Emerging Configurations of the Virtual and the Material A Workshop to Consider the Intellectual Frontiers of Information Research March 2011, Chicago Geoffrey C. Bowker, Ronald L. Larsen, Richard J. Cox, Martin B. H. Weiss

The Following is the introductory text describing the motivations for a workshop held earlier this year to explore the foundational research directions open to iSchools. The graphic figures that follow are what was generated in real time during the workshop. A full report is in process and will be available circa February 2012.

## INTRODUCTION

"A fundamental reinterpretation of the nature of information and of its organizational implications and requisite expertise for the academic library in the next 10 years is essential" (Charles J. Henry, President, Council on Library and Information Resources (CLIR), <u>http://www.clir.org/pubs/issues/index.html#enrich</u>)

"Information Schools ('iSchools') address the complex relationships between information, technology, and people. This is characterized by a commitment to learning and understanding the role of information in human endeavors. The iSchools take it as given that expertise in all forms of information is required for progress in science, business, education, and culture. This expertise must include understanding of the uses and users of information, as well as information technologies and their applications."<sup>1</sup>

When new academic fields emerge, there is often a disconnect between the supply and demand of available intellectual resources – for example 'bioinformatics' emerged as an interdiscipline in its own right only several years after a need arose for biologists who could tackle the increasingly complex and sophisticated issues regarding the management and use of voluminous data resulting from mapping the human genome. This experience has been replicated in varying forms in other scientific disciplines, as well as in the humanities, signaling the emergence of a need for transdisciplinary<sup>2</sup> research that extends and ultimately transforms traditional research directions in the study of information Researchers have responded to specific instantiations of these challenges, but we now see the need and opportunity to consider a broader and clearer articulation of the scope of the issues arising. We propose a research workshop to explore these challenges. There are

<sup>&</sup>lt;sup>1</sup> Larsen, Ronald L. "The iSchools", Encyclopedia of Library and Information Science, Third Edition, Marcia J. Bates and Mary Niles Maack, editors, CRC Press, 2009.

<sup>&</sup>lt;sup>2</sup> Wikipedia: "Transdisciplinarity connotes a research strategy that crosses many disciplinary boundaries to create a holistic approach"

many possible 'cuts' we can take on the emergent information research problematic – we have chosen to explore 'new configurations of the virtual and the material'.

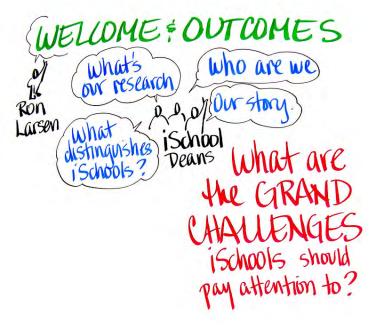
Over the past 250 years, and at an accelerating pace today driven by the relatively recent shift to computationally intensive scientific methodology involving very large information resources, virtual representations of physical spaces, materials, and phenomena have proliferated, in many cases replacing the physical as objects of study. Ugaritic texts are far more easy to read online than physically (lighting conditions in museums being less than optimal); papyri and ancient scrolls can now be read using MRI technology without injurious unrolling; archeological sites can now be examined without inherently destructive attempts to dig and rebuild. In these, and a growing number of other examples, the virtual assumes greater importance and may even seem more concrete than the material. Underlying these examples is the \exploitation of large-scale computation and information that we seek to explore in trandisciplinary terms.

