Archaeologies Of Touch

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Archaeology: A Very Short Introduction - Paul Bahn 2012-08-30
This entertaining Very Short Introduction reflects the enduring popularity of archaeology - a subject which appeals as a pastime, career, and academic discipline, encompasses the whole globe, and surveys 2.5 million years. From deserts to jungles, from deep caves to mountain tops, from pebble tools to satellite photographs, from excavation to abstract theory, archaeology interacts with nearly every other discipline in its attempts to reconstruct the past. In this new edition, Paul Bahn brings the text up to date, including information about new discoveries and interpretations in the field, and highlighting the impact of developments such as the potential use of DNA and stable isotopes in teeth, as well the effect technology and science are having on archaeological exploration. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area.

These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.
Modelwork - Martin Brückner 2021-10-12
How making models allows us to recall what was and to discover what still might be Whether looking inward to the intricacies of human anatomy or outward to the furthest recesses of the universe, expanding the boundaries of human inquiry depends to a surprisingly large degree on the making of models. In this wide-ranging volume, scholars from diverse fields examine the interrelationships between a model's material foundations and the otherwise invisible things it gestures toward, underscoring the pivotal role of models in understanding and shaping the world around us. Whether in the form of reproductions, interpretive processes, or constitutive tools, models may bridge the gap between the tangible and the abstract. By focusing on the material aspects of models, including the digital ones that would seem to displace their analogue forebears, these insightful essays ground modeling as a tactile and emphatically humanistic endeavor. With contributions from scholars in the history of science and technology, visual studies, musicology, literary studies, and material culture, this book demonstrates that models serve as invaluable tools across every field of cultural development, both historically and in the present day. Modelwork is unique in calling attention to modeling's duality, a dynamic exchange between imagination and matter. This singular publication shows us how models shape our ability to ascertain the surrounding world and to find new ways to transform it. Contributors: Hilary Bryon, Virginia Tech; Johanna Drucker, UCLA; Seher Erdoğan Ford, Temple U; Peter Galison, Harvard U; Lisa Gitelman, New York U; Reed

Gochberg, Harvard U; Catherine Newman Howe, Williams College; Christopher J. Lukasik, Purdue U; Martin Scherzinger, New York U; Juliet S. Sperling, U of Washington; Annabel Jane Wharton, Duke U.

The Power of Touch - Elizabeth Pye 2016-09-16 Despite the fact that we have a range of senses with which to perceive the world around us, museums and other cultural institutions have traditionally used sight as the main way to convey information. In everyday life, though, we use touch constantly in conjunction with sight. Why, then, does it play so small a role in the study and enjoyment of museum objects? Contributors to this volume explore how the sense of touch can be utilized in cultural institutions to facilitate understanding and learning.
Archaeologies of Touch - David Parisi 2018-02-27 A material history of haptics technology that raises new questions about the relationship between touch and media Since the rise of radio and television, we have lived in an era defined increasingly by the electronic circulation of images and sounds. But the flood of new computing technologies known as haptic interfaces—which use electricity, vibration, and force feedback to stimulate the sense of touch—offering an alternative way of mediating and experiencing reality. In Archaeologies of Touch, David Parisi offers the first full history of these increasingly vital technologies, showing how the efforts of scientists and engineers over the past three hundred years have gradually remade and redefined our sense of touch. Through lively analyses of electrical machines, videogames, sex toys, sensory substitution systems, robotics, and human–computer interfaces, Parisi shows how the materiality of touch technologies has been shaped by attempts to transform humans into more efficient processors of information. With haptics becoming ever more central to emerging virtual-

reality platforms (immersive bodysuits loaded with touch-stimulating actuators), wearable computers (haptic messaging systems like the Apple Watch's Taptic Engine), and smartphones (vibrations that emulate the feel of buttons and onscreen objects), Archaeologies of Touch offers a timely and provocative engagement with the long history of touch technology that helps us confront and question the power relations underpinning the project of giving touch its own set of technical media.

Archaeologies of English Renaissance Literature - Philip Schwyzer 2007-02-22 Early modern English literature abounds with archaeological images, from open graves to ruined monasteries. Schwyzer demonstrates that archaeology can shed light on literary texts including works by Spenser, Shakespeare, and Donne. The book also explores the kinship between two disciplines distinguished by their intimacy with the traces of past life.

Archaeology 2.0 - Eric Christopher Kansa 2011 Outcome of a session held at the 2008 meeting of the Society for American Archaeology (SAA) in Vancouver, British Columbia.

Sight, Touch, and Imagination in Byzantium - Roland Betancourt 2018-04-12 Studies the interrelation of sight, touch, and the imagination in ancient and medieval Greek theories of perception and cognition.

