

Agonistics: A Language Game
Warren Sack
wsack@media.mit.edu

`Ag`o`nís`tics`, n. The science of athletic combats, or contests in public games. *Webster’s 1913 Dictionary*

**Abstract:** The images and actions used as metaphors by Chantal Mouffe and other theorists of “agonistic democracy” can be instantiated “literally” as interactive, graphical objects and dynamics. This “literal” instantiation will then be an online, computer game that can played by posting messages to a public, online discussion forum.

**Introduction**

Argument is war. In their book *Metaphors We Live By*, George Lakoff and Mark Johnson explain how this is metaphorically true. The language we use to talk about arguments is a language of war. We “attack” our opponents positions and “defend” our own. We “shoot down” opposing arguments. We say that claims are “defensible” or “indefensible.” We talk of “winning” and “losing” arguments. In arguing we have “tactics” and “strategies.” We are “on target” or “off target” in our criticisms. We “gain ground” or “lose ground.” In fact, it is not simply that we talk about arguments like this, this is what we do. Lakoff and Johnson ask us to consider a culture in which arguments are not conceptualized as verbal warfare, but as collaborative dances: participants are not opponents but partners and each counter-move is a balanced, graceful response. That would be a very different world.

Of course the latter is not an alien idea. Philosophers have long distinguished the constructive, cooperative art of conversation (*dialectics*) from verbal combat (*rhetoric*). However, the problem has often been that – when the cool reason of conversation comes in contact with the heated emotion of argumentation – rhetoric melts dialectic and we get a shouting match rather than a reasoned debate. What can be done?

There is an argument about arguments and it has at least two sides. On one side, the advice given is of a moral quality: To allow reason to prevail over rage, calm everyone down. Make everyone follow the rules of calm and reasonable conversation and disallow the shouts and unruly outbursts of the arguing parties. The other side is neither moral nor immoral but opportunistic. This side is usually the one politicians listen to when they are running for office or ruling a state. The other side starts with the assumption that any verbal interaction will eventually become a shouting match so the best preparation is voice training and acting lessons, so that – when the transition to shouting is at hand – one can shout loud enough to make one’s emotional appeal. The former
is the utopian, Enlightenment ideal of reasoned debate, rational politics, democracy and verbal diplomacy; the latter is our world, the world of image, charisma, negative advertising, power politics, and war.

But, if we want deliberative debate, democracy and diplomacy, how do we get from here to there? Political philosophers have been arguing about arguing for a long time. Even though the most of this territory is occupied by the two sides described above, a third “camp” is emerging. (Hmm. There’s that metaphor again!) The third camp tries to break up the fight between the moral conversationalists and the political rhetoricians by attempting to get everyone off the battlefield and to reconsider the shape and forms of the field of engagement. Lakoff and Johnson do this by making us examine the language we use to describe what we are doing when we argue. Political theorists like Chantal Mouffe provide us with alternatives by pointing out that – even if argument is war – war is just one form (although a deadly form) of contest between adversaries. Mouffe’s alternative to a utopic, moral, deliberative democracy is – what she calls – an agonistic pluralism where agon is understood as the ancient Greek term denoting “A public celebration of games; a contest for the prize at those games; or, a verbal contest or dispute between two characters in a Greek play” (OED).

Political theorists, like Mouffe, interested in the democratic potential of agonistic contests, oftentimes recast deliberative discussion as a language game -- in the sense invented by Ludwig Wittgenstein. Moreover, this reimagining of politics leans heavily on Friedrich Nietzsche’s understanding of agonistics and ancient Greek philosophy. A close look at the writings of this set of political theorists (which must also include Jean-Francois Lyotard, Michel Foucault, Gilles Deleuze, and Bruno Latour) rewards one with the following insight: just as Lakoff and Johnson show how everyday thinking about arguments draws on a set of metaphorical images and actions, so do these theorists assume a different set of metaphorical images and actions to describe verbal contests – specifically, game like images and actions. Neither are these images and actions the moral frameworks of, for example, Jurgen Habermas and other moralists hoping for perfect conditions for communicative interaction. Nor, are these images and actions the violent ones implied by the commonsense metaphor “argument is war.”

