



SEMINARIESCHEMA HT 2017

Sahlinpedia: Digital Archives for Cultural Heritage

Anna Foka, fil. dr. i informationsteknologi, första forskningsassistent vid HUMlab, Umeå universitet

7 september, kl. 15.00–17.00, sal D311

Carl Sahlin's historical collection at the Swedish Museum of Science and Technology, contains about 1800 archive capsules of mining history. The material ranges from the 1100s to the 1930s. Archive capsules are filled with press clippings, financial documents, correspondence, travel books, contracts, articles, maps, literature, stamp books, even interviews with neat notes by Carl Sahlin himself – including his own archive list which includes over 250 pages. This talk is a narrative of the paths we followed in digitizing Sahlin's archive. Preliminary conclusions emphasize the importance of interoperability of platforms and a strong citizen science ethic, as well as a thorough discussion on infrastructural tensions and the importance of social media in communicating cultural heritage.

Experience Machines

Stefano Gualeni, M.Sc. i arkitektur, fil. mag. i konst, fil. dr. vid Institute of Digital Games, University of Malta

23 november kl 15.00–17.00, sal E322

'The Experience Machine' is a thought experiment that was proposed in the seventies by American philosopher Robert Nozick. To quickly summarize Nozick's thought-provoking exercise, he hypothesized the existence of a device capable of feeding a human brain with experiences that are indistinguishable from those we develop in our everyday life. 'The Experience Machine' challenges us to envision having access to a device that could indefinitely supplant our everyday lifeworld with a virtual one designed to maximize our pleasure and satisfaction. By presenting us with the possibility of an experience machine, Nozick invited reflections on whether the way we live our lives is solely driven by the pleasure principle or if there is something else that we value other than how we feel 'from the inside'. If such a machine existed, he asked, would you plug in for life?

Problematizing and supplementing some of the interrogatives raised by 'The Experience Machine', Dr. Gualeni proposes a philosophical reflection on human experiences in the upcoming age of their 'technical reproducibility'. The contents of this talk are part of an edited volume titled 'EXPERIENCE MACHINES: The Philosophy of Virtual Worlds' (Rowman and Littlefield International, 2017).