

ICOHTEC NEWSLETTER

Newsletter of the International Committee for the History of Technology ICOHTEC

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Editor: Stefan Poser, Helmut-Schmidt-University Hamburg, Germany, Modern Social,
Economic and Technological History, poser@hsu-hh.de

Editorial

Dear Colleagues and Friends,

The field of the ICOHTEC Newsletter is enlarged by reports on those subjects of ICOHTEC to which were dedicated sessions on our last meetings. The aim of these reports is to give an overview on research and different approaches in these fields and to raise questions concerning their future development. Please find a report on the playful approach to technology and mutual influences between technology and play.

Enjoy this wonderful early summer. It will be a pleasure to meet you in about three month in Budapest.

Best wishes

Yours Stefan

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I. Reports on ICOHTEC Subjects

Playing with Technology

Stefan Poser, Helmut Schmidt University, Hamburg, poser@hsu-hh.de

Research on ‘Playing with Technology’ ought to enlarge the field of the history of technology and to contribute to the development of theory: both technology and play have crucial functions in human life. They have strongly influenced the development of societies. Thus research in this field might open new perspectives on the question how and why people deal with technology.¹

During the last decades technology-based play has become more important: (i) the so-called leisure society has begun to take shape. Supply of and demand for games has increased; the leisure industry is still growing. (ii) Elements of play can be found in fields of work; applications of play in working processes (like software development) are growing as well. (iii) Simulations and virtual worlds - which are close to play in some way - are becoming more important. From a historical point of view, the importance of play is underlined by bans of playing: it makes sense for a society to forbid something only, if it might cause strong (negative) effects.

The subject “Playing with Technology” is relatively new for the ICOHTEC as well as for the academic discipline history of technology. As far as the author knows an annual meeting of the (German) Society for the History of Technology (GTG) in 2001 was the first conference on technology and play.² The first ICOHTEC session dedicated to play was arranged for the Copenhagen meeting in 2007 (organiser Nikolaus Katzer and Stefan Poser), the second one in Victoria 2008 focused on sports and technology (organiser Hans-Joachim Braun) and in Budapest the next ICOHTEC session on technology and play (organiser Stefan Poser) will take place. But the subject is not completely new for the members of ICOHTEC: "Technology and Music" was a subject of the ICOHTEC Symposium in Budapest 1996 (organiser Hans-Joachim Braun) and served subsequent ICOHTEC symposia; it can be seen as part of the field “Playing with Technology”.³

For those who play, playing means an extraordinary situation and a good time in their lives. From an idealistic point of view persons playing are able to create their own world in play, free from the usual constraints. In reality, there are many influences and constraints which are typical for specific societies and periods of history. Thus, it requires a new level of reflection for history and sociology to analyse play between freedom and these constraints. Regarding the mutual influences between play, technology and society the particularly good feeling of

¹ Thanks for comments and ideas to Hans-Joachim Braun and Jo Wachelder.

² See Poser / Zachmann.

³ Results of ICOHTEC research on music and technology were published for example by Braun, I sing the body electric; Braun, Komposition; Braun, Music and Technology; Braun, Relationship and Bijsterveld / Dijck. A report on the subject in the ICOHTEC Newsletter will follow soon. Braun, Musik, pp. 50-55, focuses on mutual influences between music, technology and play.

well-being offered by play is important. It might influence one's view on the environment and on the technology involved in a positive manner. This paper is therefore based on a broad, comprehensive understanding of play. It connects play and gratification, as does for example Immanuel Kant: for him, play and gratification appear „always to consist in a feeling of the furtherance of the entire life of man, and hence, also to his bodily well being“.⁴

An additional level of comparison is opened up by questions of risk: elements of risk are inherent in play and game as well as in dealing with technology.⁵ To give three examples: (i) even a game such as Monopoly would lose its fascination without the risk of being imprisoned or to have to stay at a hotel in Park Avenue. (ii) In case of extreme sports the players have to develop concepts of how to deal with the risk of death. (iii) Taking a ride on a roller coaster means to expose oneself to the fear of death without too much risk. In fact, various experiences of risk and danger seem to make play more exciting.

The comprehensive understanding of play and gratification enables researchers to reflect on the following main areas:

- (i) Sports and leisure,
- (ii) Toys and (children's) play,
- (iii) Technology-based festivities, annual fairs and amusement parks.