What then are these images and actions? Two sorts of evidence can be gathered from a close reading of these theorists. One sort of evidence is articulated in the form of broad outlines or “sketches” for envisioning such a game. Chantal Mouffe provides an example of such a “sketch” in her article entitled Deliberative Democracy or Agonistic Pluralism?: “pluralist politics should be envisaged as a ‘mixed-game,’ i.e., in part collaborative and in part conflictual and not as a wholly co-operative game as most liberal pluralists would have it.” More specific, detailed, “diagrammatic” evidence comes from theorists who provide us with, what Gilles Deleuze calls, “thought images.” One such influential thought images is that coined by Deleuze and Guattari to describe non-hierarchical forms of knowledge and power; i.e., the rhizome. As
demonstrated by online forums, like rhizome.org, such a thought image can influence an extensive information architecture. However, even more substantial than these verbal descriptions are the graphically rendered diagrams that are sometimes ventured by theorists like Bruno Latour in his book Science in Action, a Nietzschean look at the agonistic dynamics of presumably democratic, scientific debate and controversy. Mouffe, Deleuze, Latour and others have provided us with a reimagining of democratic debate as a contest to link, unlink, build and dissolve networks of people and things.

Specifications

Game Play: Using any email program, players will be able to post to one or more online, public discussions (e.g., Usenet newsgroups, weblogs and/or Yahoo groups). The proposed system will translate players’ posts into a graphical display. Depending upon the content of the message written by the player, a player will be assigned a position on several two dimensional “fields.” One field will be accessible for each theme discussed by the player in the posted message. Given a theme of discussion, the player’s position will be displayed in relation to the other player-posters’ positions regarding the topic. Each player’s position is computed given the words used by the player to describe a theme. Thus, players who describe or discuss a topic using similar terms will be grouped together in the graphically displayed “field.” A clustering algorithm will be employed to recompute everyone’s position after each new message is posted to the discussion. To move oneself nearer to or farther away from certain other players, one will need to write and post a message to the group articulating a specific opinion about a theme of discussion. A spectator or player will be able to see the “game” develop by watching a webpage displaying the constantly updated positions of the players. Players will have the option of representing themselves with a small photo or graphic. These graphics or photos will move when the players’ positions move.

Technical Details: Many of the technical details for this proposed system have been implemented in Java or Perl code for the purposes of my previous work, specifically for the Conversation Map. See this URL for details regarding the analysis of electronic messages, the computation of themes of discussion, and their automatic translation into graphical, network diagrams (social and semantic networks): www.sims.berkeley.edu/~sack/cm. In some ways the current proposed work is a simplification of the Conversation Map: rather than an analysis of social and semantic networks, the current system will compute a combined sociolinguistic result in the form of clusters of players arranged according to their respective opinions about the themes of discussions. In other ways, this work proposes an extension to the Conversation Map: while the Conversation Map is a “batch” system that computes one map at a time, the
Agonistics system will interactively recompute the “fields” of players after each new post to the discussion.

**Timeline**

**June:** Define a simple points-on-a-field-of-color graphical interface.

**July:** Identify and experiment with several different ways of clustering players and measuring distance between players’ positions. Standard algorithms for clustering and well known distance measures from the literature of information retrieval will be employed.

**August-September:** Beta-test and tune the system by analyzing a variety of existing, online public newsgroups and/or weblogs. Implement more sophisticated graphical interface that allows players more choice in how they are graphically represented. Gather and respond to poster-player feedback.

**October:** Release final system. Make source code available for download.

**Budget**

This project does not require the purchase of new equipment and entails only tasks that I can complete by myself. Consequently, the only budget item I have is my fee: $2000.

