# The Closed World Computers And The Politics Of Discourse In Cold War America

The Closed World-Paul N. Edwards 1996 The Closed World offers a radically new alternative to the canonical histories of computers and cognitive science. Arguing that we can make sense of computers as tools only when we simultaneously grasp their roles as metaphors and political icons, Paul Edwards shows how Cold War social and cultural contexts shaped emerging computer technology--and were transformed, in turn, by information machines. The Closed World explores three apparently disparate histories--the history of American global power, the history of computing machines, and the history of subjectivity in science and culture--through the lens of the American political imagination. In the process, it reveals intimate links between the military projects of the Cold War, the evolution of digital computers, and the origins of cybernetics, cognitive psychology, and artificial intelligence. Edwards begins by describing the emergence of a "closed-world discourse" of global surveillance and control through high-technology military power. The Cold War political goal of "containment" led to the SAGE continental air defense system, Rand Corporation studies of nuclear strategy, and the advanced technologies of the Vietnam War. These and other centralized, computerized military command and control projects--for containing world-scale conflicts--helped closed-world discourse dominate Cold War political decisions. Their apotheosis was the Reagan-era plan for a " Star Wars" space-based ballistic missile defense. Edwards then shows how these military projects helped computers become axial metaphors in psychological theory. Analyzing the Macy Conferences on cybernetics, the Harvard Psycho-Acoustic Laboratory, and the early history of artificial intelligence, he describes the formation of a "cyborg discourse." By constructing both human minds and artificial intelligences as information machines, cyborg discourse assisted in integrating people into the hyper-complex technological systems of the closed world. Finally, Edwards explores the cyborg as political identity in science fiction--from the disembodied, panoptic AI of 2001: A Space Odyssey, to the mechanical robots of Star Wars and the engineered biological androids of Blade Runner--where Information Age culture and subjectivity were both reflected and constructed. Inside Technology series

The Closed World-Paul N. Edwards 1996

The Closed World-Paul Norris Edwards 1988

The Closed World-Paul N. Edwards 2005

Closed World:computers & the Politics of Discourse-paul n edwards 1996

A Vast Machine-Paul N. Edwards 2010-03-12 The science behind global warming, and its history: how scientists learned to understand the atmosphere, to measure it, to trace its past, and to model its future. Global warming skeptics often fall back on the argument that the scientific case for global warming is all model predictions, nothing but simulation; they warn us that we need to wait for real data, "sound science." In A Vast Machine Paul Edwards has news for these skeptics: without models, there are no data. Today, no collection of signals or observations—even from satellites, which can "see" the whole planet with a single instrument—becomes global in time and space without passing through a series of data models. Everything we know about the world's climate we know through models. Edwards offers an engaging and innovative history of how scientists learned to understand the atmosphere—to measure it, trace its past, and model its future.

Artificial Unintelligence-Meredith Broussard 2019-01-29 A guide to understanding the inner workings and outer limits of technology and why we should never assume that computers always get it right. In Artificial Unintelligence, Meredith Broussard argues that our collective enthusiasm for applying computer technology to every aspect of life has resulted in a tremendous amount of poorly designed systems. We are so eager to do everything digitally—hiring, driving, paying bills, even choosing romantic partners—that we have stopped demanding that our technology actually work. Broussard, a software developer and journalist, reminds us that there are fundamental limits to what we can (and should) do with technology. With this book, she offers a guide to understanding the inner workings and outer limits of technology—and issues a warning that we should never assume that computers always get things right. Making a case against technochauvinism—the belief that technology is always the solution—Broussard argues that it's just not true that social problems would inevitably retreat before a digitally enabled Utopia. To prove her point, she undertakes a series of adventures in computer programming. She goes for an alarming ride in a driverless car, concluding "the cyborg future is not coming any time soon"; uses artificial intelligence to investigate why students can't pass standardized tests; deploys machine learning to predict which passengers survived the Titanic disaster; and attempts to repair the U.S. campaign finance system by building AI software. If we understand the limits of what we can do with technology, Broussard tells us, we can make better choices about what we should do with it to make the world better for everyone.