In *sports*, sophisticated technological equipment of the sportsmen is absolutely necessary to win a game. Numerous technical solutions have been developed. There are new materials and new technologies as well as traditional ones developed in a special manner. In modern sports like roller skating or snowboarding some sportsmen identify themselves with their equipment in such a way that the result comes close to a symbiosis. In *children's rooms* one can find numerous models of machines that represent technology and technological processes. They are mirrors of technological and societal development. For several kinds of play and for some games (like, for example, the game boy), technology is needed. So, especially since the beginning of industrialisation, not only kitchens and workshops but also children's rooms have become a kind of technotope. In *amusement parks* technology is presented to the visitors, too: bikes, cars and models of aeroplanes can be found on roundabouts; scooters mediate an idea of the freedom to run a car and owners of a fair business at about 1900 presented their steam engines (to run a roundabout e.g.) proudly to public. Mechanised rides as Ferris wheels and especially roller coasters are in fact sophisticated technological designs with the aim to encourage emotions by means of physical experience.

1. Research within the Field Technology and Play

Game and play are traditional fields of research in many academic disciplines such as philosophy, education, and history. Already in 1793 Friedrich Schiller pointed out that a

⁴ In German: „Vergnügen [...] scheint jederzeit in einem Gefühl der Beförderung des gesammten Lebens des Menschen, mithin auch des körperlichen Wohlbefindens [...] zu bestehen“, I. Kant, Urteilkraft § 54. Following Kant, Play is „an occupation which is agreeable on its own account“ and „The agreeable is what gratifies a man“. – Spiel ist eine „Beschäftigung, die für sich selbst angenehm ist“ und „angenehm heißt jemandem das, was ihn vergnügt“, Kant, Urteilkraft § 5, § 43 (Translation: J.C. Meredith, Oxford 1911).

⁵ See Gebauer / Poser / Schmidt / Stern.

human being is a human being only if he is playing. Schiller's idea of play has to be seen in the context of his theory of aesthetics, but was often understood and quoted as a general statement. Thus it has had a huge influence on theories of play: according to the philosopher and historian Johan Huizinga, culture has its roots in play. He created the descriptive expression "homo ludens" in 1930. About 30 years later the sociologist and philosopher Roger Caillois distinguished different types of play and game which are well suited to analyse technology-based play.⁶ Especially Huzinga's idea was criticised as too unspecific. However new approaches of philosophy and sociology have a similar foundation: by analysing practise in sports, play and work they search for similarities of acting in play and work or everyday life.⁷ Today, studies on technology and society are an important field, too.

Still there are only few contributions to the study of the relationship between technology and play.⁸ Research has been done on some selected topics: Hans Pemmer's and Ninni Lackner's book on the Prater of Vienna (1935), the world's oldest amusement park, J. F. Kasson's study on Coney Island (1978), Davis Braithwaite's study on the company Savage in England (1978) and Florian Dering's analysis of annual fair and amusement park businesses (1986) belong to the earliest - and still important - scientific approaches to the world of popular amusement. The interest of these authors and of most of their successors is to give evidence of popular culture and to analyse the social and economic history of showmen and their businesses. Case studies were done on single families and their rides as well as on important places of popular amusement as the Tivoli at Copenhagen.⁹ Barbara Stafford analyses mutual influences between science presented at universities and on annual fairs, Oliver Hochadel is dealing with public presentations of scientific experiments on electricity in the Enlightenment whereas Simon During, Brigitte Felderer and Ernst Strouhal are interested in the cultural influence of conjuring and conjuring tricks. Kathy Peiss and Lauren Rabinovitz analysed activities of women in-between work and mass amusement at the turn to the 20th century. Some books were published on toys of which two should be mentioned: the first compendium of toys in Germany was done by Paul Hildebrandt in 1904 and in 1979 Hein Retter published a historical analysis of toys and education which still defines the state of the art in German literature. Studies on technological toys are still rare. Jackie Britton underlines the importance of toys for the dissemination of technologies and argues that the history of toys leads to an alternative history of technology which is close to social history. The influence of toys (including technical toys) and playing on gender was investigated by historians since the 1970s.¹⁰ Jo Wachelder is currently preparing a book on nineteenth-century visual culture, focusing on optical toys as mediators between science, the arts, and popular culture.¹¹ Maaïke

⁶ Jo Wachelder, Maaïke Lauwaert and Johan van de Walle discuss how far Caillois scheme of playing is appropriate to analyse digital games; see Wachelder / Lauwaert / van de Walle, pp. 89 ff.

⁷ See for example: Schatzki / Knorr-Cetina / Savigny; Gebauer / Wulf; and: Horowitz. Horowitz focuses on work and gender; the authors investigate playing as one way of acting during work.