**Curriculum Vitae**

My CV can be found on the following pages.
EMPLOYMENT

2002-present  Assistant Professor, University of California, Santa Cruz
                Film and Digital Media Department

2000-2002  Assistant Professor, University of California, Berkeley
            School of Information Management and Systems

2000  Research Scientist, MIT Media Laboratory

1995-2000  Research Collaborator, MIT Center for Advanced Visual Studies
            Interrogative Design Group

1992-2000  Research Assistant, MIT Media Laboratory


1988-1989  Visiting Researcher, University of Paris VIII (St. Denis)
            Artificial Intelligence Laboratory, Department of Computer Science

1985-1988  Research Assistant, Yale University,
            Artificial Intelligence Laboratory, Department of Computer Science

EDUCATION

2000  Ph.D., Media Arts and Sciences, Media Laboratory, School of Architecture and Planning
      Massachusetts Institute of Technology

1994  S.M., Media Arts and Sciences, Media Laboratory, School of Architecture and Planning
      Massachusetts Institute of Technology

      Yale College

PROFESSIONAL COMPETENCE AND ACTIVITY

Honors and Awards

2002  Emerging Artists/Emerging Medium 3: Net-Art Commission awarded by the Walker Art Center
      and the Jerome Foundation; with Sawad Brooks, *Translation Map*

2002  Artist Residency, Arts Technology Center, University of New Mexico, Albuquerque, NM,
      National Endowment for the Arts and Rockefeller Foundation sponsored residency program:
      *Cultural Practice/Virtual Style: Creating an Arts Environment in High Performance Computing*,
      July 1-August 1 2002, Danae Falliers, Edward Angel and Thomas Caudell

2000  Artist Residency, Arts Alliance, San Francisco, Jason Lewis (director), *Code Zebra Residency*,
      November 25-December 9, 2001, Sara Diamond (organizer)

1997-1998  Interval Fellowship awarded by Interval Research Corporation and the MIT Media Laboratory
1994-1995  AT&T Media Laboratory Fellowship awarded by AT&T and the MIT Media Laboratory
1992-1993  Fulbright Grant awarded by the J. William Fulbright Foreign Scholarship Board and the Netherlands America Commission for Educational Exchange (declined)
1988-1989  Chateaubriand Scholarship for the Exact Sciences, Engineering and Medicine awarded by the French Embassy to the United States

Grants

2003  Research Cluster Funding, Center for Cultural Studies, UC Santa Cruz, Hybrid Media Research Cluster
2003  Research Grant, Digital Arts/New Media Research Cluster, UC Santa Cruz, Support for Undergraduate Research Assistantships in the Discourse Architecture Research Group
2003  with Alice Yang-Murray and Alan Cristy, Academic Senate Committee on Research (COR) Faculty Research Grant, UC Santa Cruz, Memory Sites of World War II in the Pacific
2002  Academic Senate COR Faculty Research Grant, UC Santa Cruz, Street Stories: Eliciting, Archiving, and Sequencing Geographically-based Community Stories
2002  Academic Senate COR Faculty Research Enabling Grant
2001-2002 Undergraduate Research Apprentice Program, UC Berkeley
2001  Academic Senate COR Junior Faculty Research Grant, UC Berkeley, Street Stories: Network Technologies for Community Stories
2001  Academic Senate COR Travel Grant, UC Berkeley
2000  Academic Senate COR Junior Faculty Mentor Grant, UC Berkeley
2000  Academic Senate COR UC intercampus travel grant, UC Berkeley
CREATIVE ACTIVITIES AND WRITINGS

Group Exhibitions

2005  “Conversation Map,” to be shown in Making Things Public: A Parliament of Parliaments: How to Overcome the Crisis of Representation, Center for Art and Media (ZKM), Karlsruhe, Germany, (Bruno Latour and Peter Weibel, curators), January 2005

2004  “Translation Map” with Sawad Brooks in Translocations/When Latitudes Become Forms, Contemporary Arts Museum Houston, Houston, Texas: July 17-September 19, 2004

2003  “Translation Map” with Sawad Brooks in Translocations/When Latitudes Become Forms, Walker Art Center, Minneapolis, MN, (Steve Dietz, curator) February 6 - May, 2003
http://translationmap.walkerart.org

“Translation Map” with Sawad Brooks in Translocations/When Latitudes Become Forms, Fondazione Sandretto Rebaudengo Per L'Arte, Torino, Italy: June 1-September 14, 2003

2002  “Conversation Map” in Net.Narrative an online exhibition at SF Camerawork, San Francisco, CA, from September 24, 2002 (Marisa S. Olson, curator)
http://www.sfcamerawork.org/netnarrative.html

2001  “Conversation Map,” at ACM1: Beyond Cyberspace, San Jose Convention Center, San Jose, CA, March 10-13, 2001 (http://www.acm.org/exposition)

2001  “Conversation Map,” at the White Box Gallery launch of artbrain.org and at the website (Warren Neidich, editor and Nathalie Angles, curator), Brooklyn, NY, May 31, 2001 (http://www.artbrain.org)

Articles and Reviews in Professional Journals


1999  “Pia Lindman’s Sauna Installation at the Massachusetts Institute of Technology,” in Thresholds 19 (Spring 1999): 91.