Changing the Atmosphere-Paul Edwards 2001 In recent years, Earth systems science has advanced rapidly, helping to transform climate change and other planetary risks into major political issues. Changing the Atmosphere strengthens our understanding of this important link between expert knowledge and environmental governance. In so doing, it illustrates how the emerging field of science and technology studies can inform our understanding of the human dimensions of global environmental change. Incorporating historical, sociological, and philosophical approaches, Changing the Atmosphere presents detailed empirical studies of climate science and its uptake into public policy. Topics include the scientific, political, and social processes involved in the creation of scientific knowledge about climate change; the historical and contemporary role of expert knowledge in creating and perpetuating policy concern about climate change; and the place of science in institutions of global environmental governance such as the World Meteorological Organization, the Framework Convention on Climate Change, and the Intergovernmental Panel on Climate Change. Together, the essays demonstrate fundamental connections between the science and politics of planet Earth. In the struggle to create sustainable forms of environmental governance, they indicate, a necessary first step is to understand how communities achieve credible, authoritative representations of nature. Contributors Paul N. Edwards, Dale Jamieson, Sheila Jasanoff, Chunglin Kwa, Clark Miller, Stephen D. Norton, Stephen H. Schneider, Simon Shackley, Frederick Suppe

Re-thinking E-learning Research-Norm Friesen 2009 In the rapidly-changing world of the Internet and the Web, theory and research struggle to keep up with technological, social, and economic developments. In education in particular, a proliferation of novel practices, applications, and forms - from bulletin boards to Webcasts, from online educational games to open educational resources - have come to be addressed under the rubric of «e-learning». In response to these phenomena, Re-thinking E-Learning Research introduces a number of research frameworks and methodologies relevant to e-learning. The book outlines methods for the analysis of content, narrative, genre, discourse, hermeneutic-phenomenological investigation, and critical and historical inquiry. It provides examples of pairings of method and subject matter that include narrative research into the adaptation of blogs in a classroom setting; the discursive-psychological analysis of student conversations with artificially intelligent agents; a genre analysis of an online discussion; and a phenomenological study of online mathematics puzzles. Introducing practical applications and spanning a wide range of the possibilities for e-learning, this book will be useful for students, teachers, and researchers in e-learning.

Knowledge and Computing-Tibor V mos 2010-01-01 A unique book about the relations of computation to its mathematical basics and application models. The evolutionary interpretation of these developments creates a novel understanding of computational design and control processes The analysis focuses on the pitfalls of transformations from the verbal-physical problem formulation to the final execution activities via mathematical modeling and programming. The book is enlightened with witty cartoons, and is based on a general under graduate level knowledge for anybody interested in the subject. An appropriate course material for introduction to philosphy of science, especially epistemology.

Skin-Close Computing and Wearable Technology-Andrews Samraj 2021-11-25 This book explains the concept of wearable computing, need for wearable technology, its advantages, application areas, state of art developments in this area, required material and technology, possible future applications including cyborg developments and the need for this sphere of influence in the future. The scope encompasses three major components, wearable computing (next generation of conventional computing, ergonomics), wearable technology (medical support, rehabilitation engineering, assistive technology support devices, army/combat usage) and allied technologies (miniature components, reliability, high performance integration, cyber physical systems, robotics). Aids reader to recognize the need and functional operations of a wearable computing device Includes diversified examples and case studies from different domains Presents a hybrid concept relating medical care and augmented reality Illustrates product level description examples and research ideas for future development Introduces various wearable technologies and other related technologies for enabling wearable computing This book is aimed at senior undergraduate, graduate students and researchers in computer and biomedical engineering, bioinstrumentation, biosensors, and assistive technology.