⁸ See Poser / Zachmann; Gebauer / Poser / Schmidt / Stern; Poser / Hoppe / Lüke. Natascha Adamowsky, Humboldt University, Berlin, is writing a book on miracles dealing with the playful approach to technology. Carroll Pursell, Macquarie University, Sydney, is currently writing a book on technology and play, just as the author does.

⁹ See Grodwohl and Skak-Nielsen.

¹⁰ See Purcell, Toys; Odenziel and Horowitz for example.

¹¹ An article published in ICON gives a first insight: Wachelder, Toys as Mediators.

Lauwaert wrote a book on playing with technological toys and cultural development with special emphasis on computer games. Due to the enormous popularity of computer games, there has been much research on them, and they have become the best-researched topic of the whole field of technology and play; scientists from cultural studies, philosophy, media and information science are involved, cultivating different approaches to the subject.¹² In public, especially the educational influence of computer games is discussed.¹³ The interest of historians of technology in sports is emerging as well. Two book projects should be mentioned: Noyan Dinçkal and Ralf Pulla are analysing the influence of science and technology on sports. A symposium of the Historical Commission of the Association of German Engineers, VDI (organiser Walter Kaiser), held in 2008, and the mentioned ICOHTEC Session 2008 provided an overview.¹⁴ Apart from these contributions within the field of technology and play a group of studies must be mentioned which are close to the field of technology and play, i. e. leisure studies including a large variety of topics such as visiting museums, promenading on 19th century streets or travelling, but also visiting e. g. amusement parks or cinemas.¹⁵ A new tendency in research might be to integrate questions of the playful approach to technology in studies of consuming if leisure is an important task of the analysed technologies - as in case of transportation and mobility.¹⁶

2. ICOHTEC's Contribution

Copenhagen 2007

The main aim of the Copenhagen session "Playing with Technology" was to generate a discussion on the playful approach to technology and to cultivate the field by case studies. Secondly the methodology should be investigated. Thus a couple of papers were dedicated to the key subject technical toys and sports (a paper on amusement parks was canceled), a second group to media, technology and play and a third one to the fringes of the huge subject. Natascha Adamowsky investigated the history of diving in respect to sports, play and entertainment in the 1920s and 1930s. She demonstrated how important the playful approach has been for the development of diving.¹⁷ Nikolaus Katzer and Alexandra Köhring analysed the history of sports in the Soviet Union and gave an overview of a research project at the chair of Nikolaus Katzer.¹⁸ Katzers paper was dedicated to the construction of the "Soviet Superman", representing the success of the modern socialist state by the help of training,

¹² See for example: Adamowsky, Spielfiguren. Adamowsky analyses virtual worlds in general. See as well Pias / Holtorf, Raessens / Goldstein and Wolf / Perron,.

¹³ See Pilarczyk, pp. 127 ff.

¹⁴ A special issue of the journal Technikgeschichte was published on the VDI symposium: see Technikgeschichte, 75 (3-2008); a report on the ICOHTEC Meeting will be published in Technology and Culture soon. Noyan Dinçkal's book will be published in 2010/11.

¹⁵ See for example Schwartz, Spectacular Realities or Ehrenreich, Dancing. Most interesting concerning this subject is her description of modern sports as a carnival; see Ehrenreich, 225 ff.

¹⁶ See for example Bauer, p. 322.

¹⁷ Some of the papers from Copenhagen are in print or published in the mean time: The lecture will be published as a chapter of Adamowsky, Wunder, soon.

¹⁸ DFG Research project „Gesellschafts- und Kulturgeschichte der Körperkultur und des Sports in der Sowjetunion“ der Professur für Geschichte des 19. und 20. Jh. mit besonderer Berücksichtigung Mittel- und Osteuropas, Helmut-Schmidt-Universität, Universität der Bundeswehr Hamburg of Nikolaus Katzer (chair), Sandra Budy, Alexandra Köhring and Manfred Zeller, see <http://www.fizkultura.de/>

modern sports equipment and techniques of propaganda.¹⁹ Alexandra Köhring analysed the planning process of a huge stadium in 1950s Moscow. It was built for sports as well as for political mass events.²⁰ Thus both talks studied how the field of technology and play is linked to politics. Vasily Borisov investigated the early history of the TV in the Soviet Union contributing to the field of media, technology and play, whereas Artemis Yagou analysed the field by a more recent example: she was dealing with the history of special designed radios, analysed their design as well as their contribution to play and raised the question as to what degree they can be seen as toys.²¹ Jo Wachelder and Bo Sundin analysed the fringes: Wachelder presented mutual influences of toys and science by the example of toys dating back to the first half of the 19th century. He made clear that similar structures can be observed in the field of technology and play as well as science and play.²² Bo Sundin investigated the early history of tinkering and the do-it-yourself-movement. His paper was focused on gender specific roles. Play and tinkering have in common that the actors are free in their decisions. Playing has no aim outside the field of the game whereas tinkering has the definite aim to produce something. Stefan Poser's paper raised the question how to integrate the subject technology and play in the contemporary cultural history of technology.²³

Victoria 2008

The session "Crossing Borders with Mixed Feelings" on technology and sports, organised by Hans-Joachim Braun, demonstrated, to which high degree sports is technology-based; it opened up new perspectives for research in the history of technology: Walter Kaiser dealt with the influence of new materials and technologies, scientific approaches and the development of synthetic landscapes in sports since 1960; his survey have made clear, to what high degree sports is technology-based and how many interesting topics of research could be found in this field.²⁴ The following papers were dedicated to case studies: Stefan Poser analysed the application of high-tech for dated technologies in the case of sportive rowing; the main emphasis of his talk was on technology transfer into boat building. He made the point that it is a typical phenomenon of the development of dated technologies in sports to transfer new technologies into sports without much transfer from sports to other fields.²⁵ Hans-Joachim Braun discussed the influence of scientific approaches on the development of soccer tactics as well as on the selection of players. He demonstrated how coaching and tactics owned to Taylorism and process engineering.²⁶ Swantje Scharenberg investigated the technology-based development of parallel bars gymnastics. In the discussion Braun outlined two general questions of research on sports: How do the scientific approaches to sports differ from those in the history of technology? And: how can the field of sports science contribute to the history of technology?

¹⁹ See Katzer, pp. 349.

²⁰ Alexandra Köhring will publish an article on the subject soon.

²¹ An article in English by Artemis Yagou will be available soon.

²² Wachelder, Toys, pp. 135 ff.

²³ A detailed article on "Playing with Technology" in English will be published soon.

²⁴ See Kaiser, pp. 211 ff.

²⁵ Stefan Poser is writing an article "Speed Based on High-tech for a Dated Technology: Rowing in the 19th and 20th Century".

²⁶ Hans-Joachim Braun is writing an article on this.

Budapest 2009

The task of the Budapest session in summer is to continue the discussion from Copenhagen and Victoria and to open new topics. Natascha Adamowsky will investigate ideas of flying in the prehistory of flying between play, early science fiction and scientific approaches. Jo Wachelder will present new results of his study on scientific toys, Dick van Lente will ask children were familiarised with new technology like nuclear energy or automation in the Netherlands by the help of toys, children's books and comics from the late 1940s to the 1960s. Stefan Poser will analyse innovation processes in technology and play.

3. Questions

„Technology and Play“ connects questions from the history of production, consumption and culture. Therefore the most adequate framing for the subject is to see it as part of the cultural history²⁷ of technology: in play, typical developments of a period are incorporated, contemporary cultural values of society are the background of the producers and the consumer's attitudes to play and of discourses on playful approaches to technology. On the one hand, their cultural value limits the interest in technologies and the interest to acquire knowledge on technology even in play. On the other hand, playing with technology seems to advance the cultural value of technologies. Ideas of technology and contemporary patterns of dealing with technology as well as cultural values are involved in play. This generates mutual influences: they are the background of play and therefore shape playing, but they are also formed by playing persons. Ideas, cultural values and patterns of behaviour might be staged and thus underlined like in a theatre play, transformed or completely created new. Due to the freedom of play this opens up a scope for personal development. Hence research seems to be fruitful in the following main areas:

- (i) The preparation of play, the production of its artefacts and their relevance for the economy,
- (ii) Artefacts of technology-based play itself,
- (iii) Patterns of acting playfully with technology and
- (iv) Discourses on technology-based play.

The field is large enough to be explored by many historians: nevertheless, the influence of technology on playing became more important at the beginning of industrialisation, the phenomenon could be discussed for other periods as well – e. g. analysing the role of technology for *naumachias*, games of naval battles, in Roman theatres.²⁸ Traditional approaches can be included as well as modern ones. Theories such as the Social Construction of Technology (SCOT) or the Actor Network Theory (ANT) can be applied and reviewed by analysing the mutual influence of technology and play.²⁹

Three questions are particularly well suited regarding "Playing with Technology":

- (i) How important is technology for play in general?

²⁷ According to Peter Burke, game and play are regarded as subjects of cultural history, since they are seen from an anthropological point of view; see Burke (German edition), p. 46.

²⁸ Groß, p. 11.

²⁹ See for example König, pp. 157-174.

- (ii) How important is a playful, joyful approach for the development, acceptance and appropriation of technology?
- (iii) In which way has technology-based play influenced social development?

In the author's opinion the main question of the field is whether technology-based play indicates and promotes developments of society.

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II. Conferences

20-24 May 2009

Third International Congress on Construction History,

Cottbus, Germany

Please visit <http://www.ch2009.de/home/index.html>

Please contact Werner Lorenz, BTU Cottbus, CH2009@tu-cottbus.de

20-23 May 2009

Rethinking the Maritime Museum

Museum Sønderjylland - Kulturhistorie Aabenraa und Flensburger Schiffahrtsmuseum

Aabenraa, Dänemark / Flensburg, Deutschland
Please visit: www.rethinking-the-maritime-museum.eu
Please contact Thomas Overdick, Flensburger Schiffahrtsmuseum,
schiffahrtsmuseum@flensburg.de

22 – 24 Mai 2009

Geschichte(n) der Robotik / History of Robotics, Annual meeting of the German Society for the History of Technology GTG / Jahrestagung der Gesellschaft für Technikgeschichte GTG

Offenbach am Main, Hochschule für Gestaltung

Please visit: http://www.gtg.tu-berlin.de/mambo/index.php?option=com_content&task=view&id=785&Itemid=267

Please contact Martina Heßler, Hochschule für Gestaltung, hessler@em.uni-frankfurt.de

4 – 6 June 2009

Werben für Strom 1890 – 2010 / Campaigning for Electricity 1890 - 2010

Tagung vom im Umspannwerk Recklinghausen. Gemeinsame Tagung des Gesprächskreises Technikgeschichte und des Museums Strom und Leben

Please find the program on: http://www.gtg.tu-berlin.de/mambo/index.php?option=com_content&task=view&id=819&Itemid=267

Please contact Regina Weber, Museum Strom und Leben, regina.weber@rwe.com

11-13 June 2009

UNIVERSEUM Network Meeting

Université Paul Sabatier, Toulouse

(CFP – Deadline passed)

Universeum is a European network established in 2000 and concerned with academic heritage in its broad sense, tangible and intangible. It aims at the preservation, study, access and promotion of university collections, museums, archives, libraries, botanical gardens, astronomical observatories, etc.

Please find the preliminary program on http://www2.ups-tlse.fr/18207393/0/fiche__pagelibre/&RH=rub07?RF=1229682094991

Please contact Catherine Gadon, Université Paul Sabatier, universeum09@adm.ups-tlse.fr

25 – 26 June 2009

**Landscape, Enclosure, and Rural Society in Post Medieval Britain and Europe,
Hatfield, UK**

(Deadline for the CFP passed)

A two-day interdisciplinary conference sponsored by the AHRC, the Historical Geography Research Group and Economic History Society, De Havilland Campus, University of Hertfordshire, Hatfield, UK. The conference programme is now available.

Please visit: <http://eseh.org/landscapeenclosure>.

29 September 2009

**Mit Leben rechnen. Zur Geschichte des Wissenstransfers zwischen Computer- und
Biowissenschaften /Workshop on the History of Knowledge Transfer between Computer
Science and Life Science**

Workshop der „Fachgruppe Informatik- und Computergeschichte“ in Verbindung mit dem
„Präsidiumsarbeitskreis Geschichte der Informatik“

Universität zu Lübeck

CFP – Deadline **19 May 2009**

Converer:

Hans Dieter Hellige (Universität Bremen), Jan Müggenburg (Universität Wien), Claus Pias
(Universität Wien), Rudolf Seising (European Centre for Soft Computing, Mieres, Spanien)

Please visit: <http://www.gi-ev.de/service/publikationen/lni/>

Please contact Hans Dieter Hellige, Universität Bremen, hellige@artec.uni-bremen.de

7 – 9 October, 2009

"Modeling Spaces – Modifying Societies"

Conference organized by the graduate program Topology of Technology
of the Darmstadt University of Technology

To be held at the Fraunhofer IGD, Darmstadt, Germany,

CFP – Deadline **31 May 2009**

Phenomena recognized as spatial arrangements are complex—thus we need tools to cope with them. Models can serve as tools for researchers and practitioners alike. There are two distinct yet interwoven aspects of models, both of which will be addressed by this conference: models as analytical devices and models as a reference for intervention. Models and other forms of abstract representations are generated to organize findings and to simulate options. In decision-making processes models have an enormous impact in that they provide guidelines for implementations as well as legitimation in situations of conflict, even though they are also increasingly understood as constructions.

Out of the great variety of spatial phenomena, climatology is a good example to show how models are constructed and affect society. They are used to analyze spatial patterns theoretically as well as to legitimize intervention in the political sphere. Global climate models are approximations of complex physical processes and enable researchers to simulate the climate system. The General Circulation Model allows predictions of various scenarios. Such scientifically-based statements simplified the implementation of the Kyoto Protocol. They increased public awareness and led to a growing market for renewable energy. Similarly the case of modernist urban planning highlights how the analysis of problems was recast in plans for action. Population densities and the variety of space usages in the industrializing cities were perceived as the root of various social deficiencies. Subsequently, abstract models based on the ideals of dispersion and the separation of functions shaped cities throughout the latter half of the 20th century.

Both examples show that the status of models depends significantly on the contexts in which they are developed and employed. First, the nature of any model is determined by the goal to be achieved; modelling is always designed to serve a particular aim and can take on many forms. Still, the applicability of models is related to the specific conditions under which they are designed, proposed and tested—therefore, the transfer of a model from one area to another is not always justified. And, furthermore, the way in which models are perceived often endows them with considerable normative power. Is it perhaps the case that model-building in research and society are deeply problematic in that such abstractions may develop into self-fulfilling prophecies? Moreover, models govern planning and simulation, processes which are in many ways interwoven with model-building. Hence, models do not only provide systematized information, but are also explicitly directed at the future.

While it is beyond doubt that models create instrumental knowledge, the distinctive spatial dimension of models is open to discussion. Are there specific ways of modelling three-dimensional spaces, for example particular forms of visualization? Do spatial arrangements offer specific kinds of information for analysis and intervention—as is probably the case in logistics and architecture? Is a model more forceful if it refers to certain localities, because attachment to place gives rise to a feeling of involvement or concern—as in the rapidly growing interest in Geographical Information Systems (GIS)? Or is the spatial distribution of researchers and practitioners themselves an issue that reflects on model building?

This conference aims to increase our understanding of the power and limitations of models, their construction and effects in the sciences and in fields of practice. It provides a forum for the discussion of qualitative and quantitative models composed of verbal propositions, numerical abstractions, and visualizations. Of particular interest are issues that cut across established scientific disciplines and analyze the boundaries between science, technology, society, and politics.

A preliminary list of subject areas comprises:
- architecture and social work

- urban planning and policies
- system sciences and management
- the history and future of infrastructures
- sustainability science and resources management
- climate science and emission regulations
- geography (incl. GIS and GPS and their commercial application)
- behavioural sciences and human health
- philosophy, ethics and spatial order

The conference explicitly aims at bringing scientists and practitioners from outside the academy together. To simplify discussion and the exchange of information and experience, plenary speeches will be complemented by smaller workshop-like sessions. Keynote speeches will be held by:

- Paul N. Edwards (University of Michigan): “Versions of the Atmosphere: Climate Models, Data Models, Global Space and Time”
- Amy Hillier (University of Pennsylvania): “Mapping Social Patterns: The Making and Unmaking of Inequality”
- Roland Scholz (ETH Zürich): “Transdisciplinarity, System Sciences, and Prospective Modeling in Regional Transformation”
- Oskar von Stryk (TU Darmstadt): “Models and Simulation in Engineering: Dynamics of Motion and Robot Intelligence”

The conference is organized by the graduate program Topology of Technology of Darmstadt University of Technology and is financed by the German Research Foundation (DFG). The interdisciplinary graduate program focuses on the interdependencies of technology and space.

The conference will take place at the Fraunhofer IGD, Darmstadt, Germany, 7 – 9 October, 2009. Darmstadt is situated 30 kilometres south of Frankfurt am Main.

We invite proposals that include an abstract of no more than 2,000 characters and a brief CV. Deadline for submission is May 31, 2009. Proposals should be submitted to the conference website at www.modelingspaces.com. Applicants can expect approval by July 15. The final program will be advertised in the second half of July.

Accommodation will be provided for accepted presenters and their travelling costs will be covered up to 150 Euro for participants from Germany, 300 Euro for participants from within Europe and 600Euro for international participants. The conference fee amounts to 130 Euro (applications for a fee waiver may be filed).

For further information please visit our website at: www.modelingspaces.com.

Please contact. Professor Mikael Hård, Dept. of History, Darmstadt University of Technology, Schloss, D-64283 Darmstadt, Germany

Phone: +49 6151-163097

Fax.: +49 6151-163992

III. Summer Schools

7 – 10 July 2009

International Summer School: Old and New Borders in Europe

Berlin, Potsdam, Frankfurt O., Germany

Deadline for application: **10 May 2009**

Organised by the Centre Marc Bloch Berlin and the Europa-Universität Viadrina Frankfurt/Oder, sponsored by the French Ministry of Foreign Affairs, by the Service Scientifique et Technique de l’Ambassade de France and by the Mission Historique Française en Allemagne.