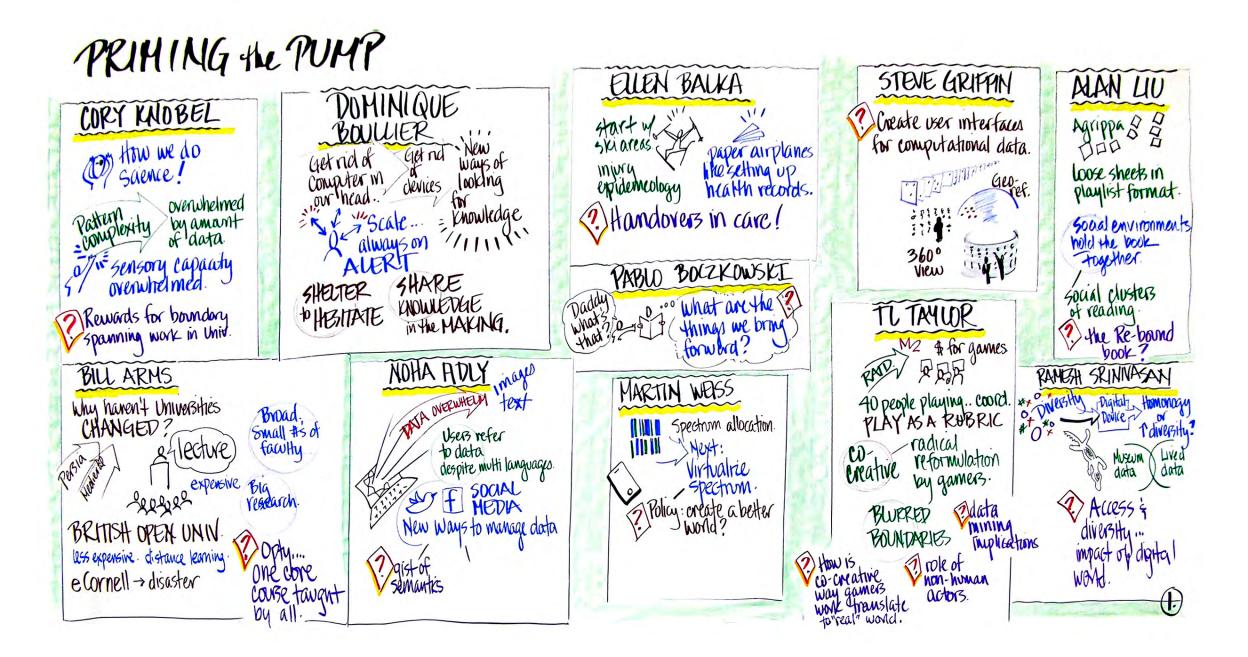
Interestingly, there appears to be a flip side to the growing dominance of the virtual in studying the material. Online (natively virtual) groups are evolving into real (material) communities (consider, for example, the communities of <u>soap opera fans</u> as discussed by Nancy Baym). Three-D printers are increasingly used to express the complexity of digital cartographic maps and architectural designs. One measure of the magnitude of the shift to computation and information-intensive activities is Google's development of huge clusters of <u>servers</u> that draw on Iceland's cold water and geothermal energy. The virtual is insinuating itself into the material and changing it, just as the social geography of the developed world was revolutionized by the laying of electrical lines so that sources of power and manufacture could be decoupled. Finally, new phenomena are occurring such as <u>flash mobs</u> – where the virtual (SMS) and the material (creating new forms of political action) are deeply intertwined.

