



INSTITUTIONEN FÖR KULTURVETENSKAPER

MEK500 Medier, estetik och kulturellt entreprenörskap: termin 5, 30 högskolepoäng

Media, Aesthetics, and Cultural Entrepreneurship: semester 5, 30 credits

Grundnivå / First Cycle

Litteraturlista för MEK500, gällande från och med höstterminen 2023

Litteraturlistan är fastställd av Institutionen för kulturvetenskaper 2023-06-01 att gälla från och med 2023-08-28.

Se bilaga.



KURSLITERATURLISTA
MEK300
HT23

MEK500, 30hp.

Delkurs 1: Vetenskapsteori, 10hp.

Delkursansvarig: Andreas Nordin

Preliminär lista, kan korrigeras av berörd lärare

Acerbi, Alberto, (2023) 'Digital Culture', in Jamshid J. Tehrani, Jeremy Kendal, and Rachel Kendal (eds), *The Oxford Handbook of Cultural Evolution* <https://doi.org/10.1093/oxfordhb/9780198869252.013.41>,

Boyer, Pascal (2011): From Studious Irrelevancy to Consilient Knowledge: Modes Of Scholarship and Cultural Anthropology. I *Creating Consilience Evolution, Cognitive Science, and the Humanities*, Red Edward Slingerland och Mark Collard. Oxford University Press. Sid: 113-129 (16 s). Finns som fil på Canvas.

[Brandy N. Frazier](#); [Susan A. Gelman](#); [Alice Wilson](#) and [Bruce M. Hood](#) (2009): [Picasso Paintings, Moon Rocks, and Hand-Written Beatles Lyrics: Adults' Evaluations of Authentic Objects](#). *Journal of Cognition and Culture* 9, 14 (14 sid). Finns som fil på Canvas.

D'Andrade, Roy (1995): Moral Models in Anthropology. *Current Anthropology*, vol. 36, No 3 (Jun 1995) pp 399-408 (9 s.) <http://www.unl.edu/rhames/courses/current/dandrade.pdf>

Dutton, Dennis (2010). *The Art Instinct: Beauty, Pleasure, & Human Evolution*. Bloomsbury Publishing PLC. (282 sid).

Hansson, Bengt (2012) *Skapa vetande* Lund: Studentlitteratur. Sid 137-226 (90 sid)

Jucker, Jean-Luc and Justin L. Barrett (2011). Cognitive Constraints on the Visual Arts: An Empirical Study of the Role of Perceived Intentions in Appreciation Judgements. *Journal of Cognition and Culture* 11, 115-136. Finns som fil på Canvas.

Kristofferson, Sara. (2022) *Hela Havet Stormar – Fallstudie Inifrån En Myndighet*. Volante, Stockholm .

Mercier, Hugo. (2020). *Not Born Yesterday: The Science of Who We Trust and What We Believe*. Princeton, University Press, Princeton.

Miton, H., Sperber, D. and Hernik, M. (2020) "A Forward Bias in Human Profile-Oriented Portraits," *Cognitive science*, 44(6), pp. e12866-n/a. DOI: 10.1111/cogs.12866

Newman, Georg. & Bloom, Paul. (2012). [Art and authenticity: The importance of origins in judgments of value](#). *Journal of Experimental Psychology: General*, 141, 558-569. (11 sid.) Finns som fil på Canvas.

Slingerland, Edward (2008 [2011]). *What Science offers the Humanities*. Cambridge University Press. Valda avsnitt. Preliminärt sid 1-217 (217 sid).

Sperber, Dan och Hirschfeld, Lawrence A. (2004) The cognitive foundations of cultural stability and diversity. *Trends in Cognitive Sciences* Vol.8 No.1: 40-46 (6 sid.) Finns som fil på Canvas.

Delkurs 2: Vetenskapliga metoder, 10 hp.

Delkursansvarig: Andreas Nordin

Preliminär lista, kan korrigeras av berörd lärare

Acerbi, A. (2016) "A cultural evolution approach to digital media," *Frontiers in human neuroscience*, 10, pp. 1–12.

Acirbi, Alberto (2020). *Cultural Evolution in the digital age* Oxford University Press, pp. 1-220 (220 s.)

Kress, Gunther. (2010) *Multimodality: A social semiotic approach to contemporary Communication*. Routledge. Valda delar, meddelas (1-212).

Rose, Gillian. (2016) *Visual Methodologies. An Introduction to Researching with Visual Materials* 4th ed, Valda avsnitt, kap 1-15, p. 1-377, (377 s).

Pertierra, Anna Cristina. (2017) *Media Anthropology for the Digital Age*. Polity Press. Pp 1-200 (200s.)

Frivillig litteratur delkurs 2

Henrich, J.P. (2017) *The secret of our success : how culture is driving human evolution, domesticating our species, and making us smarter*. Princeton.

Parikka, Jussi, (2012). *What is Media Archaeology?*, Cambridge, Polity.

Shifman, Limor. (2014). *Memes in Digital Culture*. Cambridge, Mass., MIT Press, "Introduction," "When Memes Go Digital," "Defining Internet Memes," and "Memes versus Virals," 1-8, 17-36, 37-54, 55-64. (55 s.)

Delkurs 3: Projektarbete: Vetenskaplig gestaltning, 5hp.

Delkursansvarig: Andreas Nordin

Se delkurs 4

Delkurs 4: Vetenskaplig gestaltning, 5hp.

Delkursansvarig: Andreas Nordin

Levent, Nina & Pascual-Leone, Alvaro (eds), *The Multisensory Museum: Cross-Disciplinary Perspectives on Touch, Sound, Smell, Memory, and Space*. Rowman & Littlefield: California 2014. Finns som fulltext via UB.

Rose, Gillian. *Visual Methodologies. An Introduction to Researching with Visual Materials* 4th ed, SAGE 2016. Valda avsnitt, kap 1-15, p. 1-377, (377 s).

Facklitteratur AI 2023:

Obs! listan kan korrigeras av berörd lärare, se aktuell kursmodul på canvas för aktuella mediaklipp, poddar och program.

Nick Bostrom (2020) *Superintelligens : vägar, faror, strategier.*

Ulf Danielsson: *Världen själv* (2020)

Naik, N. et al. (2022) "Legal and Ethical Consideration in Artificial Intelligence in Healthcare: Who Takes Responsibility?," *Frontiers in surgery*, 9, p. 862322.

Harari, Y.N. and Retzlaff, J. (2017) *Homo deus : en kort historik över morgondagen.*

Stuart Russell (2019): *Human Compatible: Artificial Intelligence and the Problem of Control*

Russell, S., & Norvig, P. (2016). *Artificial intelligence : A modern approach* (Third ed., Prentice Hall Series in Artificial Intelligence).

Peter Siljerud: *AI för offentlig sektor* (2023)

Max Tegmark (2018) *Liv 3.0 : Att vara människa i den artificiella intelligensens tid .*

Turkle, S. (1984) *The second self : computers and the human spirit.*

AI & Konst:

Zylinska, Joanna (2020) *AI Art: Machine visions and Warped Dreams.* London Open Humanities Press. (Open access)

Savannah, G.A. (2022) *Art, AI and culture, I'm Press'd*

Wasielewski, Amanda (2023) *Computational Formalism: Art History and Machine Learning.* MIT Press

Skönlitteratur:

Mary Shelley (1818) *Frankensteins monster*

William Gibson (1984) *Neuromancer*

Kazuo Ishiguro (2021) *Klara och solen*