Topical Focus

While the European Union is expanding and evolving, its inner boundaries gradually seem to be losing their relevance. Meanwhile, national borders still constitute essential frames of reference for political initiatives and societies on the continent. On the one hand, the end of the Cold War has led to the re-emergence of old cultural delimitations in the east, which soviet domination had “frozen” for many decades. On the other hand, former political borderlines, that were abolished in 1989, live on as “frontières fantômes” (Béatrice von Hirschhausen), as social, mental and spatial structures. The wall, that ceased to separate East from West-Germany some twenty years ago, is an emblematic example of this phenomenon. The longevity of borders is a consequence of the historic processes of border making, that Peter Sahlins has analysed in his groundbreaking study *Boundaries: The Making of France and Spain in the Pyrenees* as being not only political, legal, administrative and military but also socio-economical and cognitive. The vanishing, persisting and re-appearing of historical borders is coexistent with the formation of new territorial regimes that often transgress political boundaries. On the supranational level, the NATO, the G8, the Euro-zone have initiated the formation of new geopolitical units which spatially structure Europe in a new way. The Schengen treaty, for example, has led to the disappearance of customs checks at former checkpoints, but has subsequently led to re-location of police controls in the interior of European states. Thus, the transformation of border controls has led to a redefinition of homeland security. Moreover, since the meetings of the Club of Rome and the publication of its report on the Limits to Growth the questions of global resources and environmental protection has been on the political agenda in many European states. Strategies for solutions have often been centred at a national level, even though questions of water resources, fishing quota, acid rain or, lately, climatic change call for new forms of international and interregional cooperation. In this context, border zones play a particularly important role in the rethinking of ecological policies in a transnational frame of reference.

Application

Up to 20 doctoral students of various disciplines who work on topics related to old and new borders in Europe will be invited for a four-day interdisciplinary workshop. The meeting will include paper presentations, discussions, meetings with leading specialists in the field and excursions. It will take place in Berlin, Potsdam and Frankfurt/Oder, within close range of old and new European borders.

The applicants should work on research projects that allow them to contribute to one of the following topics:

- “Border Making” and the historicity of borderlines in Europe
- Transformation and persistence of inner boundaries in Europe
- Climatic and environmental problems and political borders
- Fortification of Europe’s external borders and transformation of homeland security

The participants will be selected according to the thematic relevance of their contribution to the topics of the Summer School and of its academic quality. Working languages of the meeting will be French and English; active knowledge of one of these languages (and passive of the other) are thus a pre-requisite for participation.

Candidates are kindly requested to send in their applications, consisting of an application form, a brief description of their research project (one page) and a curriculum vitae by May 10th 2009. The participants will be appointed by a committee formed of representatives of the organising institutions. Travel expenses and accommodation will be provided. Participants will need to submit a paper (approx. 10 pages) by June, 30th 2009, that will serve as a basis for their oral presentation and for the discussion of their papers. They will also agree to prepare comments of papers written by other participants.

French version: <http://tinyurl.com/appel-francais>

Application form: <http://tinyurl.com/old-and-new-borders>

Applications can be sent either by post or via email.

Please visit: <http://www.cmb.hu-berlin.de>

Please contact: Dominik Rigoll, Centre Marc Bloch, Berlin, rigoll@cmb.hu-berlin.de

14 – 18 September 2009

First Cité des Télécoms, “History of Electronic Images” Doctoral Summer Program of the *Cité des Télécoms*, Paris-Sorbonne University and Maastricht University

Call for Applications – Deadline **11 May 2009**

Taking place in France from Monday 14th of September, to Friday, 18th of September 2009, the program aims to provide doctoral students with an overview of relevant research results and of innovative tools and methodologies in the field of communication history. It is

organised jointly by the *Cité des Télécoms*, Paris-Sorbonne University and Maastricht University. Students will spend the five days at the *Cité des Télécoms* in the northern part of Brittany (<http://www.cite-telecoms.com/>), and present and discuss their PhD research with leading international scholars in the field of media history and innovation studies. The conference will be held in English.

Because the program embraces a long-term perspective, we are interested in projects dealing with the history of electronic images in a broad sense of the term, including topics such as television, video, telecommunications, computers, electronic devices for professional and artistic uses, medical equipment, basic research etc. Each half-day session will be based on a keynote lecture by an invited scholar and then followed by student presentations and discussions of work in progress. Social events and visits will provide an opportunity to discover either the traditional or modern face of this high tech region of Brittany.