Mainframe Experimentalism-Hannah Higgins 2012-09-21 "The computer may now be seen as a 'universal machine,' but this has not always been the case. This substantial collection of essays and documents shows how artists, poets, musicians, filmmakers and other experimenters first discovered the computer, and began using it as their tool and medium. Mainframe Experimentalism is essential reading for anyone who wants to penetrate behind superficial clichés about digital art and culture."—Erkki Huhtamo, author of Illusions in Motion: A Media Archaeology of the Moving Panorama and Related Spectacles. "Higgins' and Kahn's anthology is an indispensable resource for anyone interested in the impact of computer technology on creative production in the arts and literature in the 1960s and beyond. This superb collection presents the first truly international examination of this subject, demonstrating the fascinating collaborations and interchanges that occurred as artists, poets, musicians, and filmmakers explored the potential for new, impersonal forms of expression offered by 'mainframe experimentalism.' Here is the prehistory of the digital arts of today in a volume that is equally essential to the histories of the individual fields involved as well as to scholarship on art and technology in general."—Linda Dalrymple Henderson, author of Duchamp in Context: Science and Technology in the Large Glass and Related Works.

The Meaning of Technology. Selected Readings from-Montserrat Ginés Gibert 2010-09-01 The meaning of technology has been subject of continuous discussion. This selection of readings, ranging from primary sources to scholarly and critical works and literary renderings, is intended to furnish elements for that discussion. The history of the United States began with the advent of the industrial revolution, which, in turn, became an integral part of American national and cultural identity. Accordingly, that country provides an appropriate setting in which to examine the debate on technology. The reader is asked to relate the selected views herein included to his or her own notion of technology and progress as they both relate to the also controversial terms of culture, ideology, nature and gender.

Computer Epistemology-T Vámos 1991-03-22 This book is an essay on relevant problems of epistemology (the theory of knowledge) related to computer science. It draws a continuous line between the earliest scientific approaches of epistemology, starting with the Greek Classics and the recent practical and theoretical problems of computer modelling, and by that the appropriate application of computers to our present problems. Uncertainty, logic and language are the key issues of this road leading to some new aspects of cognitive psychology and unification of the different results for a modelling procedure. The book is not a textbook but a critical survey of usual and advertised methods with an evaluation of them from the point of view of their applicability, reliability and limits. Probability, Bayesian, Dempster-Shafer, fuzzy and other approaches are treated in this way in uncertainty, different worlds' concepts, non-monotonic logic and other methods and views in logic. The emphasis in linguistics is put on the meta concept, and in cognitive applications of the pattern concept. Written mostly in an entertaining style, this book provides a more palatable reading of a profound subject. Contents:Introduction: Utensil or Golem — Master or Zauberlehrling?Models and RepresentationsUncertainty — ProbabilityLogic and its RelativityLanguage, the Final RepresentationPatterns and Cognitive PsychologyConclusion: A Gentle AdmonitionAppendicesBibliographySubject Index Readership: Computer scientists, philosophers and general. keywords:Philosophy;Epistemology;Artificial Intelligence;Computer Science;Science History;Logic;Uncertainty;Patterns;Cognitive Psychology;Knowledge Representation "Computer epistemology suggests a broad view of knowledge about computers, and this essay is at the expected level … Some of the key areas covered are models, language as a means of describing models, and complexity … This essay is indeed intriguing and stimulating …" John McGregor Computing Reviews, USA, April 1992

Justifying Ballistic Missile Defence-Columba Peoples 2009-12-10 Technology is championed as the solution to modern security problems, but also blamed as their cause. This book assesses the way in which these two views collide in the debate over ballistic missile defence: a complex, costly and controversial system intended to defend the United States from nuclear missile attacks. Columba Peoples shows how, in the face of strong scientific and strategic critique, advocates of missile defence seek to justify its development by reference to broader culturally embedded perceptions of the promises and perils of technological development. Unpacking the assumptions behind the justification of missile defence initiatives, both past and present, this book illustrates how common-sense understandings of technology are combined and used to legitimate this controversial and costly defence programme. In doing so it engages fundamental debates over understandings of technological development, human agency and the relationship between technology and security.

A History of Technoscience-David F. Channell 2017-06-14 Are science and technology independent of one another? Is technology dependent upon science, and if so, how is it dependent? Is science dependent upon technology, and if so how is it dependent? Or, are science and technology becoming so interdependent that the line dividing them has become totally erased? This book charts the history of technoscience from the late nineteenth century to the end of the twentieth century and shows how the military–industrial–academic complex and big science combined to create new examples of technoscience in such areas as the nuclear arms race, the space race, the digital age, and the new worlds of nanotechnology and biotechnology.

The Closed Space-Manuel Aguirre 1990

The Analogue Alternative-James S. Small 2013-06-17 We are in the midst of a digital revolution - until recently, the majority of appliances used in everyday life have been developed with analogue technology. Now, either at home or out and about, we are surrounded by digital technology such as digital 'film', audio systems, computers and telephones. From the late 1940s until the 1970s, analogue technology was a genuine alternative to digital, and the two competing technologies ran parallel with each other. During this period, a community of engineers, scientists, academics and businessmen continued to develop and promote the analogue computer. At the height of the Cold War, this community and its technology met with considerable success in meeting the urgent demand for high speed computing for use in the design and simulation of rockets, aircraft and manned space vehicles. The Analogue Alternative tracks the development, commercialisation and ultimate decline of the electronic analogue computer in the USA and Britain. It examines the roles played by technical, economic and cultural factors in the competition between the alternative technologies, but more importantly, James Small demonstrates that non-technical factors, such as the role of 'military enterprise' and the working practices of analogue engineers, have been the most crucial in analogue's demise.^l This book will be of interest to students of the history and sociology of science and technology, particularly computing. It will also be relevant to those interested in technical change and innovation, and the study of scientific cultures.

Asylum-Christopher Payne 2009-09-04 Powerful photographs of the grand exteriors and crumbling interiors of America's abandoned state mental hospitals. For more than half the nation's history, vast mental hospitals were a prominent feature of the American landscape. From the mid-nineteenth century to the early twentieth, over 250 institutions for the insane were built throughout the United States; by 1948, they housed more than a half million patients. The blueprint for these hospitals was set by Pennsylvania hospital superintendant Thomas Story Kirkbride: a central administration building flanked symmetrically by

pavilions and surrounded by lavish grounds with pastoral vistas. Kirkbride and others believed that well-designed buildings and grounds, a peaceful environment, a regimen of fresh air, and places for work, exercise, and cultural activities would heal mental illness. But in the second half of the twentieth century, after the introduction of psychotropic drugs and policy shifts toward community-based care, patient populations declined dramatically, leaving many of these beautiful, massive buildings—and the patients who lived in them—neglected and abandoned. Architect and photographer Christopher Payne spent six years documenting the decay of state mental hospitals like these, visiting seventy institutions in thirty states. Through his lens we see splendid, palatial exteriors (some designed by such prominent architects as H. H. Richardson and Samuel Sloan) and crumbling interiors—chairs stacked against walls with peeling paint in a grand hallway; brightly colored toothbrushes still hanging on a rack; stacks of suitcases, never packed for the trip home. Accompanying Payne's striking and powerful photographs is an essay by Oliver Sacks (who described his own experience working at a state mental hospital in his book Awakenings). Sacks pays tribute to Payne's photographs and to the lives once lived in these places, "where one could be both mad and safe."

Critical Digital Studies-Arthur Kroker 2013-12-11 Since its initial publication, Critical Digital Studies has proven an indispensable guide to understanding digitally mediated culture. Bringing together the leading scholars in this growing field, internationally renowned scholars Arthur and Marilouise Kroker present an innovative and interdisciplinary survey of the relationship between humanity and technology. The reader offers a study of our digital future, a means of understanding the world with new analytic tools and means of communication that are defining the twenty-first century. The second edition includes new essays on the impact of social networking technologies and new media. A new section – "New Digital Media" – presents important, new articles on topics including hacktivism in the age of digital power and the relationship between gaming and capitalism. The extraordinary range and depth of the first edition has been maintained in this new edition. Critical Digital Studies will continue to provide the leading edge to readers wanting to understand the complex intersection of digital culture and human knowledge.

Privacy in America-William Aspray 2011-07-11 In this collection of essays that represent original and interdisciplinary work, respected scholars address a number of privacy issues. These include how governmental and private sectors develop and deploy technologies that can pose serious compromises to the privacy of individuals and groups; how information and communication system designs pose threats to privacy; how we manage private concerns (child care, job leave, and identity) as public issues amenable to political action and shared awareness; and the fundamental asymmetry of power that exists between individuals and small groups on the one hand and large governmental and corporate entities on the other. Arranged in three sections—law and policy; information technology; and information studies, history, and sociology—Privacy in America: Interdisciplinary Perspectives will be useful to scholars, practitioners, and students in a variety of fields, including information science, library science, and information systems.

Rules of Play-Katie Salen Tekinbas 2003-09-25 An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, such as games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Windows 10-David Pogue 2018-07-15 "Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all--with humor, authority, and 500 illustrations."--Page 4 of cover.

Mindstorms-Seymour A Papert 2020-10-06 In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

New Directions in Third Wave Human-Computer Interaction: Volume 1 - Technologies-Michael Filimowicz 2018-07-02 As the first extensive exploration of contemporary third wave HCI, this handbook covers key developments at the leading edge of human-computer interactions. Now in its second decade as a major current of HCI research, the third wave integrates insights from the humanities and social sciences to emphasize human dimensions beyond workplace efficiency or cognitive capacities. The earliest HCI work was strongly based on the concept of human-machine coupling, which expanded to workplace collaboration as computers came into mainstream professional use. Today HCI can connect to almost any human experience because there are new applications for every aspect of daily life. Volume 1 - Technologies covers technical application areas related to artificial intelligence, metacreation, machine learning, perceptual computing, 3D printing, critical making, physical computing, the internet of things, accessibility, sonification, natural language processing, multimodal display, and virtual reality.

History of Computing: Software Issues-Ulf Hashagen 2013-06-29

Growing Explanations-M. Norton Wise 2004-11-24 For much of the twentieth century scientists sought to explain objects and processes by reducing them to their components—nuclei into protons and neutrons, proteins into amino acids, and so on—but over the past forty years there has been a marked turn toward explaining phenomena by building them up rather than breaking them down. This collection reflects on the history and significance of this turn toward "growing explanations" from the bottom up. The essays show how this strategy—based on a widespread appreciation for complexity even in apparently simple processes and on the capacity of computers to simulate such complexity—has played out in a broad array of sciences. They describe how scientists are reordering knowledge to emphasize growth, change, and contingency and, in so doing, are revealing even phenomena long considered elementary—like particles and genes—as emergent properties of dynamic processes. Written by leading historians and philosophers of science, these essays examine the range of subjects, people, and goals involved in changing the character of scientific analysis over the last several decades. They highlight the alternatives that fields as diverse as string theory, fuzzy logic, artificial life, and immunology bring to the forms of explanation that have traditionally defined scientific modernity. A number of the essays deal with the mathematical and physical sciences, addressing concerns with hybridity and the materials of the everyday world. Other essays focus on the life sciences, where questions such as "What is life?" and "What is an organism?" are undergoing radical re-evaluation. Together these essays mark the contours of an ongoing revolution in scientific explanation. Contributors. David Aubin, Amy Dahan Dalmedico, Richard Doyle, Claus Emmeche, Peter Galison, Stefan Helmreich, Ann Johnson, Evelyn Fox Keller, Ilana Löwy, Claude Rosental, Alfred Tauber

Education/Technology/Power-Hank Bromley 1998-01-01 With a focus on educational computing, this book examines how technological practices align with or subvert existing forms of dominance. Examines the important question: Is the enormous financial investment school districts are making in computing technology a good idea?

Geography, Technology and Instruments of Exploration-Fraser MacDonald 2016-04-22 Focusing on aspects of the functioning of technology, and by looking at instruments and at instrumental performance, this book addresses the epistemological questions arising from examining the technological bases to geographical exploration and knowledge claims. Questions of geography and exploration and technology are addressed in historical and contemporary context and in different geographical locations and intellectual cultures. The collection brings together scholars in the history of science, historians of technology and, importantly, experts with curatorial responsibilities for, and museological expertise in, major instrument collections. Ranging in their focus from studies of astronomical practice to seismography, meteorological instruments and rockets, from radar to the hand-held barometer, the chapters of this book examine the ways in which instruments and questions of technology - too often overlooked hitherto - offer insight into the connections between geography and exploration.

The Sound Studies Reader-Jonathan Sterne 2012-11-12 The Sound Studies Reader blends recent work that self-consciously describes itself as 'sound studies' along with earlier and lesser-known scholarship on sound from across the humanities and social sciences. The Sound Studies Reader touches on key themes like noise and silence; architecture, acoustics and space; media and reproducibility; listening, voices and disability; culture, community, power and difference; and shifts in the form and meaning of sound across cultures, contexts and centuries. Writers reflect on crucial historical moments, difficult definitions, and competing accounts of the role of sound in culture and everyday life. Across the essays, readers will gain a sense of the range and history of key debates and discussions in sound studies. The collection begins with an introduction to welcome novice readers to the field and acquaint them with the main issues in sound studies. Individual section introductions give readers further background on the essays and an extensive up to date bibliography for further reading in sound studies make this an original and accessible guide to the field. Contributors: Rick Altman, Jacques Attali, Roland Barthes, Jody Berland, Karin Bijsterveld, Barry Blesser, Georgina Born, Michael Bull, Adriana Cavarero, Michel Chion, Kate Crawford, Richard Cullen Rath, Jacques Derrida, Mladen Dolar, John Durham Peters, Kodwo Eshun, Frantz Fanon, Lisa Gitelman, Gerard Goggin, Steve Goodman, Stefan Helmreich, Michelle Hilmes, Charles Hirschkind, Shuhei Hosokawa, Don Ihde, Douglas Kahn, Friedrich Kittler, Brandon LaBelle, James Lastra, Richard Leppert, Michèle Martin, Louise Meintjes, Mara Mills, John Mowitt, R. Murray Schafer, Ana María Ochoa Gautier, John Picker, Benjamin Piekut, Trevor Pinch, Tara Rodgers, Linda-Ruth Salter, Jacob Smith, Jason Stanyek, Jonathan Sterne, Emily Thompson, Frank Trocco, Michael Veal, Alexander Weheliye

The Fiction of a Thinkable World-Michael Steinberg 2005-04-01 A philosophical examination of how people think, drawing on Western and Eastern examples.

Reshaping World Politics-Craig Warkentin 2001 This book examines the ways in which nongovernmental organizations (NGOs) contribute to the development and maintenance of global civil society. Basing his argument on the contention that "people make politics," the author investigates eight NGOs and connects their organizational activities to global civil society's dynamics and processes. In constructing an analytical framework for understanding global civil society, the author reviews traditional understandings of civil society, integrates these with a classical theoretical approach that places people at the center of world politics, and conceptualizes global civil society in terms of three elemental characteristics: dynamism, inclusiveness, and cognizance. This framework is then used to present case studies that evaluate the roles of the Internet and of environmental and development NGOs in an age of globalization. Visit the author's Web site for this book.

The Visioneers-W. Patrick McCray 2017-06-06 The story of the visionary scientists who invented the future In 1969, Princeton physicist Gerard O'Neill began looking outward to space colonies as the new frontier for humanity's expansion. A decade later, Eric Drexler, an MIT-trained engineer, turned his attention to the molecular world as the place where society's future needs could be met using self-replicating nanoscale machines. These modern utopians predicted that their technologies could transform society as humans mastered the ability to create new worlds, undertook atomic-scale engineering, and, if truly successful, overcame their own biological limits. The Visioneers tells the story of how these scientists and the communities they fostered imagined, designed, and popularized speculative technologies such as space colonies and nanotechnologies. Patrick McCray traces how these visioneers blended hard science, entrepreneurship, libertarianism, and unbridled optimism about the future. He shows how they built networks that communicated their ideas to writers, politicians, and corporate leaders. But the visioneers were not immune to failure—or to the lures of profit, celebrity, and hype. O'Neill and Drexler faced difficulty funding their work and overcoming colleagues' skepticism, and saw their ideas co-opted and transformed by Timothy Leary, the scriptwriters of Star Trek, and many others. Ultimately, both men struggled to overcome stigma and ostracism as they tried to unshackle their visioneering from pejorative labels like "fringe" and "pseudoscience.? The Visioneers provides a balanced look at the successes and pitfalls they encountered. The book exposes the dangers of promotion—oversimplification, misuse, and misunderstanding—that can plague exploratory science. But above all, it highlights the importance of radical new ideas that inspire us to support cutting-edge research into tomorrow's technologies.

Encyclopedia of the Cold War-Ruud van Dijk 2013-05-13 Between 1945 and 1991, tension between the USA, its allies, and a group of nations led by the USSR, dominated world politics. This period was called the Cold War – a conflict that stopped short to a full-blown war. Benefiting from the recent research of newly open archives, the Encyclopedia of the Cold War discusses how this state of perpetual tensions arose, developed, and was resolved. This work examines the military, economic, diplomatic, and political evolution of the conflict as well as its impact on the different regions and cultures of the world. Using a unique geopolitical approach that will present Russian perspectives and others, the work covers all aspects of the Cold War, from communism to nuclear escalation and from UFOs to red diaper babies, highlighting its vast-ranging and lasting impact on international relations as well as on daily life. Although the work will focus on the 1945–1991 period, it will explore the roots of the conflict, starting with the formation of the Soviet state, and its legacy to the present day.

Beyond the Networked City-Olivier Coutard 2015-12-14 Cities around the world are undergoing profound changes. In this global era, we live in a world of rising knowledge economies, digital technologies, and awareness of environmental issues. The so-called "modern infrastructural ideal" of spatially and socially ubiquitous centrally-governed infrastructures providing exclusive, homogeneous services over extensive areas, has been the standard of reference for the provision of basic essential services, such as water and energy supply. This book argues that, after decades of undisputed domination, this ideal is being increasingly questioned and that the network ideology that supports it may be waning. In order to begin exploring the highly diverse, fluid and unstable landscapes emerging beyond the networked city, this book identifies dynamics through which a 'break' with previous configurations has been operated, and new brittle zones of socio-technical controversy through which urban infrastructure (and its wider meaning) are being negotiated and fought over. It uncovers, across a diverse set of urban contexts, new ways in which processes of urbanization and infrastructure production are being combined with crucial sociopolitical implications: through shifting political economies of infrastructure which rework resource distribution and value creation; through new infrastructural spaces and territorialities which rebundle socio-technical systems for particular interests and claims; and through changing offsets between individual and collective appropriation, experience and mobilization of infrastructure. With contributions from leading authorities in the field and drawing on theoretical advances and original empirical material, this book is a major contribution to an ongoing infrastructural turn in urban studies, and will be of interest to all those concerned by the diverse forms and contested outcomes of contemporary urban change across North and South.

A Nation Transformed by Information-Alfred D. Chandler Jr. 2000-08-10 This book makes the startling case that North Americans were getting on the "information highway" as early as the 1700's, and have been using it as a critical building block of their social, economic, and political world ever since. By the time of the founding of the United States, there was a postal system and roads for the distribution of mail copyright laws to protect intellectual property, and newspapers, books, and broadsides to bring information to a populace that was building a nation on the basis of an informed electorate. In the 19th century, Americans developed the telegraph, telephone, and motion pictures, inventions that further expanded the reach of information. In the 20th century they added television, computers, and the Internet, ultimately connecting themselves to a whole world of information. From the beginning North Americans were willing

to invest in the infrastructure to make such connectivity possible. This book explores what the deployment of these technologies says about American society. The editors assembled a group of contributors who are experts in their particular fields and worked with them to create a book that is fully integrated and cross-referenced.

Thinking Machines-Niran B. Abbas 2006 The book explores historical traces of human life within the discourse of artifical intelligence. It addresses a matrix of themes about technology and change, ranging from the realm of the inanimate to the animate. it traces the ways in which the human spirit looks beyond its limitations and ponders the potentia of "being human." Niran Bahjat-Abbas is senior lecturer in the Department of Media and Cultural Studies at Kingston University, London (UK).

