

DISCIPLINE SPECIFIC ELECTIVE–(DSE) Anthropology of Technology

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course Title and Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/Practice		
DSE - Anthropology of Technology	4	3	1	0	Class XII pass	NIL

Course objectives

- To understand the role of social and cultural factors in technological innovations and usage.
- To understand the ways in which technological advancements re-constitute social and cultural realities around us.
- To introduce the students to digital, cyberspace and virtual media spaces in ethnographic context.

Course Learning Outcomes

The course will enable students

- To appreciate the applications of technology in everyday lives; both in the material and the virtual worlds
- To understand the human agency that controls technologies aimed for human welfare.
- To comprehend the applications and challenges of artificial intelligence in post-human era.

Syllabus : **45 hours**

Unit I- Introduction **10 hours**

Society, technology and culture; theoretical perspectives, definitions and inter-relationships.

Unit II- Technology in Everyday life **12 hours**

Role of technology in re-constituting social institutions; kinship, marriage, family, religion, economy, polity. Use of technology in re-inventing diverse arenas of environment, health and well-being, education, urban planning, agriculture etc

Unit III Technology and Global Culture **11 hours**

Exploring cyber spaces, social media platforms, virtual realities, the internet and meta-universe in ethnographic context. Technology, communication and globalization scope and challenges

Unit IV Artificial Intelligence and Intersectionality: **12 Hours**

Uses and applications of Artificial intelligence, social robotics; human-machine relationships, algorithmic anthropology and digital anthropology. AI: future concerns and critique of post-human anthropology.

- Tutorial** **15 hours**
1. To review an ethnography/monograph which highlights the inter-relationship between society, technology and culture.
 2. To prepare a research design to study the relevance of cyber spaces/social media platforms/ digital cultures/ virtual realities/ the internet and meta-universe/artificial intelligence in re-constituting everyday lived realities and defining what it means to be a human.

Core Readings

1. Budka, P., & Kremser, M. (2004). 'Cyber Anthropology - anthropology of cyberspace'. In S. Khittel, B. Plankenstein, & M. Six-Hohenbalken (Eds.), *Contemporary issues in socio-cultural anthropology: Perspectives and research activities from Austria* (pp. 213-226). LöckerVerlag, Vienna.
2. Christin, A. The ethnographer and the algorithm: beyond the black box. *Theor Soc.* **49**, 897-918 (2020). doi: <https://doi.org/10.1007/s11186-020-09411-3>
3. Maschio, T. (2021). *Digital Cultures, Lived Stories and Virtual Reality*. Routledge.
4. Postman, Neil. (1992). *Technopoly: the surrender of culture to technology*. New York: Knopf

Suggested Readings

1. Horst, H.A., & Miller, D. (Eds.). (2012). *Digital Anthropology* (1st ed.). Routledge. <https://doi.org/10.4324/9781003085201>
2. Sapignoli, M. (2021). The Mismeasure of the Human: Big data and the 'AI turn' in global governance. *Anthropology Today*, 37(1), 4-8. doi:10.1111/1467-8322.12627
3. Volti, R. (2020). *Society and Technological Change* (7th ed.). USA: Worth Publishers Inc.

Examination and Assessment

Examination and assessment will be carried out as per the University of Delhi guidelines and notifications issued from time to time.