The academic organizers: Andreas Fickers (Univ Maastricht) and Pascal Griset (Univ Paris-Sorbonne) will be joined by Ib Bondebjerg (Univ de Copenhagen), Patrice Flichy (Univ Marne la Vallée), Sonja de Leeuw (Univ d'Utrecht), James Schwoch (Northwestern University), and Isabelle Veyrat-Masson (CNRS- Paris). All local costs (accommodation and food) will be covered by the organizers, but participants are expected to pay their own travel to and from Lannion, the closest railway station linked to Paris by TGV. Participation will be limited to 15-20 PhD students. Those interested in attending the summer school should send the following documents by e-mail to the academic organizers: CV; a summary of their dissertation project; an example of their work in progress (provisional chapter of the dissertation or a published article in any language). The **deadline for applications is May 11th 2009**. Students selected will be notified before May 25th 2009.

Please contact:

Andreas Fickers a.fickers@lk.unimaas.nl

Pascal Griset pascalgriset@yahoo.fr

IV. Call for Contributions

Water History, a new journal of The International Water History Association (IWHA)

Water History is a journal devoted to the interdisciplinary study of the history of water in all of its forms and manifestations. The editorial board of the journal is particularly interested in highlighting the fact that water history touches upon and informs many fields of study—ranging from the humanities and the social sciences to engineering and the life sciences. Published under the auspices of Springer Press, the journal plans to begin publication with an inaugural issue in July of 2009. Initially, we will publish two issues a year, with the aim to go to four issues a year within two years. Regular special issues, dealing with dedicated topics, are foreseen.

Water History welcomes articles from such fields and perspectives as environmental history, urban history, the history of technology, archaeology, cultural studies, management studies, engineering, geography, agricultural history, and the sciences. Though we encourage submissions that are relevant to today's concerns, the journal's core mission is to study the past, not the present. Articles should primarily relate to the history of water and the way that it has affected both human history and other aspects of the natural world. Papers should be ca. 8000 words, excluding notes. All papers will undergo a formal process of double-blind peer-review. Details on the journal's style will be available soon on a website which will also be used for paper submission. Initially, papers should be submitted directly to one or more of the three editors, preferably as a PDF file via email, although sending a hardcopy is also possible. The mission of the IWHA is to encourage, promote, and foster historical understandings of the relationship between water and humankind. To IWHA, the management of the world's water supplies remains of critical concern to scholars, policymakers, and resource managers; as such deepening our understanding of how past human societies used and related to water also informs our current debates and concerns. For further questions, please contact one of the editors:

Please contact:

Johann Tempelhoff, Niche Area for the Cultural Dynamics of Water, North-West University, South Africa, johann.tempelhoff@nwu.ac.za

Heather J. Hoag, History Department, College of Arts and Sciences, University of San Francisco, hjhoag@usfca.edu

Maurits W. Ertsen, Water Resources Management, Department of Civil Engineering and Geosciences, Delft University of Technology, m.w.ertsen@tudelft.nl

V. Recently Published Books

Lackner, Helmut / Jesswein, Katharina / Zuna-Kratky, Gabriele (eds.): 100 Jahre Technisches Museum Wien. Carl Ueberreuter, Wien 2009.

The Technical Museum of Vienna, Austria, belongs to the oldest technical museums we have; the impressive anniversary book investigates the development of the museum as well as its social and economic background.

Lauwaert, Maaïke: The Place of Play. On toys and Technological Cultures. Amsterdam University Press, Amsterdam 2009.

The book deals with the role and function of technology in the world of toys and gaming. It looks specifically at participatory cultures and the ways in which these cultures change what we play and how we play.

Wolfschmidt, Gudrun (ed.): Navigare necesse est. Begleitbuch zur Ausstellung „Sterne weisen den Weg“. Geschichte der Navigation 2008 bis 2010 in Hamburg und Nürnberg. = Nuncius Nuncius Hamburgensis - Beiträge zur Geschichte der Naturwissenschaften, vol. 14. Print on demand, Norderstedt 2008.

Wolfschmidt, Gudrun (ed.): Sterne weisen den Weg. Katalog zur Ausstellung 2008 bis 2010 in Hamburg und Nürnberg. „Sterne weisen den Weg“. Geschichte der Navigation 2008 bis 2010 in Hamburg und Nürnberg. = Nuncius Hamburgensis - Beiträge zur Geschichte der Naturwissenschaften, vol. 15. Print on demand, Norderstedt 2009.

The impressive sampler and the exhibition catalogues are dedicated to the history of navigation from the very beginning until today. The early development of navigation in China and Polynesia is discussed as well as the radar controlled navigation and the GPS system.