

Sherry Turkle

Abby Rockefeller Mauzé **Professor**, Social Studies of Science and Technology, MIT
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DEGREES	PhD Sociology and Personality Psychology, Harvard University MA Sociology, Harvard University BA Social Studies, Harvard University
MAJOR IDEAS	Alone Together - With always-on mobile connection, technology dramatically alter our social lives and our business productivity. Identity Technology - Technologies change people's sense of possibility, who they are and who they might become. Evocative Objects - Objects are emotional and intellectual companions that anchor memory, sustain relationships, and provoke new ideas.
SELECTED BOOKS	2011 Alone Together 2009 Simulation and Its Discontents 2007 Evocative Objects 1995 Life on the Screen 1984 The Second Self 1978 Psychoanalytic Politics: Jacques Lacan and Freud's French Revolution
SELECTED AWARDS & ACHIEVEMENTS	2002 World Economic Forum Fellow 2002 Named one of the Top Ten Wired Women by ABC News.com 2001 Founded MIT Initiative on Technology and Self 2000 Named one of Time Magazine's Innovators of the Internet 1997 Named one of top 50 Cyber Elite by Time Digital Magazine 1997 World Economic Forum Fellow 1985 Selected Member of Esquire Register "America's New Leadership Class" 1984 Selected "Woman of the Year," Ms. Magazine
IMPORTANT WORKS	The Second Self: Computers and the Human Spirit (1984) A ethnographic investigation into the one-on-one relationship between people and their technological tools, and how the way they change the way we think and perceive the world. Turkle is interested in how we become intensely integrated with our tools, so that they seem to become repositories of parts of ourselves – our memories, emotions and cognition. In this book, she takes a largely positive view of the consequences of this on our sense of self, and celebrates the new possibilities for exploring identities. Life on the Screen: Identity in the Age of the Internet (1995) This is a sequel to <i>The Second Self</i> , asking similar questions but in the context of the Internet, which was starting to become important at the time that this book was published in 1995. She interviews people who use MOOs, MUDs, online role-playing games and other early virtual worlds to discover the kinds of identities that are experimented with and the lives that are lived. This book

is also about simulation – the possibilities for simulating identity online, and how we engage with simulated intelligent chat programs, a theme that she continues to develop in the next book.

Alone Together: Why We Expect More from Technology and Less from Each Other (2011)

The third book in the trilogy, this book looks at the future and present of sociable robots, machines who take on emotional characteristics and begin to act as substitutes for humans – robot babysitters, elderly caregivers, nurses and romantic partners. A second theme is the contemporary usage of tools like text messaging and social networking sites to manage interpersonal relationships. In this book, Turkle takes a more pessimistic view of the impact of technology, and attempts to provoke more debate about its role in society.

RELATED RESEARCHERS

Robert E. Kraut: “The increasing amount of time that children are spending on computers at home and school has raised questions about how the use of computer technology may make a difference in their lives from helping with homework to causing depression to encouraging violent behavior”.

Mark Ackerman: “I argue that there is an inherent gap between the social requirements of CSCW and its technical mechanisms. The social-technical gap is the divide between what we know we must support socially and what we can support technically. Exploring, understanding, and hopefully ameliorating this social-technical gap is the central challenge for CSCW as a field and one of the central problems for human-computer interaction”.

Bonnie Nardi: “Consciousness is produced in the enactment of activity with other people and things, rather than being something confined inside a human head”.

BIBLIOGRAPHY

Ackerman, M. (2000). *The Intellectual Challenge of CSCW: The Gap Between Social Requirements and Technical Feasibility*. Human-Computer Interaction, 15 (2) pp. 181-203.

Nardi, B. (2012) personal website, <http://www.darrouzet-nardi.net/bonnie/>
Subrahmanyam, K., Kraut, R. E., Greenfield, P., & Gross, E. (Spring2000). The impact of home computer use on children's activities and development. In M. K. Shields (Ed.), *The Future of Children: Children and Computer Technology*, Vol. 10, 123-144.

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