans and nonhumans. The contributors show how the world is formed through interactions among techno-scientific, vernacular, local, and indigenous practices, and examine the new forms of politics that emerge out of them. Engaged with recent anthropological discussions of ontologies, the Anthropocene, and multi-species ethnography, the book addresses the multidimensional realities of people's lives and the quotidian politics they entail.

The Shock of the Old

Met lit. opg. - Met reg. Case study of the St. Louis art market. The author has interviewed the local artists, dealers and collectors.

Research Methods

Swedish Design

Lecturers, request your electronic inspection copy This sharp, innovative book champions the rising significance of ethnographic research on the use of digital resources around the world. It contextualises digital and pre-digital ethnographic research and demonstrates how the methodological, practical and theoretical dimensions are increasingly intertwined.

Digital ethnography is central to our understanding of the social world; it can shape methodology and methods, and provides the technological tools needed to research society. The authoritative team of authors clearly set out how to research localities, objects and events as well as providing insights into exploring individuals' or communities' lived experiences, practices and relationships. The book: Defines a series of central concepts in this new branch of social and cultural research Challenges existing conceptual and analytical categories Showcases new and innovative methods Theorises the digital world in new ways Encourages us to rethink pre-digital practices, media and environments This is the ideal introduction for anyone intending to conduct ethnographic research in today's digital society.

Lawrence of Arabia

Offers a global account of the place of technology in twentieth century history.

Games and Simulations in Online Learning

"Caton's imagination was deeply affected by the power of Lawrence of Arabia, a cinematic classic that he knows intimately . . . and analyzes intelligently. Having read his multi-layered critique of Lean's epic masterpiece, we'll now be viewing our old favorite with new insight and appreciation."—L. Robert Morris and Lawrence Raskin, coauthors of Lawrence of Arabia: The 30th Anniversary Pictorial History

Kisisi (Our Language)

This book represents the first anthropological ethnography of Ikea consumption and goes to the heart of understanding the unique and at times frantic popularity of this one iconic transnational store. Based on a year of participant observation in Stockholm's Kungens Kurva store – the largest in the world - this book places the retailer squarely within the realm of the home-building efforts of individuals in Stockholm and to a lesser degree in Dublin. Ikea, the world's largest retailer and one of its most interesting, is the focus of intense popular fascination internationally, yet is rarely subject to in-depth anthropological inquiry. In Unpacking Ikea, Garvey explores why Ikea is never 'just a store' for its customers, and questions why it is described in terms of a cultural package, as everyday and classless. Using in-depth interviews with householders over several years, this ethnographic study follows the furniture from the Ikea store outwards to probe what people actually take home with them.

Digital Ethnography

Swedish designers are noted for producing distinctive and elegant forms; their furniture and household goods have an especially loyal following around the world. Design in Sweden has more than just an aesthetic component, however. Since at least the late nineteenth century, Swedish politicians and social planners have viewed design as a means for advocating and enacting social change and pushing

for a more egalitarian social organization. In this book, Keith M. Murphy examines the special relationship between politics and design in Sweden, revealing in particular the cultural meanings this relationship holds for Swedish society. Over the course of fourteen months of research in Stockholm and at other sites, Murphy conducted in-depth interviews with various players involved in the Swedish design industry—designers, design instructors, government officials, artists, and curators—and observed several different design collectives in action. He found that for Swedes design is never socially or politically neutral. Even for common objects like furniture and other household goods, design can be labeled "responsible," "democratic," or "ethical"— descriptors that all neatly resonate with the traditional moral tones of Swedish social democracy. Murphy also considers the example of Ikea and its power to politicize perceptions of the everyday world. More broadly, his book serves as a model for an anthropological approach to the study of design practice, one that accounts for the various ways in which order is purposefully and meaningfully imposed by designers on the domains of human life, and the consequences those impositions have on the social worlds in which they are embedded.

Netnography

From vividly colored underwater photographs of Australia's Great Barrier Reef to life-size dioramas re-creating coral reefs and the bounty of life they sustained, the work of early twentieth-century

explorers and photographers fed the public's fascination with reefs. In the 1920s John Ernest Williamson in the Bahamas and Frank Hurley in Australia produced mass-circulated and often highly staged photographs and films that cast corals as industrious, colonizing creatures, and the undersea as a virgin, unexplored, and fantastical territory. In Coral Empire Ann Elias traces the visual and social history of Williamson and Hurley and how their modern media spectacles yoked the tropics and coral reefs to colonialism, racism, and the human domination of nature. Using the labor and knowledge of indigenous peoples while exoticizing and racializing them as inferior Others, Williamson and Hurley sustained colonial fantasies about people of color and the environment as endless resources to be plundered. As Elias demonstrates, their reckless treatment of the sea prefigured attitudes that caused the environmental crises that the oceans and reefs now face.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION