Introduction: An introduction to the historical, philosophical and anthropological study of software and networks. There is no disciplinary center to the class, the title notwithstanding: readings come from economics, anthropology, sociology, science studies, philosophy, political science, popular journalism, science and engineering.

Prerequisites: This is a research seminar-style, reading and writing-focused class. It is unofficially limited in size to 15 people. Priority is given to Anthropology majors, to those who have taken 1 or more Anthropology classes in the past, and to juniors, seniors, and graduate students. It is not designed, nor is it intended to be treated as a fun elective that is a break from your normal major(s). Be prepared to come to class regularly, and engage in discussion of the required reading. Students who show initiative and enthusiasm will be rewarded.

Online Component: As part of the research requirements of this course, you will be expected to engage in any of the various online activities that are studied in the course—including but not restricted to: blogs, wikis, social software, games, free and open source software, etc. You are not expected to learn detailed technical knowledge of anything, but nor will you be discouraged from doing so.

Requirements:

1. Reading and Discussion of 100 or more pages of reading per week (readings vary, from popular to philosophical, so the amount will change accordingly).

2. Each week, one or two people will be designated as “discussion leaders” for the class, and will be required to pose questions and kickstart the discussion.

3. Mandatory class attendance and participation. This is not a lecture course, so your participation will determine the content of the course, and a large portion of your grade.

4. Group work: several “modules” using the Connexions (http://cnx.rice.edu) system, 1500-2500 words. Number and due dates TBD.

5. “Social” software research project. Presentations at the end of the semester. Topics TBD in class.
Nota Bene:

- Plagiarism is Evil. Cite all of your sources.
- The Library is Good. Everything is (still) not on the internet. Learn to use the library, and your life will be richer and more complete.

Grading:
Attendance and Participation in discussion: 30%
Modules: 45%
Social Software Research Project: 25%

Required Texts at the Bookstore:


Other Required Readings: Other required readings are listed in the schedule. They are either available online, or will be posted at
http://kelty.rice.edu/315/
(password to be given in class only).

Class Mailing List: anthroinfo-l@mailman.rice.edu
2 Schedule

2.1 Week 1: Introduction. What information? Which Network?

- Aug 23: Introduction to the class, readings, assignments, mailing list, discussion of core topics.
- Aug 25: An array of introductory readings on networks and information

Readings:


2.2 Week 2: Writing after the Internet

- Aug 30: Writing a Connexions module

  - Required experiment: Try creating a module on some topic from last week’s readings. Do not publish it, just see how far you get with the technical side.
  - Discussion: Wikipedia and encyclopedias; intellectual property issues; collaboration issues; technical issues, educational issues, “community” and “society”.

- Sept 1: The effect of the Internet on Anthropology

Reading:

- Kelty, Christopher ed. “Cultures Open Sources” Anthropological Quarterly 77(3) at http://aq.gwu.edu/archive/table_summer04.htm (read at least, introduction by Kelty, and the article by Alex Golub “Copyright and Taboo”).
2.3 Week 3: Free Software/Open Source as ethnographic site

• Sept 6: What is FOSS?
  
  **Readings:**
  
  – Richard Stallman, as much as you can stomach at http://www.gnu.org/philosophy/
  – **Optional:** Eric Raymond’s writings: http://www.catb.org/esr/writings/cathedral-bazaar/

• Sept 8: Can you eat FOSS?
  
  **Readings:**
  

2.4 Week 4: Intellectual Property

• Sept 13: Copyright, Patent, Trademark
  
  **Readings:**
  
  – TBD

• Sept 15: Intellectual Property in information, networks, software, and life
  
  **Readings:**
  
  – Christopher Kelty, “Copyright License, 1976 to the present” in *Two Bits* manuscript.

2.5 Week 5: Theorizing IP and technology

• Sept 20: Intellectual Property, Technology and History
  
  **Readings:**
  
  – Adrian Johns, “Pop Music Pirate Hunters” *Daedalus*, Spring 2002
  – Adrian Johns, “The Great Oscillation Controversy” manuscript.