Language Technology for Cultural Heritage-Caroline Sporleder 2011-07-07 The digital age has had a profound effect on our cultural heritage and the academic research that studies it. Staggering amounts of objects, many of them of a textual nature, are being digitised to make them more readily accessible to both experts and laypersons. Besides a vast potential for more effective and efficient preservation, management, and presentation, digitisation offers opportunities to work with cultural heritage data in ways that were never feasible or even imagined. To explore and exploit these possibilities, an interdisciplinary approach is needed, bringing together experts from cultural heritage, the social sciences and humanities on the one hand, and information technology on the other. Due to a prevalence of textual data in these domains, language technology has a crucial role to play in this endeavour. Language technology can break through the "Google barrier" by offering the potential to analyse texts at advanced levels, extracting information and knowledge at the level of the humanities or social sciences researcher, who wants to know about the who, what, where, and when, but also the how and the why. At the same time cultural heritage data poses considerable challenges for existing language technology: technology aimed at "generic" language has to face such disparate problems as historical language variation, OCR digitisation errors, and near-extinct academic expertise. This book is primarily intended for researchers in information technology and language processing who would like to receive a state-of-the-art overview of the whole breadth of the new and vibrant field of language technology for cultural heritage and its associated academic research in the humanities and social sciences. Researchers working in the target domains of cultural heritage, the social sciences and humanities will also find this book useful, as it provides an overview of how language technology can help them with their information needs. The book covers applications ranging from pre-processing and data cleaning, to the adaptation and compilation of linguistic resources, to personalisation, narrative analysis, visualisation and retrieval.

Beyond Imported Magic-Eden Medina 2014-08-15 The essays in this volume study the creation, adaptation, and use of science and technology in Latin America. They challenge the view that scientific ideas and technology travel unchanged from the global North to the global South -- the view of technology as "imported magic." They describe not only alternate pathways for innovation, invention, and discovery but also how ideas and technologies circulate in Latin American contexts and transnationally. The contributors' explorations of these issues, and their examination of specific Latin American experiences with science and technology, offer a broader, more nuanced understanding of how science, technology, politics, and power interact in the past and present.The essays in this book use methods from history and the social sciences to investigate forms of local creation and use of technologies; the circulation of ideas, people, and artifacts in local and global networks; and hybrid technologies and forms of knowledge production. They address such topics as the work of female forensic geneticists in Colombia; the pioneering Argentinean use of fingerprinting technology in the late nineteenth century; the design, use, and meaning of the XO Laptops created and distributed by the One Laptop per Child Program; and the development of nuclear energy in Argentina, Mexico, and Chile.ContributorsPedro Ignacio Alonso, Morgan G. Ames, Javiera Barandiarán, João Biehl, Anita Say Chan, Amy Cox Hall, Henrique Cukierman, Ana Delgado, Rafael Dias, Adriana Díaz del Castillo H., Mariano Fressoli, Jonathan Hagood, Christina Holmes, Matthieu Hubert, Noela Invernizzi, Michael Lemon, Ivan da Costa Marques, Gisela Mateos, Eden Medina, María Fernanda Olarte Sierra, Hugo Palmarola, Tania Pérez-Bustos, Julia Rodriguez, Israel Rodríguez-Giralt, Edna Suárez Díaz, Hernán Thomas, Manuel Tironi, Dominique Vinck

Simulation and Its Discontents-Sherry Turkle 2009-04-17 How the simulation and visualization technologies so pervasive in science, engineering, and design have changed our way of seeing the world. Over the past twenty years, the technologies of simulation and visualization have changed our ways of looking at the world. In Simulation and Its Discontents, Sherry Turkle examines the now dominant medium of our working lives and finds that simulation has become its own sensibility. We hear it in Turkle's description of architecture students who no longer design with a pencil, of science and engineering students who admit that computer models seem more "real" than experiments in physical laboratories. Echoing architect Louis Kahn's famous question, "What does a brick want?", Turkle asks, "What does simulation want?" Simulations want, even demand, immersion, and the benefits are clear. Architects create buildings unimaginable before virtual design; scientists determine the structure of molecules by manipulating them in virtual space; physicians practice anatomy on digitized humans. But immersed in simulation, we are vulnerable. There are losses as well as gains. Older scientists describe a younger generation as "drunk with code." Young scientists, engineers, and designers, full citizens of the virtual, scramble to capture their mentors' tacit knowledge of buildings and bodies. From both sides of a generational divide, there is anxiety that in simulation, something important is slipping away. Turkle's examination of simulation over the past twenty years is followed by four in-depth investigations of contemporary simulation culture: space exploration, oceanography, architecture, and biology.

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