The Filing Cabinet - Craig Robertson 2021-05-25 The history of how a deceptively ordinary piece of office furniture transformed our relationship with information The ubiquity of the filing cabinet in the twentieth-century office space, along with its noticeable absence of style, has obscured its transformative role in the histories of both information technology and work. In the first in-depth history of this neglected artifact, Craig Robertson explores how the filing cabinet profoundly shaped the way that information and data have been

sorted, stored, retrieved, and used. Invented in the 1890s, the filing cabinet was a result of the nineteenth-century faith in efficiency. Previously, paper records were arranged haphazardly: bound into books, stacked in piles, curled into slots, or impaled on spindles. The filing cabinet organized loose papers in tabbed folders that could be sorted alphanumerically, radically changing how people accessed, circulated, and structured information. Robertson's unconventional history of the origins of the information age posits the filing cabinet as an information storage container, an "automatic memory" machine that contributed to a new type of information labor privileging manual dexterity over mental deliberation. Gendered assumptions about women's nimble fingers helped to naturalize the changes that brought women into the workforce as low-level clerical workers. The filing cabinet emerges from this unexpected account as a sophisticated piece of information technology and a site of gendered labor that with its folders, files, and tabs continues to shape how we interact with information and data in today's digital world.

The Archaeology of Food - Katheryn C. Twiss 2019-11-14 Surveys the archaeology of food: its methods and its themes (economics, politics, status, identity, gender, ethnicity, ritual, religion). The Archaeology of Knowledge - Michel Foucault 2012-07-11 Madness, sexuality, power, knowledge—are these facts of life or simply parts of speech? In a series of works of astonishing brilliance, historian Michel Foucault excavated the hidden assumptions that govern the way we live and the way we think. The Archaeology of Knowledge begins at the level of "things aid" and moves quickly to illuminate the connections between knowledge, language, and action in a style at once profound and personal. A summing up of Foucault's own methadological assumptions, this book is also a first step

toward a genealogy of the way we live now. Challenging, at times infuriating, it is an absolutey indispensable guide to one of hte most innovative thinkers of our time.

Senses of the Empire - Eleanor Betts 2017-02-24 The Roman empire afforded a kaleidoscope of sensations. Through a series of multisensory case studies centred on people, places, buildings and artefacts, and on specific aspects of human behaviour, this volume develops ground-breaking methods and approaches for sensory studies in Roman archaeology and ancient history. Authors explore questions such as: what it felt like, and symbolised, to be showered with saffron at the amphitheatre; why the shape of a dancer's body made him immediately recognisable as a social outcast; how the dramatic gestures, loud noises and unforgettable smells of a funeral would have different meanings for members of the family and for bystanders; and why feeling the weight of a signet ring on his finger contributed to a man's sense of identity. A multisensory approach is taken throughout, with each chapter exploring at least two of the senses of sight, hearing, smell, taste and touch. The contributors' individual approaches vary, reflecting the possibilities and the wide application of sensory studies to the ancient world. Underlying all chapters is a conviction that taking a multisensory approach enriches our understanding of the Roman empire, but also an awareness of the methodological problems encountered when reconstructing past experiences.

Machine Learners - Adrian Mackenzie 2017-11-16 If machine learning transforms the nature of knowledge, does it also transform the practice of critical thought? Machine learning—programming computers to learn from data—has spread across scientific disciplines, media, entertainment, and government. Medical research,

autonomous vehicles, credit transaction processing, computer gaming, recommendation systems, finance, surveillance, and robotics use machine learning. Machine learning devices (sometimes understood as scientific models, sometimes as operational algorithms) anchor the field of data science. They have also become mundane mechanisms deeply embedded in a variety of systems and gadgets. In contexts from the everyday to the esoteric, machine learning is said to transform the nature of knowledge. In this book, Adrian Mackenzie investigates whether machine learning also transforms the practice of critical thinking. Mackenzie focuses on machine learners—either humans and machines or human-machine relations—situated among settings, data, and devices. The settings range from fMRI to Facebook; the data anything from cat images to DNA sequences; the devices include neural networks, support vector machines, and decision trees. He examines specific learning algorithms—writing code and writing about code—and develops an archaeology of operations that, following Foucault, views machine learning as a form of knowledge production and a strategy of power. Exploring layers of abstraction, data infrastructures, coding practices, diagrams, mathematical formalisms, and the social organization of machine learning, Mackenzie traces the mostly invisible architecture of one of the central zones of contemporary technological cultures. Mackenzie's account of machine learning locates places in which a sense of agency can take root. His archaeology of the operational formation of machine learning does not unearth the footprint of a strategic monolith but reveals the local tributaries of force that feed into the generalization and plurality of the field.

Studies in Social Theory in the Archaeology of the Ancient Near East - Ianir

Milevski 2016-09-05
This volume presents a series of studies by scholars working in Middle Eastern archaeology who actively apply social theory to interpret their fieldwork. It aims to highlight the value of using social theory in the interpretation of field work in a region where, traditionally, such approaches have not played a major role. There are a number of factors that account for why social theory is often under-exploited by archaeologists in this part of the world. In many countries, where large numbers of the foreign archaeologists are involved, a division between those doing fieldwork and those undertaking archaeological interpretation can easily arise. Or, the lack of interest in social theory may stem from a legacy of positivism that overrides other approaches. There is also the fact that archaeology and anthropology often belong to separate academic departments and are considered two separate disciplines disconnected from each other. In some cases the centrality of historical paradigms has precluded the use of social theory. There are also divisions between universities and other research institutions, such as departments of antiquities, which is not conductive to interdisciplinary cooperation. This factor is especially debilitating in contexts of rapid destruction of sites and the exponential growth of salvage excavations and emergency surveys. The papers integrate a wide range of perspectives including 'New' or 'Processual' archaeology, Marxist, 'Post-Processual', evolutionist, cognitive, symbolic, and Cyber-archaeologies and touch on many topics including 3D representation, GIS, mapping and social theory, semiotics and linguistics, gender and bioarchaeology, social and technical identities, and modern historical modelling and social practices in Middle Eastern archaeology.

