

Odyssey Fellowship

Week 7: Cyberculture I

Introduction

Our modern experience of the world is mediated by computing. It impacts our work, our relationships, and computing metaphors permeate our language and our culture.

This week, we look at **Computing as a movement**, building on some of the themes from previous weeks, and considering the people and ideas which helped shape it. We will also consider the ways in which the movement's self-image might in turn shape its future.

Prompts

1. Is culture downstream from technology, or technology downstream from culture?
 - a. Do we inherit our mental models for how the world works from our technological context, or do our mental models of how the world works shape our technology?
2. How has Silicon Valley's self-image changed over time?
3. Reflect on [Gordon Brander's](#) "Everything around me was someone's lifework" quip.
4. Are there any projects or ideas you have previously dismissed, which you now want to revisit?
5. How, if at all, did this week's readings affect your answers to last week's questions?

Readings

Vannevar Bush, [As We May Think](#) (21pp)

Douglas Engelbart Et Al., [The Mother of All Demos](#) (5.5 mins)

M. Mitchell Waldrop, **The Dream Machine** (80pp)

- Ch. 5, *The Tale of the Fig Tree and the Wasp* (80pp)

Michael S. Malone, **The Big Score** (127pp)

- Ch. 1, *The New Athens* (10pp)
- *Profile, The Aristocrats* (22pp)
- Ch. 2, *Shockley and the Pirates* (18pp)

- *Profile, St. Bob* (10pp)
- *Ch. 3, Fairchild* (25pp)
- *Profile, The Grand Old Man* (11pp)
- *Ch. 4, Rich Man, Poor Man, Beggar Man, Thief* (31pp)