

AnthroPunk - Anthropology in Motion

Michael Fischer
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AnthroPunk - how people promote, manage, resist and endure change; how people hack their lives (and those of others) - living the world not just in it. AnthroPunk is a new label for a number of older ways of conceptualising people and their constructions. Foremost, the individuation of people and their experiences and an explicit recognition that their lives are interactive, not driven by rules, scripts, schemata or frames, but by the creation of these. Context, like culture, is an outcome of human life, not the cause of it. Individual people collectively make the world around them, not only from the materials and ideas available to them but from new materials and ideas they construct. There are limits imposed by materials, but the application of ideas constantly transforms these into new possibilities, and new limits.

AnthroPunk, the label, is itself a transformation of Bruce Bethke's *Cyberpunk* (1983). The cyberpunk ethos is often described darkly:

Anything that can be done to a rat can be done to a human being. And we can do most anything to rats. This is a hard thing to think about, but it's the truth. It won't go away because we cover our eyes. This is cyberpunk. *Bruce Sterling, Cyberpunk in the Nineties*

AnthroPunk is a wee bit more positive, though recognising that Sterling's concerns reflect too many people's experiences. We adopted the term in part because it is a lot less boring than the terms we used before, instantiation, ideation and material construction and because it lets us jettison a lot of ideational baggage from the past, while still building on it. But most particularly, we are concerned with a lot of the same themes as cyberpunk: how people will use and abuse the new possibilities stemming from 'information technology', where the translation of idea to 'reality' is much more immediate and where, in a stroke, many of the constraints of the past are diminished.

This site is a product of [Michael Fischer](#), his associates and research students. Every page that is open to the public includes a set of 'social sharing' site links at the bottom (e.g. twitter, mixx, digg, facebook etc.).

Recent Additions

- Sally A. Applin and Michael Fischer: [PolySocial Reality WIKI](#) -- All things PolySocial Reality [polysocialreality.com](#) and [posr.org](#)
- Sally A. Applin and Michael Fischer: [Watching Me, Watching You. \(Process Surveillance and Agency in the Workplace\)](#)] from IEEE ISTAS'13
- Sally A. Applin and Michael Fischer: [PolySocial Reality: Prospects for Extending User Capabilities Beyond Mixed, Dual and Blended Reality](#) PolySocial Reality (PoSR) from IUT'12 LAMDa
- Sally A. Applin and Michael Fischer: [Pervasive Computing in Time and Space](#) pre-print, pre-publication draft from Intelligent Environments (IE'11)
- Sally A. Applin and Michael Fischer: [A Cultural Perspective on Mixed, Dual, and Blended Reality](#) PolySocial Reality (PoSR) from IUT'11 LAMDa
- Sally A. Applin and Michael Fischer: [Meta Making, Culture Making and the 'Making' of Making](#) at Maker Faire 2011, San Mateo, CA
- [Sally A. Applin: Hidden Cyborgs](#)

Resources

- [Papers](#)
- [Quotes](#)
- [OpenPublishing](#) [Slides for ISTAS13](#)

People

Sally - Main site: <http://www.sally.com> • maintains and posts at <http://twitter.com/AnthroPunk>, also <http://www.anthropunk.com/sally>

- [Mike](#)

Topics

- [Alternative Future: Steampowered Privacy](#)
- [Hidden Cyborgs](#)
- [Pirahã Language](#)