In Touch with the Future - Alberto Gallace 2014
This book explores the science

of touch. It brings together the latest findings from cognitive neuroscience about the processing of tactile information in humans. The book provides a comprehensive overview of scientific knowledge regarding themes such as tactile memory, tactile awareness (consciousness) and tactile attention.

Sculpture and Touch - Dr Peter Dent 2014-08-28 This book introduces a new impetus to the discussion of the relationship between touch and sculpture by setting up a dialogue between art historians and individuals who are working in disciplines beyond art history. The collection brings together a diverse set of approaches, with essays tackling subjects from prehistoric figurines to the work of contemporary artists, from pre-modern ideas about the physiology of touch to tactile interaction in the museum, and from the phenomenology of touch in philosophy to the findings of scientific study.

How We Became Sensorimotor - Mark Paterson 2021-10-26 An engrossing history of the century that transformed our knowledge of the body's inner senses The years between 1833 and 1945 fundamentally transformed science's understanding of the body's inner senses, revolutionizing fields like philosophy, the social sciences, and cognitive science. In How We Became Sensorimotor, Mark Paterson provides a systematic account of this transformative period, while also demonstrating its substantial implications for current explorations into phenomenology, embodied consciousness, the extended mind, and theories of the sensorimotor, the body, and embodiment. Each chapter of How We Became Sensorimotor takes a particular sense and historicizes its formation by means of recent scientific studies, case studies, or coverage in the media. Ranging among a diverse array of sensations, including balance, fatigue, pain, the "muscle sense," and what Maurice Merleau-Ponty termed

"motricity," Paterson's analysis moves outward from the familiar confines of the laboratory to those of the industrial world and even to wild animals and their habitats. He uncovers important stories, such as how forgotten pain-measurement schemes transformed criminology, or how Penfield's outmoded concepts of the sensory and motor homunculi of the brain still mar psychology textbooks. Complete with original archival research featuring illustrations and correspondence, How We Became Sensorimotor shows how the shifting and sometimes contested historical background to our understandings of the senses are being extended even today.

Searching for the Oldest Stars - Anna Frebel 2019-08-27
A leading astronomer takes readers behind the scenes of the thrilling science of stellar archaeology and explains how sections of the night sky are "excavated" in the hunt for extremely rare, 13-billion-year-old relic stars and how this quest reveals tantalizing new details about the origins and evolution of the cosmos.

Sensing Law - Sheryl Hamilton 2016-11-25
A rich collection of interdisciplinary essays, this book explores the question: what is to be found at the intersection of the sensorium and law's empire? Examining the problem of how legal rationalities try to grasp what can only be sensed through the body, these essays problematize the Cartesian framework that has long separated the mind from the body, reason from feeling and the human from the animal. In doing so, they consider how the sensorium can operate, variously, as a tool of power or as a means of countering the exercise of regulatory force. The senses, it is argued, operate as a vector for the implication of subjects in legal webs, but also as a powerful site of resistance to legal definition and determination. From the sensorium of animals to technologically mediated perception, the ways in which

the law senses and the ways in which senses are brought before the law invite a questioning of the categories of liberal humanism. And, as this volume demonstrates, this questioning opens up the both interesting and important possibility of imagining other sensual subjectivities.

Algorithms of Education - Kalervo N. Gulson 2022-05-17 A critique of what lies behind the use of data in contemporary education policy While the science fiction tales of artificial intelligence eclipsing humanity are still very much fantasies, in Algorithms of Education the authors tell real stories of how algorithms and machines are transforming education governance, providing a fascinating discussion and critique of data and its role in education policy. Algorithms of Education explores how, for policy makers, today's ever-growing amount of data creates the illusion of greater control over the educational futures of students and the work of school leaders and teachers. In fact, the increased datafication of education, the authors argue, offers less and less control, as algorithms and artificial intelligence further abstract the educational experience and distance policy makers from teaching and learning. Focusing on the changing conditions for education policy and governance, Algorithms of Education proposes that schools and governments are increasingly turning to "synthetic governance"—a governance where what is human and machine becomes less clear—as a strategy for optimizing education. Exploring case studies of data infrastructures, facial recognition, and the growing use of data science in education, Algorithms of Education draws on a wide variety of fields—from critical theory and media studies to science and technology studies and education policy studies—mapping the political and methodological directions for engaging with datafication and artificial intelligence in

education governance. According to the authors, we must go beyond the debates that separate humans and machines in order to develop new strategies for, and a new politics of, education.