Encyclopedia Entry

Refereed and Published Conference Papers


1999  “Stories and Social Networks” in the Proceedings of the Workshop on Narrative Intelligence, Cape Cod, MA: American Association of Artificial Intelligence, November 1999; reprinted in Narrative Intelligence, Phoebe Sengers and Michael Mateas, Editors (Amsterdam: John Benjamins, 2002).


Chapters in Books


2003  "On-Line Language Games," in Papers, Katie Holten, Editor (Limited Edition for the 50th Venice Biennale (Ireland), Venice, Italy, November 2003). Note: Katie Holten was Ireland's artist-representative at the 50th Venice Biennale and the edited Papers is her art piece for the Biennale.


Patent


Reviews, Interviews and Exhibition Catalogs


forthcoming  Gunalan Nadarajan (artist, curator and Dean of the Faculty of Visual Arts at the LASALLE-SIA College of the Arts in Singapore), "Translation Map," commissioned online catalog essay for Walker Art Center show *Translocations* (forthcoming)

2003  Gerrit Gohlke, "Cybermapping," *European Photography*, Number 72, Winter 2002/2003; article on mapping cyberspaces including full page image of the "Conversation Map"


forthcoming  Jon Ippolito (associate curator of new media, Guggenheim Museum of Art, New York) and Joline Blais, *The Edge of Art* (London: Thames & Hudson, forthcoming); images and discussion of the "Conversation Map"


Fall 2001  KQED Radio in San Francisco, "The Forum" with Angie Coiro. Topic: "Internet community," and how it has - or has not-changed concepts of community and communication. Guests: Craig Newmark, Founder of Craig's List; Howard Rheingold, author of "The Virtual Community"; Warren Sack, UC Berkeley; Gail Williams, Director of Communities for Table Talk and the Well at Salon


UNIVERSITY SERVICE

DEPARTMENT SERVICE

Committee

2003-present Member of the Committee on Computer Laboratory Design, Film & Digital Media Department, UC Santa Cruz

2002-2003 Search Committee member for Digital Media Specialist, Film & Digital Media Department, UC Santa Cruz

Other

2004 Participant in search for one tenure-track hire in the Film & Digital Media Department, UC Santa Cruz

2003 Participant in search for two tenure-track hires in the Film & Digital Media Department, UC Santa Cruz

DIVISION SERVICE

Committee

2002 Master’s of Information Management and Systems Curriculum Review Committee
UC Berkeley, School of Information Management and Systems

Other

2002-2003 Participant in the planning of a building for the proposed, Digital Arts/New Media Building
UC Santa Cruz, Division of the Arts

2001-2002 Supporting member of the Ph.D. Admissions Committee
UC Berkeley, School of Information Management and Systems,

2001-2002 Supporting member of Faculty Search Committee
UC Berkeley, School of Information Management and Systems,

ACADEMIC SENATE SERVICE

Senate Committee

2003-2004 Committee on Communication and Information Technology
UC Santa Cruz

OTHER UNIVERSITY SERVICE

2003-present Affiliated faculty member, UC Digital Arts Research Network (UCDARNet)
University of California, Multi-Campus Research Group

2002-present Affiliated faculty member, Digital Arts/New Media Graduate Program Proposal
UC Santa Cruz
2001-present  Affiliated faculty member Digital Cultures Project  
University of California, Multi-Campus Research Unit

2002  Affiliated faculty member of the Art Technology and Culture Group  
UC Berkeley

2001-2002  Member of the organizing committee, Berkeley Institute of Design (BID) (John Canny, Chair)  
UC Berkeley

2002  Member of the organizing committee, New Media Working Group (Linda Williams, Chair)  
UC Berkeley

2001  Author and organizer of the proposal “Response to Tidal Wave II: Proposal to the Vice Provost, Phase II: New Programs: MEDIA ARTS AND SCIENCES PROGRAM”  
UC Berkeley