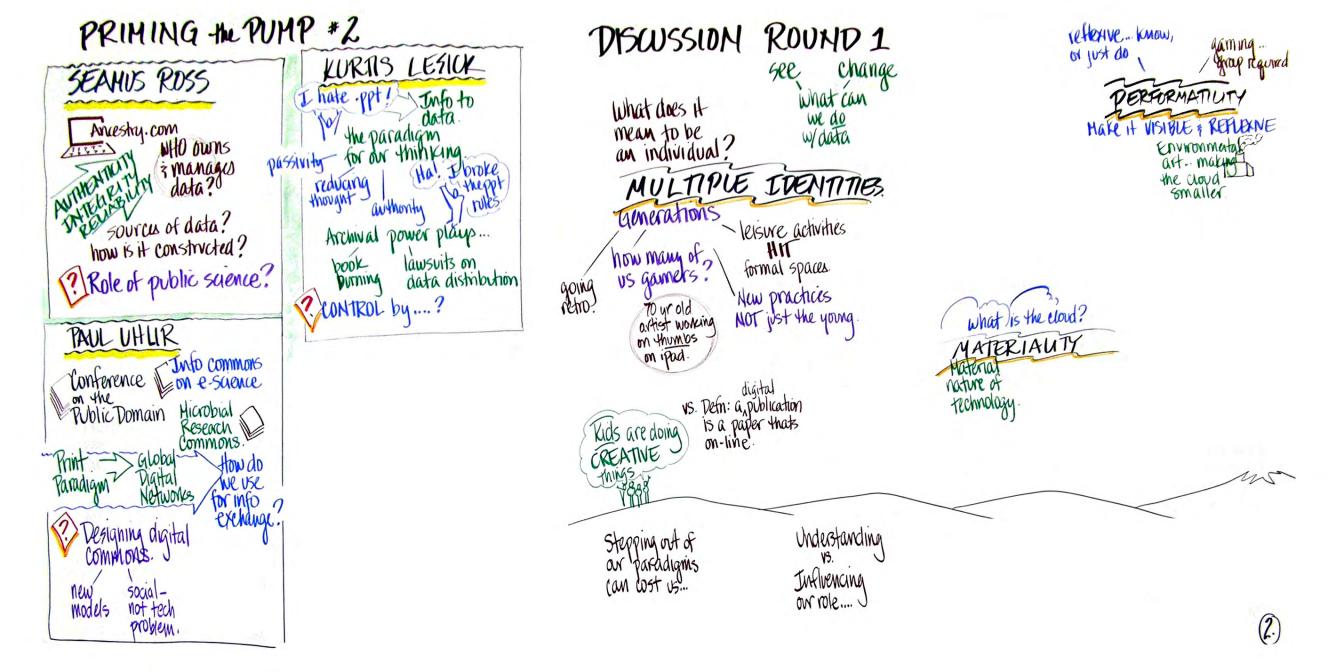
Information researchers from a range of disciplines are discovering the need to examine these phenomena as instances of a larger whole. Each clearly draws on scholarship and expertise from their native disciplines, with the common element being the recognition of an emergent transdiscipline.

The central motivation for this workshop is our assertion that emerging 'new configurations' provide bellwethers of change that we ignore at our peril, and which energize (and, perhaps, even define) information research. They afford the possibility for (or, perhaps require) new transdisciplinary knowledge that cannot be forged in the foundry of any single discipline. Consider a counterexample from the 19th century. Although this was in many ways the century of classification - there was no **one** science of classification. Each discipline (etymology, linguistics, biology) discovered the principle of 'genetic classification' (classifying objects by their origin) anew. As Patrick Tort demonstrates, this occurred by happenstance (a student in, say, linguistics taking a course in evolutionary theory); even today, it is rare for classification discourse, as such,

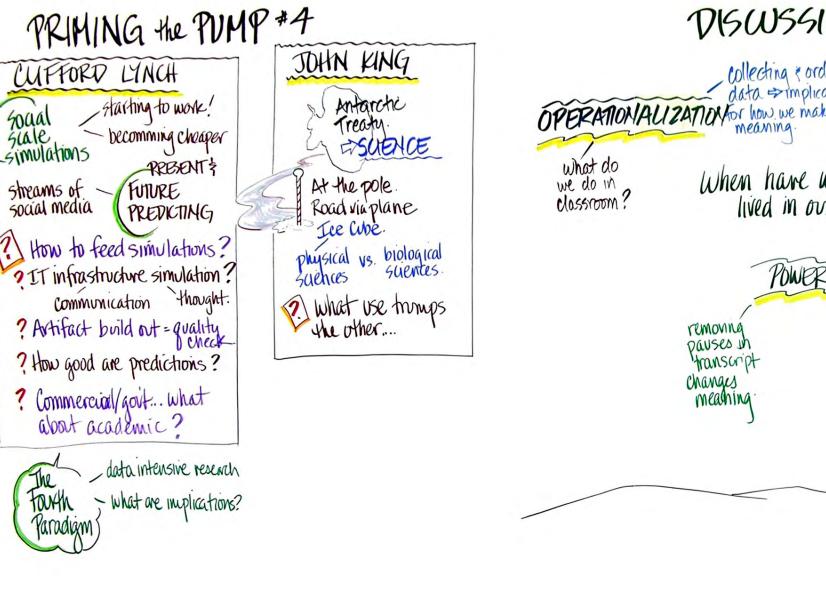
to speak to multiple traditions. It's intriguing to play the 'what if' game that imagines what might have been, had we recognized the fundamental constructs being reinvented across scientific disciplines and intervened to nurture development of a common foundation. At this workshop, participants *will* play the 'what if' game, with the potential that we turn this supposition into a proposition forceful enough to guide information research in the near term and reframe computationally intensive and information-intensive research disciplines in the long term.