Things - Carolyn Korsmeyer 2019

Things: In Touch with the Past explores the value of artifacts that have survived from the past and that can be said to embody their histories. Such genuine or real things afford a particular kind of aesthetic experience-an encounter with the past-despite the fact that genuineness is not a perceptually detectable property. Although it often goes unnoticed, the sense of touch underlies such encounters, even though one is often not permitted literal touch. Carolyn Korsmeyer begins her account with the claim that wonder or marvel at old things fits within an experiential account of the aesthetic. She then presents her main argument regarding the role of touch-both when literal contact is made and when proximity suffices, for touch is a fundamental sense that registers bodily position and location. Correct understanding of the identity of objects is presumed when one values things just because of what they are, and with discovery that a mistake has been made, admiration is often withdrawn. Far from undermining the importance of the genuine, these errors of identification confirm it. Korsmeyer elaborates this position with a comparison between valuing artifacts and valuing persons. She also considers the ethical issues of genuineness, for artifacts can be harmed in various ways ranging from vandalism to botched restoration. She examines the differences between a real thing and a replica in detail, making it clear that genuineness comes in degrees. Her final chapter reviews the ontology that best suits an account of persistence over time of things that are valued for being the real thing.

Playing with the Book - Hannah Field 2019-07-02

A beautifully illustrated exploration of how Victorian novelty picture books reshape the ways children read and interact with texts The Victorian era saw an explosion of novelty picture books with flaps to lift and tabs to pull, pages that could fold out, pop-up scenes, and even mechanical toys mounted on pages. Analyzing books for young children published between 1835 and 1914, Playing with the Book studies how these elaborately designed works raise questions not just about what books should look like but also about what reading is, particularly in relation to children's literature and child readers. Novelty books promised (or threatened) to make reading a physical as well as intellectual activity, requiring the child to pull a tab or lift a flap to continue the story. These books changed the relationship between pictures, words, and format in both productive and troubling ways. Hannah Field considers these aspects of children's reading through case studies of different formats of novelty and movable books and intensive examination of editions that have survived from the nineteenth century. She discovers that children ripped, tore, and colored in their novelty books—despite these books' explicit instructions against such behaviors. Richly illustrated with images of these ingenious constructions, Playing with the Book argues that novelty books construct a process of reading that involves touch as well as sight, thus reconfiguring our understanding of the phenomenology of reading.

Illusions in Motion - Erkki Huhtamo 2013-02-22 Tracing the cultural, material, and discursive history of an early manifestation of media culture in the making. Beginning in the late eighteenth century, huge circular panoramas presented their audiences with resplendent representations that ranged from historic battles to exotic locations. Such panoramas were immersive but static. There

were other panoramas that moved—hundreds, and probably thousands of them. Their history has been largely forgotten. In Illusions in Motion, Erkki Huhtamo excavates this neglected early manifestation of media culture in the making. The moving panorama was a long painting that unscrolled behind a "window" by means of a mechanical cranking system, accompanied by a lecture, music, and sometimes sound and light effects. Showmen exhibited such panoramas in venues that ranged from opera houses to church halls, creating a market for mediated realities in both city and country. In the first history of this phenomenon, Huhtamo analyzes the moving panorama in all its complexity, investigating its relationship to other media and its role in the culture of its time. In his telling, the panorama becomes a window for observing media in operation. Huhtamo explores such topics as cultural forms that anticipated the moving panorama; theatrical panoramas; the diorama; the "panoramania" of the 1850s and the career of Albert Smith, the most successful showman of that era; competition with magic lantern shows; the final flowering of the panorama in the late nineteenth century; and the panorama's afterlife as a topos, traced through its evocation in literature, journalism, science, philosophy, and propaganda.

Making - Tim Ingold 2013-04-12

Making creates knowledge, builds environments and transforms lives. Anthropology, archaeology, art and architecture are all ways of making, and all are dedicated to exploring the conditions and potentials of human life. In this exciting book, Tim Ingold ties the four disciplines together in a way that has never been attempted before. In a radical departure from conventional studies that treat art and architecture as compendia of objects for analysis, Ingold proposes an anthropology and archaeology not of but with art and architecture. He advocates

a way of thinking through making in which sentient practitioners and active materials continually answer to, or 'correspond', with one another in the generation of form. Making offers a series of profound reflections on what it means to create things, on materials and form, the meaning of design, landscape perception, animate life, personal knowledge and the work of the hand. It draws on examples and experiments ranging from prehistoric stone tool-making to the building of medieval cathedrals, from round mounds to monuments, from flying kites to winding string, from drawing to writing. The book will appeal to students and practitioners alike, with interests in social and cultural anthropology, archaeology, architecture, art and design, visual studies and material culture.