2001-2002  Affiliated faculty member of the Center for Design Visualization, College of Environmental Design, UC Berkeley

2000-2002  Affiliated faculty member of the Human-Centered Computing Research Consortium, Computer Science Division, UC Berkeley

OUTSIDE PROFESSIONAL ACTIVITIES

Papers Presented at Professional Meetings


1997  "On-Line Language Games" presented at the panel Cyberspace: Trojan Horse or Roman Holiday?, Andrea Feeser and Jon Winet (organizers), College Art Association (CAA97), New York, New York, February, 1997.


Invited Lecture or Forum Participation

2004  Invited Lecture, “SimSocrates,” to be presented at the Workshop on Simulation and Other Re-enactments: Modeling the Unseen, Banff New Media Institute, Banff, Canada, April 29, 2004, Sara Diamond

Invited Lecture, “Discourse Architecture,” to be presented at the Critical Praxis for the Emerging Culture Symposium, School of Art and School of Architecture, Washington University, St. Louis, MO, April 16, 2004, Sung Ho Kim, Cynthia Weese


2003

Invited Lecture, "Discourse Architecture and Very Large-Scale Conversation," presented at UC Santa Cruz, Computer Science Department Colloquium, May 7, 2003, invited by Jane Wilhelms


Forum Participant, presented "Translation Map" at the Digital Intermediaries Symposium, UC Santa Cruz, David Crane (organizer), March 8, 2003

2002
Invited Lecture, “Discourse Architecture,” presented at Brown University, Modern Cultures and Media Department, December 9, 2002, Sawad Brooks and Michael Silverman

Invited Lecture, “Discourse Architecture,” presented at the Yale University, Department of Mechanical Engineering, December 5, 2002, Natalie Jeremijenko and Wei Tong


Invited Lecture, “What does a very large-scale conversation look like?” presented at Princeton University, GWA Faculty Group, November 14, 2002, Paul DiMaggio and David Dobkin

Invited Lecture, with Sawad Brooks, "Translation Map," presented at the University of New Mexico, Albuquerque, Art Technology Center, November 1, 2002, Danae Falliers and Edward Angel

Invited Lecture, “Discourse Architectures,” presented at the University of Minnesota Design Institute, Seven Pines Workshop, September 21, 2002, Jan Abrams


Invited Lecture, "From Chronopoly to Chronocracy" presented at Radical Time 2002, Art Department, UC Los Angeles, January 19, 2002, Cletus Dalglish-Schommer


Panel Moderator, "High Tech with a Heart: IT Consulting and Training with Nonprofits,” Panelists: Amy Luckey, Director of Special Projects, TechRocks; Marlon Mendietta, Technology Center Manager, Arribas Juntos; Dinesh Mistry, Senior Program Manager, Consulting, CompuMentor; Joni Podolsky, Program Director, Wired for Good, Center for Excellence in Non-Profits; and, Erick Recinos-Rosas, Technology Consultant, CompuMentor. Organized by Sarah Dunham of the UC Berkeley, Career Center, April, 10, 2001.


Invited Lecture, “Discourse Diagrams,” presented at the Living Architectures Program at the Banff New Media Institute, Banff, Canada, September 23, 2000, Sara Diamond.


Invited Lecture, “Visualizations for Very Large-Scale Conversations,” presented at the IBM Almaden Research Center, San Jose, CA, April 18, 2000, Jim Spohrer

Invited Lecture, “Visualizations for Very Large-Scale Conversations,” presented at Xerox PARC, Palo Alto, CA, April 13, 2000, Mark Stefik


2000


Invited Lecture, “Visualizations for Very Large-Scale Conversations,” presented at the Department of Computer Science, Harvard University, February 23, 2000, Marti Hearst

Invited Lecture, “Design for Very Large-Scale Conversations,” presented at the School of Information Management and Systems, University of California, Berkeley, February 8, 2000, Hal Varian


Invited Lecture, “Design for Very Large-Scale Conversations,” presented at Department of Design and Media Art, University of California, Los Angeles, CA, January 19, 2000, Victoria Vesna

