

RECODING ALGORITHMIC CULTURE

SOSE 2020
R-CALC.NET

20-27.04

ON BEING TURNED OFF. AN UN TIMELY LAB.

20 - 27 April 2020

Through a synchronous meetings (gatherings) we will practice story-telling, go for a walk in between different times, encounter unknown matters, and speculate on staying not-healthy.

12.05.

SOCIAL DISTANCING IN TIMES OF SOCIAL MEDIA

12 May 2020, 9:30 - 12:00

Platform: Zoom (secured version) / Adobe Connect
Please register by 5 May 2020 at
pinar-tuzcu@uni-kassel.de

Discussing the phrase "social distancing," implemented as a prevention strategy against the COVID-19 outbreak, we will ask what "social distancing" means in times of social media. We will analyze the different contexts of social media and try to understand how this socio-medical implementation is shaping society discursively, affectively, and materially.

19.05.

TAKING A WALK THROUGH A COMPUTER

19 May 2020, 11:00 - 16:00 (1 hour lunch break)

Platform: Discord/Skype/Terminal
Please register by 5 May 2020 at l.britton@uni-kassel.de
No previous knowledge required

Taking a Walk through A Computer is an online coding lab that will explore computation through playing with things already present: Our bodies and our computer terminals.

16.06.

PLAYING THE CODE - CODING IN TOUCH

16 June 2020, 11:00 - 20:00 (breaks when desired)

Room/Platform: Discord/Skype/Bitly/Board Games & Twine - we begin on Discord
Please register by 2 June 2020 at l.britton@uni-kassel.de
No previous knowledge required.

In the Game Jam Playing the Code / Coding in Touch we will work collaboratively to make our own games. We begin by exploring unexpected modes of communication and non linear narratives that unfold with the logic of algorithms.

/* We investigate how algorithmically based collections, classifications and interpretations of data can perpetuate existing social inequalities and we aim to challenge, if not redefine them. */