Jesus and Archaeology - James H. Charlesworth 2006-07-28 Archaeology still has many things to reveal about the life and world of Jesus of Nazareth. To touch a two-thousand-year-old pot held by a Jew who lived in a small village frequented by Jesus can bring us closer to understanding those who were touched by Jesus.Jesus and Archaeology contains the revised and edited lectures that leading archaeologists and biblical scholars presented at a gathering in Jerusalem to celebrate the new millennium. Many contributors came directly from their excavations in places like Bethsaida, Capernaum, Nazareth, and Jerusalem to share their discoveries and insights, focusing on the question In what ways do new archaeological discoveries clarify the world, life, and thought of Jesus from Nazareth? Readers of Jesus and Archaeology will gain many new insights into the life and times of this fascinating Galilean J ew.Contributors: Paul N. AndersonRami AravDan BahatRichard A. BateyAvraham BiranBrian J. CapperJames H. CharlesworthBruce ChiltonJames D. G. DunnJ. K.

ElliottEsther EshelCraig A. EvansSean FreyneYizhar HirschfeldWilliam KlassenJohn S. KloppenborgAchim LichtenbergerFrédéric MannsJohn PainterMichele Piccirillo, O.F.M.Bargil Pixner, O.S.B.Emile PuechJohn ReumannPeter RichardsonHenry W. M. RietzDaniel R. SchwartzBenedict Thomas Viviano, O.P.Urban C. von WahldeJohn W. WelchJürgen ZangenbergJoseph E. Zias

Archaeologies of Touch - David Parisi 2018 David Parisi offers the first full history of new computing technologies known as haptic interfaces--which use electricity, vibration, and force feedback to stimulate the sense of touch--showing how the efforts of scientists and engineers over the past 300 years have gradually remade and redefined our sense of touch. Archaeologies of Touch offers a timely and provocative engagement with the long history of touch technology that helps us confront and question the power relations underpinning the project of giving touch its own set of technical media.

Touchscreen Archaeology - Wanda Strauven 2021-05-17 The touchscreen belongs to a century-long history of hands-on media practices and touchable art objects. This media-archaeological excavation examines the nature of our sensual involvement with media and invites the reader to think about the touchscreen beyond its technological implications. In six chapters, the book questions and historicizes both aspects of the touchscreen, considering "touch" as a media practice and "screen" as a touchable object.

Encyclopedia of Global Archaeology - 2013-12-04 Archaeology – the study of human cultures through the analysis and interpretation of artefacts and material remains – continues to captivate and engage people on a local and global level. Internationally celebrated heritage sites such as the pyramids—both Egyptian and Mayan—Lascaux

caves, and the statues of Easter Island provide insights into our ancestors and their actions and motivation. But there is much more to archaeology than famous sites. Ask any archaeologist about their job and they will touch on archaeological theory, chemistry, geology, history, classical studies, museum studies, ethical practice, and survey methods, along with the analysis and interpretation of artefacts and sites. Archaeology is a much broader subject than its public image and branches into many other fields in the social and physical sciences. This multi-volume work provides a comprehensive and systematic coverage of archaeology that is unprecedented, not only in terms of the use of multi-media, but also in terms of content. It encompasses the breadth of the subject along with key aspects that are tapped from other disciplines. It includes all time periods and regions of the world and all stages of human development. Mostly importantly, this encyclopedia includes the knowledge of leading scholars from around the world. The entries in this encyclopedia range from succinct summaries of specific sites and the scientific aspects of archaeological enquiry to detailed discussions of archaeological concepts, theories and methods, and from investigations into the social, ethical and political dimensions of archaeological practice to biographies of leading archaeologists from throughout the world. The different forms of archaeology are explored, along with the techniques used for each and the challenges, concerns and issues that face archaeologists today. The Encyclopedia of Global Archaeology has two outstanding innovations. The first is that scholars were able to submit entries in their own language. Over 300,000 words have been translated from French, Spanish, Portuguese, German, Italian, Japanese, Turkish and Russian. Many of these entries are by scholars who are publishing in English

for the first time. This compendium is both a print reference and an online reference work. The encyclopedia's second major innovation is that it harnesses the capabilities of an online environment, enhancing both the presentation and dissemination of information. Most particularly, the continuous updating allowed by an online environment should ensure that the Encyclopedia of Global Archaeology is a definitive reference work for archaeology and archaeologists.

The Future of Nuclear Waste - Rosemary Joyce 2020 "How can sites of waste disposal be marked to prevent contamination in the future? The United States government addressed this challenge in planning for nuclear waste repositories. Consulting with experts in imagining future scenarios, in language and communication, and in anthropology, the Department of Energy sought to develop plans that would satisfy demands from the Environmental Protection Agency for a marker system that would be effective long into the future. Expert consultants proposed two very different designs: one based on archaeological sites recognized as cultural heritage monuments; the other proposing that certain forms invoke universal feelings. The Department of Energy opted for a design based on archaeological ruins, cited as proof human-made markers could last and communicate warnings for thousands of years. This book explores the common sense assumptions the experts made about their archaeological models, and shows how they are contradicted by what archaeologists understand about these places and things. The book alternates between discussions of archaeological marker designs and reflections on the alternative proposal based on archetypes intended to arouse universal responses. Recognizing these archetype designs as similar in scale and form to Land Art projects, it

compares the way government experts proposed their designs would work with views of modern artists and critics. Drawing on views of indigenous people who disproportionately are asked to accommodate such projects, the book explores concessions within the project that only oral transmission is likely to ensure such sites remain identifiable long into the future"--

The Inner Touch - Daniel Heller-Roazen 2007
An original, elegant, and far-reaching philosophical inquiry into what it means tofeel alive.