1998

Invited Lecture, “(Art)ificial Intelligence,” presented at the Issues in Digital Media Art Lecture Series, Department of Art, University of California, Santa Cruz, CA, May 26, 1998, Sharon Daniel

1996

Invited Lecture, “Software Agents or Digital Prostheses: Tired or Wired?,” presented for the PLATO Lecture Series, Society and the Internet, Evergreen State College, Olympia, WA, March 5, 1996, Sarah Williams

Invited Studio Reviews and Course Lectures

Winter 2004 Guest Lecturer/Invited Critic, Graduate Studio in Digital Art, Staatliche Hochschule für Gestaltung im Zentrum für Kunst und Medientechnologie (ZKM), Karlsruhe, Germany, Professor Michael Saup

Fall 2003 Guest Lecturer, Description de controverses et stage d’exécution, Ecole des Mines de Paris (ENSMP), Professor Bruno Latour (instructor)

Spring 2003 Invited Critic, Multimedia Information Systems, Graduate Course, School of Information Management and Systems, UC Berkeley, Professor Marc Davis (instructor)

Fall 2002 Invited Reviewer (midterm and final reviews), Topics in Architecture and Information, Graduate Studio, School of Architecture, Princeton University, Professor Laura Kurgan (instructor)

Spring 2002 Invited Reviewer, Experience and Interface Design for Engineers, Undergraduate Course, Department of IEOR, UC Berkeley, Professor Ken Goldberg (instructor)

Fall 2001 Invited Reviewer, Computer Graphics and Animation, Undergraduate Studio, Department of Art Practice, UC Berkeley, Professor Greg Niemeyer (instructor)
Spring 2000  Invited Critic, *Interrogative Design Studio*, Graduate Studio, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko and Professor Edith Ackermann (instructors)

Winter 2000  Juror, *M.Arch. Thesis Reviews*, Southern California Institute of Architecture (Sci-Arc), Professor Tarek Naga (coordinator) and Professor Karl S. Chu (instructor)

Fall 1999  Invited Critic, *Advanced Design Studio*, Graduate Studio, Graduate School of Architecture, Planning, and Preservation, Columbia University, Professor Karl S. Chu (instructor)

Fall 1999  Invited Critic, *Interrogative Design Studio*, Graduate Studio, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko and Professor Edith Ackermann (instructors)

Fall 1999  Invited Presenter, *Tangible Media and Information Environments*, Graduate Studio, Yale University, Department of Architecture, Professor Natalie Jeremijenko and Sawad Brooks (instructors)

Fall 1999  Guest Lecturer, *Introduction to Media Studies*, Graduate and Undergraduate Course, MIT Comparative Media Studies Program, Professor Henry Jenkins (instructor)

Fall 1999  Invited Presenter and Critic, *Computer Seminar: Re-Representing the Object*, Graduate Studio, Rhode Island School of Design (RISD), Department of Architecture, Sung Ho Kim (instructor)

Spring 1999  Invited Critic, *Interrogative Design Studio*, Graduate Studio, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko and Professor Edith Ackermann (instructors)

Spring 1999  Invited Critic, *Graduate and Undergraduate Projects*, Digital Media Center for the Arts, Yale University, Professor Natalie Jeremijenko and Professor Carol Scully

Fall 1998  Guest Lecturer, *Media History and Theory*, Undergraduate Course, University of California, Santa Cruz, Department of Art History, Professor Catherine Soussloff (instructor)

Fall 1997  Invited Presenter, *Computer Art*, Undergraduate Studio, University of California, Santa Cruz, Department of Art, Professor Sharon Daniel (instructor)

Spring 1997  Invited Critic, *Nomadic Design Studio*, Graduate Studio, MIT Department of Architecture, Professor Krzysztof Wodiczko and Professor Wellington Reiter (instructors)

Spring 1996  Invited Critic, *Architectural Design Studio*, Undergraduate Studio, MIT Department of Architecture, Professor Wellington Reiter (instructor)

Spring 1996  Invited Critic, *Interrogative Design Workshop*, Graduate Workshop, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko (instructor)

Fall 1995  Invited Critic, *Tactical Design Workshop*, Graduate Workshop, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko (instructor)