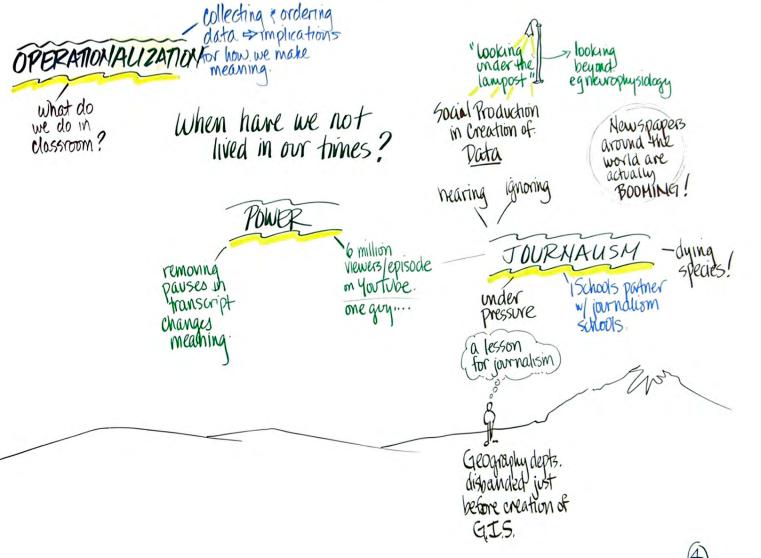


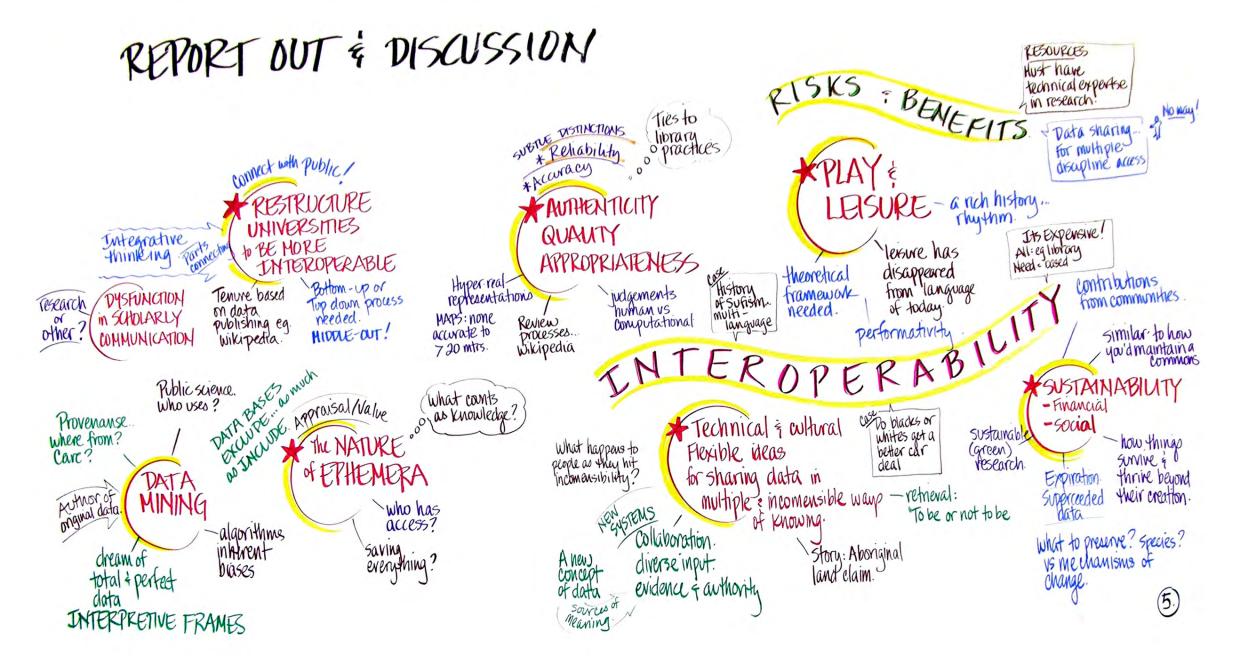


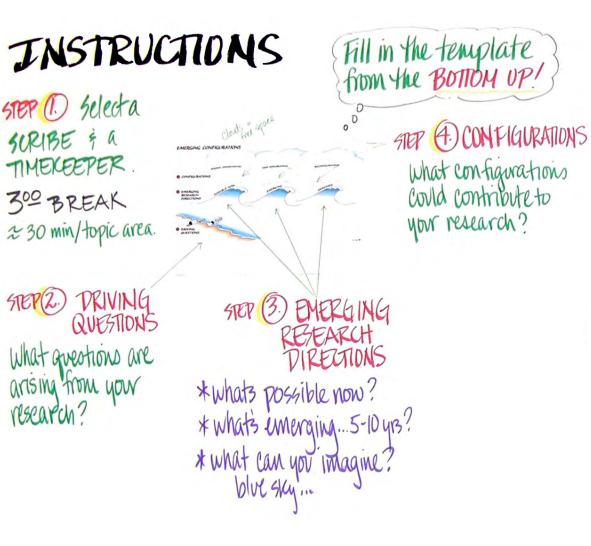
PRIMING the PUMP #3 DON WATERS JIM NEAL LAWRENCE BUSCH. RICHARD COX JONATHAN GRUDIN Scholars \* Bibliographic resist Change \* On-the Alberti & Bürer · tap into data-bases-Fiction Archive memory ORAL ORAL HISTORIES. °0 Forensic studies. paradigm Analog to hive grand work. truth Vamphlets ? what's left out? Books Public in war we destroy HUMAN RIGHTS. Power : on WEB DOCS. ... influence evidence ? ignored? ? Outliers? ? Stories? ? Lossiness? libraries then \* Transcription work "How ya gonna Keep em..." memory recreate data \* New tools. systems for new memories. HEN MEDIA SIMULATIONS 2 How to accelerate Evolution + ?Resisting "gee whiz" revolution via the Net. Bring the "Blessings" ito the work we do." How tast! ? Research What other > Lack of systematic data collection. Educ Community Faith ... hope ... realities are excluded? CATHY MARSHALL ROGER SCHONFELD RON LARSEN NANCY VAN HOUSE KELVIN WHITE values personal photograph F 3 billion images/mo digital SUSTAINABILITY we're a linear print => electronic Text not adequate to (linear data understanding of species) of world. what into support needed? of digital archiving rituals Archival Hultiple disciplines heroes e courses: impact, utility, efficacy, Symbols Daily Booth: image based facebook. Digital hoarding Hulti Kuthing Scale: global to local. 