The Order of Things - Michel Foucault 2005-08-18
Possibly one of the most significant, yet most overlooked, works of the twentieth century, it was The Order of Things that established Foucault's reputation as an intellectual giant.

Archaeologists and the Dead - Howard Williams 2016-06-24
This volume addresses the relationship between archaeologists and the dead, through the many dimensions of their relationships: in the field (through practical and legal issues); in the lab (through their analysis and interpretation); and in their written, visual and exhibitionary practice - disseminated to a variety of academic and public audiences. Written from a variety of perspectives, its authors address the experience, effect, ethical considerations, and cultural politics of working with mortuary archaeology. Whilst some papers reflect institutional or organisational approaches, others are more personal in their view: creating exciting and frank insights into contemporary issues which have hitherto often remained 'unspoken' amongst the discipline. Reframing funerary archaeologists as 'death-workers' of a kind, the contributors reflect on their own experience to provide both guidance and inspiration to future practitioners, arguing strongly that we have a central role to play in engaging the public with themes of mortality

and commemoration, through the lens of the past. Spurred by the recent debates in the UK, papers from Scandinavia, Austria, Italy, the US, and the mid-Atlantic, frame these issues within a much wider international context which highlights the importance of cultural and historical context in which this work takes place. Making Senses of the Past - Jo Christine Day 2013-03-19 In the past few years, sensory archaeology has become more prominent, and Making Senses of the Past is one of the first collected volumes of its kind on this subject. The essays in this volume take readers on a multisensory journey around the world and across time, explore alternative ways to perceive past societies, and offer a new way of writing archaeology that incorporates each of the five senses. **Image Objects** - Jacob Gaboury 2021-08-03 How computer graphics transformed the computer from a calculating machine into an interactive medium, as seen through the histories of five technical objects. Most of us think of computer graphics as a relatively recent invention, enabling the spectacular visual effects and lifelike simulations we see in current films, television shows, and digital games. In fact, computer graphics have been around as long as the modern computer itself, and played a fundamental role in the development of our contemporary culture of computing. In Image Objects, Jacob Gaboury offers a prehistory of computer graphics through an examination of five technical objects--an algorithm, an interface, an object standard, a programming paradigm, and a hardware platform--arguing that computer graphics transformed the computer from a calculating machine into an interactive medium. Gaboury explores early efforts to produce an algorithmic solution for the calculation of object visibility; considers the history of the computer screen and the random-access memory that first made

interactive images possible; examines the standardization of graphical objects through the Utah teapot, the most famous graphical model in the history of the field; reviews the graphical origins of the object-oriented programming paradigm; and, finally, considers the development of the graphics processing unit as the catalyst that enabled an explosion in graphical computing at the end of the twentieth century. The development of computer graphics, Gaboury argues, signals a change not only in the way we make images but also in the way we mediate our world through the computer-- and how we have come to reimagine that world as computational.

The Robotic Imaginary - Jennifer Rhee 2018-10-16 Tracing the connections between human-like robots and AI at the site of dehumanization and exploited labor The word robot—introduced in Karel Čapek's 1920 play R.U.R.—derives from rabota, the Czech word for servitude or forced labor. A century later, the play's dystopian themes of dehumanization and exploited labor are being played out in factories, workplaces, and battlefields. In The Robotic Imaginary, Jennifer Rhee traces the provocative and productive connections of contemporary robots in technology, film, art, and literature. Centered around the twinned processes of anthropomorphization and dehumanization, she analyzes the coevolution of cultural and technological robots and artificial intelligence, arguing that it is through the conceptualization of the human and, more important, the dehumanized that these multiple spheres affect and transform each other. Drawing on the writings of Alan Turing, Sara Ahmed, and Arlie Russell Hochschild; such films and novels as Her and The Stepford Wives; technologies like Kismet (the pioneering "emotional robot"); and contemporary drone art, this book explores anthropomorphic paradigms in

robot design and imagery in ways that often challenge the very grounds on which those paradigms operate in robotics labs and industry. From disembodied, conversational AI and its entanglement with care labor; embodied mobile robots as they intersect with domestic labor; emotional robots impacting affective labor; and armed military drones and artistic responses to drone warfare, The Robotic Imaginary ultimately reveals how the human is made knowable through the design of and discourse on humanoid robots that are, paradoxically, dehumanized.