• Sept 22: Intellectual Property and Social Science
  
  **Readings:**
  
  – Yochai Benkler,”Sharing Nicely: On shareable goods and the emergence of sharing as a modality of economic production” at http://benkler.org/SharingNicely.html
2.6 Week 6: History of Networks and Software

- Sept 27: The Source of Source
  Readings:
  - Kelty, “The Source of Source” in *Two Bits* manuscript.

- Sept 29: Closed Worlds.
  Readings:
  - Waldrop Cont’d.
  - Mirowski
  - Brandon Hookway, *Pandemonium* Optional.

2.7 Week 7: The Galactic Internet

- Oct 4: Who is the Internet?
  Readings:
  - Douglas Englebart, the Mother of All Demos http://sloan.stanford.edu/MouseSite/1968Demo.html
  - Mitchel Waldrop, *Dream Machines*, cont’d

- Oct 6:
  Readings:
  - Paul Baran, Interview in Wired.
  - Janet Abbate, ch. 1.
  - Alex Galloway, *Protocol*
  - Manuel Castells (Lessons from, Culture of)

2.8 Week 8: More Internet history

- Oct 11: No class (Midterm Recess)

- Oct 13: TBD
2.9 **Week 9: Social Theory of Networks and Information**
- Oct 18: Latour and Actor Network Theory
  - Latour, *Science in Action*
  - Latour, *We Have Never Been Modern*, “On Recalling ANT.”
  - ANT bibliography http://www.lancs.ac.uk/fss/sociology/css/antres/ant.htm
- Oct 20: No class (Conference)

2.10 **Week 10:**
- Oct 25: Latour Cont’d,
- Kelty Ch.1 “Against Networks” in *Two Bits* manuscript.
- Ong and Collier, *Global Assemblages*, TBD
- Oct 27: The “New” Science of Networks
- TBD

2.11 **Week 11: Social Software**
- Nov 1: Social Software and Social Philosophy
- Hannah Arendt *The Human Condition*, p 22-73
- Nov 3: TBD

2.12 **Week 12:**
- Nov 8: TBD
- Nov 10: No Class (Conference)

2.13 **Week 13:**
- Nov 15: TBD
- Nov 17: TBD

2.14 **Week 14:**
- Nov 22: Presentations
- Nov 24: No Class (Thanksgiving)
2.15 Week 15:

- Nov 29: Presentations, Last Day.
- Dec 1: No Class (Conference)

**Other Important Information:**
Incompletes are not given.

**Honor Code issues:** Groups will be graded as a whole, each member will receive the same grade regardless of actual or perceived contribution. Renegotiation of group members is possible, if conflicts other than scheduling occur. In the case of work done in groups, the division of labor will be up to the students, and any further honor code guidelines will be provided if requested.

Any student with a documented disability needing academic adjustments or accommodations is requested to speak with me during the first two weeks of class. All discussions will remain confidential. Students with disabilities will need to also contact Disability Support Services in the Ley Student Center.
3 Further Reading

- Christopher Kelty, “Free Software/Free Science” First Monday, Volume 6, Number 12 - December 3rd 2001
- Carla Freeman High Tech and High Heels, Chapel Hill: Duke University Press, 2000 pgs 1-20, 141-178


• Aspray and Campell-Kelley, Computer, pgs 157-206.

• “Software’s Chronic crisis,” Scientific American, September 1994

• Michael Mahoney, “Roots of Software Engineering,” CWI Quarterly, 3,4(1990), 325-334


• Eric Raymond “The Cathedral and The Bazaar,” http://tuxedo.org/esr/writings/

• J.C.R. Licklider “Man-Computer Symbiosis” from IRE Transactions on Human Factors in Electronics, volume HFE-1, Pages 4-11, March 1960.

• Rhonda Hauben Netizens pgs 35-66, 127-152.


• “Pop Music Pirate Hunters” by Adrian Johns Daedalus, Spring 2002, pg 67.

• Andy Oram, ed. Peer to Peer, Oreilly Press, 2001 chs. 1 and 16.

• Selected Salon.com articles concerning Napster, p2p technology and the entertainment industry:

• David Touretsky’s “Gallery of CSS descramblers” at http://www-2.cs.cmu.edu/~dst/DeCSS/Gallery/


