

## **Reading list: Code studies, software studies, & the history of computing**

Hallam Stevens

### Critical code studies

- Chun, W. H. K. (2011) *Programmed Visions: Software and Memory*, MIT Press.
- Kelty, Chris (2008) *Two Bits: The Cultural Significance of Free Software*. Duke University Press.
- Kitchin, Rob and Dodge, M. (2011) *Code/Space: Software and Everyday Life*. MIT Press.
- Mackenzie, Adrian (2006) *Cutting Code: Software and sociality*. Peter Lang Publishing.
- Manovich, Lev (2001) *The Language of New Media*. MIT Press.
- Manovich, Lev (2013) *Software Takes Command*. Bloomsbury Academic.
- Montfort, Nick and Bogost, Ian (2009) *Racing the Beam: The Atari Video Computer System*. MIT Press.
- Montfort, Nick et al. (2014) *10 PRINT \$CHR(205.5+RND(1));: GOTO 10*. MIT Press.
- Wardrip-Fruin, Noah (2011) *Expressive Processing*. London: MIT Press.

### Algorithms and their discontents

See this list: <https://socialmediacollective.org/reading-lists/critical-algorithm-studies/>

- Ananny, Mike. 2016. Toward an ethics of algorithms: Convening, observation, probability, and timeliness. *Science, Technology, and Human Values*, 41(1): 93-117. <http://sth.sagepub.com/content/41/1/93>
- Ananny, Mike and Kate Crawford (2016) Seeing without knowing: limitations of the transparency ideal and its application to algorithmic accountability. *New Media and Society* 20, no. 3: 973-989.
- Aneesh, Aneesh. 2009. "Global Labor: Algocratic Modes of Organization\*." *Sociological Theory* 27 (4). Wiley Online Library: 347-70. <http://onlinelibrary.wiley.com/doi/10.1111/j.1467-9558.2009.01352.x/abstract>
- Bogost, Ian. 2015. "The Cathedral of Computation." *The Atlantic*, January 15. <http://www.theatlantic.com/technology/archive/2015/01/the-cathedral-of-computation/384300/>
- Burrell, Jenna. 2015. "How the Machine 'Thinks': Understanding Opacity in Machine Learning Algorithms." <http://ssrn.com/abstract=2660674>
- Citron, Danielle K. and Frank Pasquale (2014) The Scored Society: Due Process for automated predictions. *Washington Law Review* 89. [https://papers.ssrn.com/sol3/papers.cfm?abstract\\_id=2376209](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=2376209)
- Diakopolous, Nick. 2013. "Sex, Violence, and Autocomplete Algorithms" *Slate*. August 2. [http://www.slate.com/articles/technology/future\\_tense/2013/08/words\\_banned\\_from\\_bing\\_and\\_google\\_s\\_autocomplete\\_algorithms.html](http://www.slate.com/articles/technology/future_tense/2013/08/words_banned_from_bing_and_google_s_autocomplete_algorithms.html)
- Diakopolous, Nick. 2013. "Rage against the Algorithms" *The Atlantic*, October 3. <http://www.theatlantic.com/technology/archive/2013/10/rage-against-the-algorithms/280255/>
- Ensmenger, Nathan (2012) Is Chess the Drosophila of Artificial Intelligence? A Social History of an Algorithm. *Social Studies of Science* 42(1): 5- 30. <http://sss.sagepub.com/content/42/1/5>
- Eubanks, Virginia (2018). *Automating inequality: how high-tech tools profile, police, and punish the poor*. St. Martin's Press.

Gillespie, Tarleton. 2012. "Can an Algorithm Be Wrong?" *Limn* 1, no. 2. <http://escholarship.org/uc/item/0jk9k4hj>

Gillespie, T (2014) The relevance of algorithms. In: Gillespie, T, Boczkowski, PJ, Foot, KA (eds) *Media Technologies: Essays on Communication, Materiality, and Society*, Cambridge: MIT Press, pp. 167–194.

Gillespie, Tarleton. 2016. "#trendingistrending:when algorithms become culture" forthcoming in *Algorithmic Cultures: Essays on Meaning, Performance and New Technologies*, Robert Seyfert and Jonathan Roberge, eds. Routledge. <http://culturedigitally.org/2016/02/trendingistrending/>

Golumbia, David. 2009. *The Cultural Logic of Computation*. Harvard University Press.