The Latinist: A Novel - Mark Prins 2022-01-04
One of The Millions' Most Anticipated Books of 2022 A CrimeReads Most Anticipated Crime Fiction of 2022 selection A contemporary reimagining of the Daphne and Apollo myth, The Latinist is a page-turning exploration of power, ambition, and the intertwining of love and obsession. Tessa Templeton has thrived at Oxford University under the tutelage and praise of esteemed classics professor Christopher Eccles. And now, his support is the one thing she can rely on: her job search has yielded nothing, and her devotion to her work has just cost her her boyfriend, Ben. Yet shortly before her thesis defense, Tessa learns that Chris has sabotaged her career—and realizes their relationship is not at all what she believed. Driven by what he mistakes as love for Tessa, Chris has ensured that no other institution will offer her a position, keeping her at Oxford with him. His tactics grow more invasive as he determines to prove he has her best interests at heart. Meanwhile, Tessa scrambles to undo the damage—and in the process makes a startling discovery about an obscure second-century Latin poet that could launch her into academic stardom, finally freeing her from Chris's influence. A contemporary reimagining of the Daphne and Apollo myth, The Latinist is a page-turning exploration of power, ambition,

and the intertwining of love and obsession.

Deep Time of the Media - Siegfried Zielinski 2006 A quest to find something new by excavating the deep time of media's development - not by simply looking at new media's historic forerunners, but by connecting models, machines, technologies, and accidents that have until now remained separated. Deep Time of the Media takes us on an archaeological quest into the hidden layers of media development - dynamic moments of intense activity in media design and construction that have been largely ignored in the historical-media archaeological record. Siegfried Zielinski argues that the history of the media does not proceed predictably from primitive tools to complex machinery; in Deep Time of the Media, he illuminates turning points of media history - fractures in the predictable - that help us see the new in the old. Drawing on original source materials, Zielinski explores the technology of devices for hearing and seeing through two thousand years of cultural and technological history. He discovers the contributions of dreamers and modelers of media worlds, from the ancient Greek philosopher Empedocles and natural philosophers of the Renaissance and Baroque periods to Russian avant-gardists of the early twentieth century. separated, Zielinski writes. He describes models and machines - including a theatre of mirrors in sixteenth-century Naples, an automaton for musical composition created by the seventeenth-century Jesuit Athanasius Kircher, the eighteenth-century electrical tele-writing machine of Joseph Mazzolari, among others - that make this connection. Uncovering these moments in the media-archaeological record, Zielinski says, brings us into a new relationship with present-day moments; these discoveries in the deep time media history shed light on today's media landscape and may help us map our expedition to the media future.

Media Archaeology - Erkki Huhtamo 2011-06-12 "Huhtamo and Parikka, from the first and second generations of media archaeology, have brought together the best writings from almost all of the best authors in the field. Whether we speak of cultural materialism, media art history, new historicism or software studies, the essays compiled here provide not only an anthology of innovative historical case studies, but also a methodology for the future of media studies as material and historical analysis. Media Archaeology is destined to be a key handbook for a new generation of media scholars." —Sean Cubitt, author of The Cinema Effect "Taken together, this excellent collection of essays by a wide range of scholars and practitioners demonstrates how the emerging field of media archaeology not only excavates the ways in which newer media work to remediate earlier forms and practices but also sketches out how older media help to premediate new ones." —Richard Grusin, author of Premediation: Affect and Mediality after 9/11 "In Media Archaeology, a constellation of interdisciplinary writers explore society's relationship with the technological imaginary through history, with fascinating essays on influencing machines, Freud as media theorist, interactive games from the 19th century to the present day, just to name a few. As an artist, my mind is set on fire by discussions of the marvelous inventions that never made it to the mainstream, such as optophonic poetry, Christopher Strachey's 1952 'Love letter generator' for the Manchester Mark II computer, and the 'Baby talkie.'" —Zoe Beloff, artist and editor of The Coney Island Amateur Psychoanalytic Society and Its Circle "A long-awaited synthesis addressing media archaeology in all of its epistemological complexity. With wide-ranging intellectual breath and creative insight, Huhtamo and Parikka bring together an eminent array of international scholars in film

and media studies, literary criticism, and history of science in the spirit of making the discourse of the humanities legible to artist-intellectuals. This foundational volume enables a sophisticated understanding of reproducible audiovisual media culture as apparatus, historical form, and avant-garde space of play." —Peter J. Bloom, author of French Colonial Documentary: Mythologies of Humanitarianism "An essential read for everyone interested in the histories of media and art." —Oliver Grau, author of MediaArtHistories "Media archaeology is a wonderful new shadow field. If you are willing to step outside the glow of new media, this book's approaches can shift how you experience the objects and experiences that fill the new everyday of contemporary life. No one captures the beauty of studying new media in the shadow of older media implements and practices better than Erkki Huhtamo, the Finnish writer, curator, and scholar of media technology and design famous for his creative work as a preservationist and an interpreter of pre-cinematic technologies of visual display. He has teamed up here with Jussi Parikka, the Finnish scholar who has brought us an insect theory of media, to give us this long-awaited collection of essays in media archaeology. The surprise of the book is that the essays collectively bring forward a range of approaches to considering archaeological practice, giving us new ways to think about our embodied and subjective orientations to technologies and objects through the lens of the material remnants of practice, rather than offering a narrow definition of the field. The collection moves between computational machines and influencing machines, preservation and imagination, offering a range of ways to live the new everyday of media experience through the imaginary of archaeology." —Lisa Cartwright, co-author of Practices of Looking: An Introduction to Visual Culture "Where McLuhan's