😥 Why do people share images? Structural changes in libraries. thru multiple angles If we could understand our data... There's more knowledge in there. ? BIG data vs. tiny pièces. ? What can image do text can't? to its MUTVALLY BENIFICIAL between multiverses? nature discovery of recearch points. ? Copyright .. who ownsitall? 7 Juplications 7 Personal transitory. collective persistent 😰 Data sharing Justitutions evolve. 3



## DISCUSSION ROUND 2







INSTRUCTIONS 3:15-4:00 m LAST: (10 min) FIRST STEP (5 min) Select 2 different CRAND CHALLENGES people to present your In PAIRS \$3 2 favorite challenges. MARINUM INVERST MEWERN MEGRUNES Review the first to the plenary. chart. · Write 2-4 most important Grand . During discussion: -Challenge propositions Write RESOLRCES, STEP 3. - 25 min) PROJECTS & PEOPLE one Challenge (sticky directly on the chart DISCUSSION of each STEP Q. (5min) cluster. · How would each cluster contribute to Collect & cluster stickys. Maximum synergy between disaplines? • Suggestion : 2-3 people SURT There in on the 3 most promising challenges. · Rut clusters in the rays. · Capture the essence of the challenge · Write a main theme for in the circle. the cluster in a circle.

## EMERGING CONFIGURATIONS



