Technology & Gender

INFO I-590 • Spring 2017

In this seminar we will explore the lciterature on the history of gender and technology, with a particular focus on information technology. From the "computer girls" of the early 20th century to the hyper-masculine culture of contemporary computing, ideas about gender have reflected and transformed our understanding of sexuality and gender. Our goal in this seminar is to survey the best of the emerging literature on gender and computing, with an eye towards the practical application of gender theory into your future research projects.

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Course Schedule:

In addition to doing the required readings and preparing for discussions, you will be responsible for writing a short (1-2 pg) reading response paper each week.

A note on books: all of the articles listed below will be made available electronically. The books you are responsible for borrowing, purchasing, or otherwise acquiring. I did not order them via the bookstore, as in most cases you can find better bargains elsewhere.

I   January 11

Introduction and in-class primary source exercise.

II   January 18

Scott, "Gender: A Useful Category of Historical Analysis"; Cowan, "The "Industrial Revolution" in the home: household technology and social change in the 20th century"; Oldenziel, "Boys and their toys: The Fisher Body Craftsman's Guild, 1930-1968, and the making of a male technical domain"

III   January 25

Bray, "Gender and Technology"; Kleif and Faulkner, ""I'm No Athlete [but] I Can Make This Thing Dance!" Men's Pleasures in Technology"; Fischer, "Gender and the Residential Telephone, 1890-1940: Technologies of Sociability"

IV   February 1

Oldenziel, *Making Technology Masculine: Men, Women and Modern Machines in America, 1870-1945*

V   February 8

Strom, *Beyond the typewriter : gender, class, and the origins of modern American office work, 1900-1930*

VI   February 15

Hicks, *Programmed Inequality*

VII   February 22

Nakamura, "Indigenous Circuits: Navajo Women and the Racialization of Early Electronic Manufacture"; Ensmenger, "Making Programming Masculine"; Haraway, "Cyborg Manifesto: Science, Technology, and Socialist-Feminism in the Late Twentieth Century"

VIII   March 1

Hackers: Heroes of the Computer Revolution.; Eglash, "Race, Sex, and Nerds: From Black Geeks to Asian American Hipsters"; Lagesen, "A cyberfeminist utopia? Perceptions of gender and computer science among Malaysian women computer science students and faculty"

IX   March 8

Hayles, *How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics*

X   March 22

Pascoe, *Dude, You're a Fag*

XI   March 29

Cohn, "War, Wimps and Women: Talking Gender and Thinking War."; Nafus, "'Patches don't have gender': What is not open in open source software"; Reagle, ""Free as in sexist?": Free culture and the gender gap"

XII   April 5

Cassell and Jenkins, *From Barbie to Mortal Kombat*

XIII April 12

Kafai, *Beyond Barbie and Mortal Kombat*

XIV April 19

Gaboury, "On Uncomputable Numbers: The Origins of a Queer Computing"; Nooney, "A Pedestal, A Table, A Love Letter: Archaeologies of Gender in Videogame History"; Wu et al., "Beyond Virtual Carnival and Masquerade: In-Game Marriage on the Chinese Internet"

XV April 26

TBD.

XVI   Additional Resources

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