

We are often told that we are living in an "Information Age," and indeed, this is a truth that seems self-evident: communications and information technologies increasingly pervade our homes, our workplaces, our schools, even our own bodies. But what exactly do we mean when we talk about the "Information Age"? If we are living in an Information Age, when did it begin? What developments — social, economic, political, or technological — made it possible? How does it differ from earlier eras? And finally, and most significantly: what does it all mean?

This course will explore the ways in Western, industrialized societies, over the course of the previous two centuries, came to see information as a crucial commercial, scientific, organizational, political, and commercial asset. Although at the center of our story will be the development of new information technologies — from printing press to telephone to computer to Internet — our focus will not be on machines, but on people, and on the ways in which average individuals contributed to, made sense of, and come to terms with, the many social, technological, and political developments that have shaped the contours of our modern Information Society. Our goal is to use these historical perspectives to inform our discussions about issues of contemporary concern about information technology.

The Information Age

Science, Technology, and Society • STSC-160 Professor Nathan Ensmenger nathanen@sas.upenn.edu

STSC 160: The Information Age

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Teaching Assistants:

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Course Format:

The Information Age course meets on Tuesdays and Thursdays from 12-1:30 in the Claudia Cohen Auditorium (G17). To the degree possible with such a large course, our meetings will be a mixed lecture-discussion format. Our Tuesday session will typically introduce our week's topic; Thursday will provide further development, as well as an opportunity to talk about the readings and answer any questions that you might have. You should have prepared the readings in advance for the Thursday session.

Attendance in the course is more than usually mandatory. Since there is no textbook for the course, it is absolutely essential that you attend the lectures. I make extensive use of images, audio, and video. Although I will make some of this material available on the course Blackboard site, much of it will be available only during class. If you do need to miss class please let me or one of the TAs know in advance.

Grading in this class will be based on four major components: two short response papers (20%), a longer primary-source research paper (20%), an in-class mid-term (30%), and a final exam (30%).

Required Readings:

The one required book for this course is available at the Penn Bookstore (or online):

- Ensmenger, Nathan. The Computer Boys Take Over: Computers, Programmers, and the Politics of Technical Expertise (MIT Press, 2010)
- All of the other readings for this course will be made available electronically via the course Blackboard site or will be distributed in-class.

This course fulfills the General Requirement in Sector IV: Humanities and Social Sciences.

Course Schedule

I Introduction

September 9: Information, Data, Knowledge No readings this week.

II The Age of Information

September 14: Gutenberg, Galileo, Google September 16: Books, Coffee, Revolution

 Cook, Scott D.N. "Technological Revolutions and the Gutenberg Myth." In Internet Dreams: Archetypes, Myths, and Metaphors, edited by Mark Stefik. Cambridge, MA: MIT Press, 1997.
Powers, William. Hamlet's Blackberry: Why Paper Is Eternal, Harvard University Shorenstein Center on the Press, Politics and Public Policy, 2007.

III Revolutionary Information

September 21: Spreading the News September 23: The Politics of the Post-Office

Henkin, David. "Embracing Opportunities: The Construction of the Personal Letter," *The Postal Age The Emergence of Modern Communications in Nineteenth-Century America* (2007)

John, Richard. "Recasting the Information Infrastructure for the Industrial Age." In A Nation Transformed by Information: How Information Has Shaped the United States from Colonial Times to the Present (2000)

IV Industrializing Information

September 28: Information Factories September 30: When Computers Were Human

Croarken, Mary. "Tabulating the Heavens: Computing the *Nautical Almanac* in 18th-Century England," *Annals of the History of Computing* 25:3 (2003), pp. 48–61.

Aspray, William and Martin Campbell-Kelly. "Babbage's Dream," Computer: A History of the Information Machine (1996)

V When Information is Power

October 5: From Ad Men to Big Brother October 7: Popular Cinema, Mass-Market Music, Intellectual Property

Douglas, Susan. "Popular Culture and Populist Technology," in *Inventing American Broadcasting* (Johns Hopkins University Press, 1987). Gladwell, Malcolm. "The Science of Shopping." *New Yorker* (Nov. 4, 1996)

VI Information Regurgitation

October 14: Mid-Term In-class mid-term: covers weeks 1–5.

VII War: what is it good for?

October 19: Giant Brains; or, Machines that Think October 21: Build your own Computer!

Edwards, Paul. *The Closed World: Computers and the Politics of Discourse in Cold War America* (1996), Chp. 2 "Why Build Computers? The Military Role in Computer Research," pp. 43-73.

VIII The Computerization of Society

October 26: IBM and the Seven Dwarves October 28: Software Revolution

Ensmenger, Nathan. The Computer Boys Take Over: Computers, Programmers, and the Politics of Technical Expertise (MIT Press, 2010). Chapters 1-3.

IX Silicon Valley 1.0

November 2: Silicon Valley 1.0 November 4: Simulations, Simulacra, and the Matrix

X From Hippies to Hackers

November 9: From Videotext to Videogames November 11: Triumph of the Nerds

- Turkle, Sherry. "Hackers: Loving the Machine for Itself" from *The Second Self: Computers and the Human Spirit* (Simon & Schuster, 1984).
- De Lacy, Justine. "The Sexy Computer." In *Computers in the Human Context*, edited by Tom Forrester. Cambridge, MA: MIT Press, 1989.
- Buckingham, David. "Studying computer games" in Diane Carr et al., *Computer games: Text, narrative and play* (Polity, 2006)

Ensmenger, Nathan. The Computer Boys Take Over: Computers, Programmers, and the Politics of Technical Expertise (MIT Press, 2010). Chapters 5-7, 9.

XI Great Myths in the History of Computing

November 16: No one expects the Computer Revolution ... November 18: Apple, IBM, Microsoft

Now Showing: Triumph of the Nerds Documentary

XII Origins of the Internet

November 23: ARPAnet to Internet

Abbate, Janet. Inventing the Internet (MIT Press 1999), Chapters 1-2.

XIII Cyberspace(s)

November 30: The Architecture of the Internet December 2: Code is Law

Lessig, Lawrence. *Code, and other Laws of Cyberspace*. Basic Books, 1999. Chapters 4-5. boyd, danah. "Viewing American class divisions through Facebook and MySpace." *Apophenia Blog Essay*. June 24, 2007.

Artifact Assignment: Primary source analysis of the early history of the PC.

XIV Red Pill, Blue Pill ...

December 7: The Information Revolution Revisited December 9: Big Finish

Winner, Langdon. "Mythinformation," from *The Whale and the Reactor: A Search for Limits in an Age of High Technology* (1986), pp. 98–117.

Goldsmith, Jack and Wu, Timothy. *Who Controls the Internet?: Illusions of a Borderless World*. Oxford University Press, 2006. Selected excepts.

Final Exam Information:

The final exam for this course is scheduled for Monday, December 20th from 12-2 pm. Further information will be provided as the Registrar's office makes it available.

Aspray, William and Martin Campbell-Kelly. "The Shaping of the Personal Computer," "Broadening the Appeal," "From the World Brain to the World-Wide Web." *Computer: A History of the Information Machine* (1996). Chapters 10-12.