

i HT24: Welcome to examination!

This examination consists of open questions, sometimes referred to as 'essay questions'. It includes **7 questions**, each rewarded with a maximum of 3 points. The examination is limited to **2 hours**. To pass it you need **13 points** (60%)

The grading will focus on the overall capability to explain and apply ideas. It will assess whether (1) answers are logically coherent, whether (2) they are grounded in readings, lectures, and discussions, and, when applicable, that (3) answers engage the key concepts of the course.

Advice:

Please, read the questions carefully! Each question normally consists of multiple requests, such as: "**Define...** and **explain... illustrate** ... with an example..."

If you feel unsure about how to respond or don't remember exactly what papers or lectures said, trust your instincts and stay focused on the question. Explain in your own words, to the best of your abilities. Do not start to broadly talk about related things, to show you know other things.

It could be worth noting that longer answers are not necessarily better answers, since long texts increase the risk of ending up with inconsistencies.

1 HT24 Question 1

During an after-work gathering filled with intellectual discussions, one of your friends expresses skepticism about the idea that artifacts and technologies can have **agency**. They argue that only humans can have agency because they have consciousness and intentionality.

Explain to your friend how we can understand and assign agency to artifacts and technologies, without involving intention or free will. Use your own examples to support your explanation.

Skriv in ditt svar här

Teckenf... ▼ | | | | | | | | | |

✕

Ord: 0

Totalpöäng: 3

2 HT24 Question 2

Lena and Mark are discussing the concept of **affordances**, in the context of design. Lena argues that affordances are just about 'look and feel'. Mark disagrees and insists that affordances are about more than just aesthetics; they are intrinsic properties of artifacts that guide user interaction.

Help Mark explain his point of view by defining the concept of affordances. Use your own words. Then, discuss how affordances are useful in the design of digital technology.

Skriv in ditt svar här

Teckenf... ▼ | | | | | | | | | |

✕

Ord: 0

Totalpöäng: 3

3 HT24 Question 3

We have argued that generative processes are **emergent**. Describe the characteristics of an emergent process and provide an example to illustrate how such a process has influenced the development or evolution of a specific digital technology.

Skriv in ditt svar här


Teckenf... ▾

↺

↻

✎

Σ



Ord: 0

Totalpoäng: 3

4 HT24 Question 4

Jonathan Zittrain identifies four key elements that characterize **generative technology**. Introduce these four elements and explain how each of them contributes generativity.

Skriv in ditt svar här


Teckenf... ▾

↺

↻

✎

Σ



Ord: 0

Totalpoäng: 3

5 HT24 Question 5

In the course, we have relied on Star and Griesemer's work, when discussing **boundary objects**. This paper describes a boundary object as plastic, yet robust.

Explain what Star and Griesemer mean when they describe boundary objects as both plastic and robust. Then, use the example of a whiteboard in a collaborative workspace to illustrate how a boundary object can have both of these characteristics.

Skriv in ditt svar här


Teckenf... ▾

↺

↻

✎

Σ



Ord: 0

Totalpöäng: 3

6 HT24 Question 6

Imagine you are a product manager at a tech company that is developing **boundary resources** for a new software platform. Your company is considering two alternative strategies to enhance innovation and build market presence: **access openness** and **resource openness**.

1. Use your own words to distinguish between access openness and resource openness.
2. Briefly, discuss how each strategy could impact your company's innovation capabilities and revenue streams.

Skriv in ditt svar här


Teckenf... ▾

↺

↻

✎

Σ



Ord: 0

Totalpoäng: 3

7 HT24 Question 7

Alice and John are having a debate about the role of digital technologies in the context of ***digital innovation***. John argues that digital technologies are tools that merely reflect and support the physical world. Alice, on the other hand, believes that digital technologies are now shaping and defining reality itself.

Intervene in their debate by introducing and explaining the concept of **ontological reversal**. Use it to provide an argument that supports Alice's position.

Skriv in ditt svar här

Totalpoäng: 3