Magnus Erikssons’s CV

# Magnus Eriksson

PhD Candidate

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## Currently

Magnus Eriksson is a PhD candidate at Lund University, department of Sociology of Law and a researcher at RISE Interactive in Gothenburg. His background is in sociology and cultural studies, investigating the impact of digital media and technology on social relations, democracy and urban development. His current research interests are how digitalization is changing the conditions for active participation in society with research projects on topics such as citizen participation in municipal development, youth consumption and participation in media, hacker and maker cultures and mobile tools for inclusion of migrants in Swedish society. The PhD thesis is on urban labs and the governance of smart cities. Magnus also has a background in digital media art and net activism.

## Education

Ongoing

Ph.D Candidate, Sociology of Law, Lund University and University of Macerata (Joint Degree). Thesis: On the role of software in the regulation of behavior in urban space.

2011

M.A., Sociology, Lund University, 2011. Thesis: *Labbet utan egenskaper (The lab Without Qualities)*, on the material communities of the Hackerspaces movement

2007

B.A., Culture Studies, Malmö University. Thesis: *The Noise of War in the Sound of Music*, on repurposed military technology in the history of electronic music.

## Projects

2017 --

[*MediaDiet*](https://www.vinnova.se/p/mediadiet/)

Working with Gota Media and iMatrics to develop a news recommendation that takes readers outside their filter bubbles.

2018

[*Beta Borås: Yngres nyhetsuniversum*](https://bt.se/betaboras/)*.*

Setting up, supporting and researching an experimental youth editorial for digital journalism with Borås Tidning, Södertörn University and Medier och Demokrati.

2018 --

[*RISE Cybersecurity SVI*](https://www.rise.se)

Part of the RISE SVI on Cybersecurity, looking as societal and organisational issues of Cybersecurity.

2017

[*Minclusion*](http://minclusion.org/)*.*

Working the Minclusion project at Chalmers and Gothenburg University to develop a mobile app supporting newly arrived Swedes with integration

2017

[*Malmö Stad Citizen Engagement Framework*](http://malmo.se/)*.*

Working the Malmö Stad on a supporting framework for how to handle fake news, hateful comments and citizen engagement in social media channels.

2016 --

[*LoV-IoT*](https://www.loviot.se)*.*

Air and Water Internet of things: Using realtime environmental data to create citizen engagement with sustainable air and water. With Universeum and Gothenburg City among others.

2015

[*Digital Culture Strategi Västra Götalandsregionen*](http://www.vgregion.se*regional-utveckling/verksamhetsomraden/kulturregionen/strategiomraden/)*.*

Commissioned report to regional government for the new digital culture strategy.

2015

[*Electricity Innovation Challenge*](http://challenge.goteborgelectricity.se/)*.*

Open innovation challenge for innovations that can make tomorrow’s bus trips more attractive.

2014 -- 2016

[*Funktek*](http://www.funktek.se/)*.*

Developing new museum experiences with an aim towards accessibility and sustainable cities.

2014

[*Smart Cities: Innovativa eGovernance-system*](http://egovhack.tumblr.com/)*.*

Innovative eGovernance systems for administration and citizen participation.

2013 -- 2014

[*Hackerklubben*](http://hackerklubben.se/)*.*

Experiential learning teaching children to program, solder and create digital innovations.

2012 -- 2014

[*Experimedia*](http://www.experimedia.eu/)*.*

FP7 project exploring new forms of social interactions and experiences at live events made possible by future internet technologies.

2009 -- 2012

[*Together Anywhere, Together Anytime (TA2)*](http://www.ta2-project.eu/)*.*

Integrated project within FP7 exploring internet-based technologies for supporting social relations through video-based group-to-group communication.

## Publications

### Journals and Book Chapters

2017

Eriksson, Magnus. 2017. *The Normativity of Automated Driving: A Case Study of Embedding Norms in Technology*. Information and Communications Technology Law 0 (0): 1–12.