**Journal, Conference, Fellowship and Grant Review**

2003 Proposal Reviewer for the National Science Foundation, Societal Dimensions of Engineering, Science, and Technology Program

2003 Reviewer for the journal of Information Visualization (Palgrave Publishers)


2002 Reviewer for The Internet Encyclopedia (John Wiley and Sons)

2001 Reviewer for the journal of Human-Computer Interaction (Lawrence Erlbaum Associates)

2001 Proposal Reviewer for the National Science Foundation, Societal Dimensions of Engineering, Science, and Technology Program

2001 Book Proposal Reviewer for Computer Science and New Media (MIT Press)

2000-2001 Reviewer for the journal Information and Society (Taylor and Francis)

2001 Reviewer for the journal Sociological Perspectives (University of California Press)

2001 Committee member for award of the Ph.D. fellowship in documentation studies at the University of Tromsoe (Komite for stipendiastilling i dokumentasjonsvitenskap, Universitetet i Tromsoe; reviewed theses and other materials in Norwegian).


2000 Reviewer for the journal Discourse and Society (Sage Publications)

1998 Reviewer for the International Conference on Computers and Education held in Beijing, China, 14-17 October 1998

1997 Reviewer for the 8th World Conference on Artificial Intelligence and Education: Knowledge and Media in Learning Systems held in Kobe, Japan, 18-22 August, 1997.

1995 Reviewer for the 7th World Conference on Artificial Intelligence and Education held in Washington, D.C., August 12-15, 1995.

1994 Program committee member for the East-West Conference on Multimedia, Hypermedia, and Virtual Reality held in Moscow, Russia, September 14-16, 1994.

1992-1997 Reviewer for the International Journal of Artificial Intelligence in Education
Professional Service


Professional Consulting

2001-2002 Sun Microsystems, Menlo Park, CA
2001 French Ministry of Research and Education, Paris, France

TEACHING

other committee members: Peter Lyman, co-chair (UCB), Annalee Saxenian (UCB), John Canny (UCB), Victoria Bellotti (PARC)
current position: Research Scientist, PARC (Palo Alto Research Center, formerly Xerox PARC), Palo Alto, CA

Ph.D. dissertation committee 2001-2002 Benjamin Gross, visiting scholar at School of Information Management & Systems, UCB and doctoral candidate at the Graduate School of Library and Information Science (GSLIS) at the University of Illinois Urbana-Champaign (UIUC) (with Professors Les Gasser (UIUC), Geoffrey Bowker (UCSD))

Ph.D. Qualifying Examination Committee 2002 James Lin, Computer Science Division, UC Berkeley (with Professors James Landay, Jennifer Mankoff, and John Canny (UCB))

2001 Adam Janin, Computer Science Division, UC Berkeley (with Research Scientist Nelson Morgan (International Computer Science Institute, Berkeley), and Professors Jerry Feldman (UCB) and Katherine Yelick (UCB))

2001 Mark Bartlett, History of Consciousness Department, UC Santa Cruz (with Professors Donna Haraway (UCSC), David Hoy (UCSC), and Mark Franko (UCSC))

Master's project director 2002 Marie-Louise Cremer, Dhea Maloney, Mary Thomson: "Mnemosyne", School of Information Management and Systems, UC Berkeley (May 2002)

2002 James Reffell, Moryma Aydelott, Jean-Anne Fitzpatrick; "Breaking Story," School of Information Management and Systems, UC Berkeley (May 2002)


2001  Cameron Marlow, MIT Media Laboratory, “A Language-Based Approach to Categorical Analysis” (with Director Walter Bender (MIT) and Professor Brian Smith (MIT)) (May 2001)

Faculty advisor  2001-2002  Faculty advisor for The Sandbox, a student-run, experimental computer research laboratory at the School of Information Management and System, UC Berkeley (http://www.sims.berkeley.edu/about/news/sims_community/sandbox.html)

2000-2002  Faculty advisor for first year graduate students, School of Information Management and System, UC Berkeley

1995-1996  Co-advisor for twelve First-Year Undergraduates, MIT (with Professor Krzysztof Wodiczko)

COURSES

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<td>Ethical Media Art (with Krzysztof Wodiczko)</td>
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