Understanding Media ends, Media Archaeology actually begins. Refusing the often futile search for the eternal laws of media, Media Archaeology does something more difficult and rare. It literally brings the history of media alive by drawing into presence the enigmatic, heterogeneous, unruly past of the media—its artifacts, machines, imaginaries, tactics, and games. What results is a fabulous cabinet of (media) memories: the imaginary moving with kinetic frenzy, histories of what happens when media collide in the electronic space of the virtual, and stories about those strange interstitial spaces between analogue and digital." —Arthur Kroker, author of The Will to Technology and the Culture of Nihilism "Rupturing the continuities and established values of traditional media history, this exciting and thought-provoking collection makes a significant contribution to our understanding of media culture, and demonstrates that the presence of the past in present-day media is central to the recognition and re-cognition that media archaeology promotes." —John Fullerton, editor of Screen Culture: History and Textuality "Here, at last, is a collection of essays that are a critical step to comprehending the history of our impulse to see ourselves in the machines we have made. This could be the beginning of 'Archaeology of Intention.'" —Bernie Lubell, artist "Huhtamo and Parikka's expertly curated collection is a kaleidoscopic tour of media archaeology, giving us forceful evidence of that unruly domain's vitality while preserving its wonderful unpredictability. With this essential volume, countless new paths have been opened up for media and cultural historians." —Charles R. Acland, author of Screen Traffic "This brilliant collection of essays provides much needed material and historical grounding for our understanding of new media. At the same time, it animates

that ground by recognizing the integral roles that imagination, embodiment, and even productive disturbance play in media historiography. Yet these essays constitute more than a collection of historical case studies; together, they transform the book's subject into its overall method. Media Archaeology performs media archaeology. Huhtamo and Parikka excavate the intellectual traditions and map the epistemological terrain of media archaeology itself, demonstrating that the field is ripe with possibilities not only for further historical examination, but also for imagining exciting new scholarly and creative futures."
—Shannon Mattern, The New School
Feelings of Being - Matthew Ratcliffe 2008-06-27 Feelings of Being is the first ever account of the nature, role and variety of 'existential feelings' in psychiatric illness and in everyday life. There is a great deal of current philosophical and scientific interest in emotional feelings.

However, many of the feelings that people struggle to express in their everyday lives do not appear on standard lists of emotions. For example, there are feelings of unreality, surreality, unfamiliarity, estrangement, heightened existence, isolation, emptiness, belonging, significance, insignificance, and the list goes on. Ratcliffe refers to such feelings as 'existential' because they comprise a changeable sense of being part of a world In this book, Ratcliffe argues that existential feelings form a distinctive group by virtue of three characteristics: they are bodily feelings, they constitute ways of relating to the world as a whole, and they are responsible for our sense of reality. He explains how something can be a bodily feeling and, at the same time, a sense of reality and belonging. He then explores the role of altered feeling in psychiatric illness, showing how an account of existential feeling can help us to understand experiential changes that occur in a range of conditions,

including depression, circumscribed delusions, depersonalisation and schizophrenia. The book also addresses the contribution made by existential feelings to religious experience and to philosophical thought.

Power Button - Rachel Plotnick 2018-09-25
Push a button and turn on the television; tap a button and get a ride; click a button and "like" something. The touch of a finger can set an appliance, a car, or a system in motion, even if the user doesn't understand the underlying mechanisms or algorithms. How did buttons become so ubiquitous? Why do people love them, loathe them, and fear them? In Power Button, Rachel Plotnick traces the origins of today's push-button society by examining how buttons have been made, distributed, used, rejected, and refashioned throughout history. Focusing on the period between 1880 and 1925, when "technologies of the hand" proliferated (including typewriters, telegraphs, and fingerprinting), Plotnick describes the ways that button pushing became a means for digital command, which promised effortless, discreet, and fool-proof control. Emphasizing the doubly digital nature of button pushing—as an act of the finger and a binary activity (on/off, up/down)—Plotnick suggests that the tenets of precomputational digital command anticipate contemporary ideas of computer users. Plotnick discusses the uses of early push buttons to call servants, and the growing tensions between those who work with their hands and those who command with their fingers; automation as "automagic," enabling command at a distance; instant gratification, and the victory of light over darkness; and early twentieth-century imaginings of a future push-button culture. Push buttons, Plotnick tells us, have demonstrated remarkable staying power, despite efforts to cast button pushers as lazy, privileged, and even dangerous.

Settling the Earth - Clive Gamble 2013-12-30 How and when did we become the only human species to settle the whole earth? How did our brains become so large? In this book, Clive Gamble sets out to answer these fundamental questions, digging deep into the archives of archaeology, fossil ancestors and human genetics. The wealth of detail in these sources allows him to write a completely new account of our earliest beginnings: a deep history in which we devised solutions not only to the technical challenges of global settlement but also cracked the problem, long before writing and smartphones, of how to live apart yet stay in touch.