2016

Eriksson, Magnus. Palmås, Karl. 2016. [*Laboratory Urbanism in Schladming*](http://www.euppublishing.com/book/9781474407588). In Deleuze and the City, edited by Frichot, Hélène, Catharina Gabrielsson, and Jonathan Metzger. Edinburgh: Edinburgh University Press.

2010

Eriksson, Magnus. 2010. [*Using Social Science in Design*](http://www.usercentricmedia.org/2009/index.shtml). In User Centric Media, edited by Daras, Petros and Oscar Mayora Ibarra. Berlin Heidelberg: Springer.

### Conference Papers

2016

“Regulating Complexity: the Swedish Co-production of Law and Technology in Autonomous Driving.” 4S/EASST Conference, Barcelona, 2016

2015

“Participatory Design for Accessibility: The Case of the Funktek Pilots.” Nordic Network of Disability Research 13th Research Conference, Bergen, 2015.

2014

“Digital Fabrication by IDAC – Aims, Steps and Transferable Principles.” FabLearn Europe, Aarhus, 2014.

2013

“Piracy, Code and Law.” On the Move: ACSIS conference, Norrköping, 2013.

“The Hot Line Riots as Media Archaeological Artifact.” RENEW 2013, Riga, 2013.

“Elite Sports Training as Model for Future Internet Practices.” European Sociological Association Conferences, Torino, 2013.

2012

“A Community of Those Who Have Nothing in Common: Norms in Hackerspaces.” The Normative Anatomy of Society, Lund, 2012.

2010

“Future Internet beyond Copyright.” Future Internet Assembly, Ghent, 2010.

### Other Publications

2018

Eriksson, Magnus. 2018. [*Chapter in Folkbildning och lekfullhet lockar 25-35-åringar*](https://medierochdemokrati.lindholmen.se/publikationer-0). Medier och Demokrati

2016

Eriksson, Magnus. 2016. [*Funktek Forskningsrapport 2.0*](http://www.funktek.se). Gothenburg: Funktek.

2014

Eriksson, Magnus. 2014. [*Acceleration, Piratbyrån och Manifesta 7*](http://paletten.net/konsttidskriften-paletten-295/). Paletten, (295).

2012

Eriksson, Magnus. 2012. [*Political Participation Among Youth in the Edgeryders Project*](http://www.scribd.com/doc/113483488/Political-participation-among-youth-in-the-Edgeryders-project). Strasbourg: Council of Europe.

## Selected Academic Workshops

2016

Social Studies of Algorithms Summer School, Linköping University, 2016

Time, Regulation and Technoscience, University of York, 2016

2015

Appropriating Technology for Societal Change, Nordic Summer University, 2015

2014

Code and the City, Maynooth University, 2014

STS as an Engaged Program, Swedish STS Summer School, 2014

Whitewashing Piracy, Royal Institute of Art Stockholm, 2014.

2011

Consuming the Illegal: Situating Digital Piracy in Everyday Experience, Katholieke Universiteit Leuven, 2011.

## Invited Talks

2017

SFIS, Gothenburg Book Fair, 2017

2016

MISTRA Urban Lunch Time, Gothenburg 2016

2013

Eyebeam, New York, 2013

SHARE, Rijeka, 2013

2011

Nordic Work Environment Meeting, Lund University, 2011.

2010

Postópolis, Mexico City, 2010.

2009

Peer to Peer Economies conference, Milan University, 2009.

Festival Transitio MX, Mexico City, 2009.

Moscow Book Fest, Moscow, 2009.

## Teaching

2017

Interaction Design (BA Course in Culture Studies), Gothenburg University, 2017

2016

Programmed Cultures (BA Course in Culture Studies), Gothenburg University, 2016

2016

Social Innovation in a Digital Context (MA Course), Lund University Internet Institute, 2015.

2012 -- 2016

Prototyping in Interaction Design (MA course), IT-University of Gothenburg, 2012-2016.

2007

To tell the Truth (MA course), Konstfack University College of Art, Stockholm, 2007.