Mackenzie, Adrian. 2015. "The Production of Prediction: What Does Machine Learning Want?" *European Journal of Cultural Studies* 18(4/5): 429–45. <http://ecs.sagepub.com/content/18/4-5/429.abstract>

Mackenzie, Adrian (2017) *The Machine Learners: An Archaeology of Data Practice*. MIT Press.

Mager, Astrid. 2014. "Defining Algorithmic Ideology: Using Ideology Critique to Scrutinize Corporate Search Engines." *tripleC: Communication, Capitalism & Critique*, 12(1), 28-39. <http://www.triple-c.at/index.php/tripleC/article/view/439/641>

Medina, Eden. 2015. "Rethinking algorithmic regulation", *Kybernetes*, Vol. 44(6/7): 1005-1019. <http://www.emeraldinsight.com/doi/abs/10.1108/K-02-2015-0052>

Noble, Safiya Umoja (2018) *Algorithms of oppression: how search engines reinforce racism*. New York University Press.

Pasquale, Frank (2015) *Black Box Society: The Secret Algorithms That Control Money and Information*. Harvard University Press.

Pasquale, Frank. (2015). "The Algorithmic Self." *The Hedgehog Review* 17 (1): [http://www.iasc-culture.org/THR/THR\\_article\\_2015\\_Spring\\_Pasquale.php](http://www.iasc-culture.org/THR/THR_article_2015_Spring_Pasquale.php)

Seaver, Nick. 2012. "Algorithmic Recommendations and Synaptic Functions" *Limn* 1, no. 2. <http://escholarship.org/uc/item/7g48p7pb>

Seaver, Nick (2017) "Algorithms as culture: some tactics for the ethnography of algorithmic systems" *Big Data & Society* (July-December): 1-12. DOI: 10.1177/2053951717738104

Vaidhyanathan, Siva (2011) *The Googlization of Everything: And Why We Should Worry*. University of California Press.

### History of software

Abbate, Janet (2012) *Recoding Gender: Women's Changing Participation in Computing*. The MIT Press.

Beyer, Kurt W. (2012) *Grace Hopper and the Invention of the Digital Age*. MIT Press.

Coleman, E. Gabriella (2012) *Coding Freedom: The Ethics and Aesthetics of Hacking*. Princeton University Press.

Levy, Steven (1985) *Hackers: Heroes of the Computer Revolution*. O'Reilly Media.

### History of information technology [with a focus on recent work]

Driscoll and Mailland. *Minitel*

Hicks, *Programmed Inequality*

Kirschenbaum, Matthew G. (2012) *Mechanisms: New Media and the Forensic Imagination*. MIT Press.

Jones, Steven E. and George K. Thiruvathukal *Codename revolution: The Nintendo Wii platform*. MIT Press.

Maher, Jim. *The Future Was Here: The Commodore Amiga*. MIT Press.

Montfort, Nick and Ian Bogust. *Racing the beam: The Atari Video Computer System*. MIT

Press

Petrick, Elizabeth R. (2015) *Making computers accessible: disability rights and digital technology*. Johns Hopkins University Press.

Salter, Anastasia and John Murray. *Flash: Building the interactive web*. MIT Press.

Sterne, Jonathan. 2006. "The mp3 as cultural artifact." *New Media & Society*. 8(5): 825-842. <http://nms.sagepub.com/content/8/5/825.abstract>

Sterne, Jonathan. 2012. *MP3: The Meaning of a Format*. Durham, NC: Duke University Press.

### Networks and networking

Brunton, Finn (2013) *Spam: A Shadow History of the Internet*. MIT Press.

Hu, Tung-Hui (2015) *A Prehistory of the Cloud*. MIT Press.

Peters, Benjamin. *How not to Network a Nation*. MIT press.

Staroseilski, Nicole (2015) *The Undersea Network*. Duke University Press.

Tufekci, Zeynep (2018) *Twitter and tear gas: the power and fragility of networked protest*. Yale University Press.

Vaidhyathan, Siva (2018) *Anti-social media: how Facebook disconnects us and undermines democracy*. Oxford University Press.