

# Digital Keywords

# Contents

*Acknowledgments xi*

*Introduction*

*Benjamin Peters xiii*

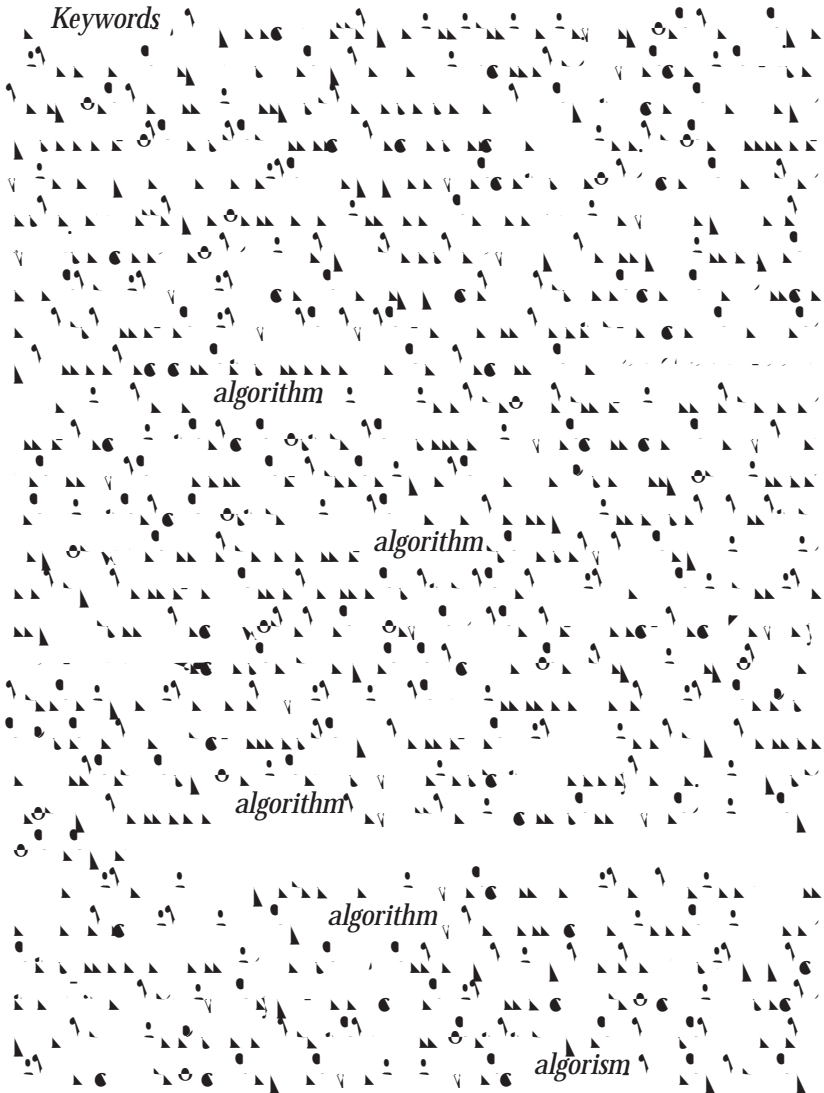
- 1 Activism**  
*Guobin Yang 1*
- 2 Algorithm**  
*Tarleton Gillespie 18*
- 3 Analog**  
*Jonathan Sterne 31*
- 4 Archive**  
*Katherine D. Harris 45*
- 5 Cloud**  
*John Durham Peters 54*
- 6 Community**  
*Rosemary Avance 63*
- 7 Culture**  
*Ted Striphas 70*
- 8 Democracy**  
*Rasmus Kleis Nielsen 81*
- 9 Digital**  
*Benjamin Peters 93*
- 10 Event**  
*Julia Sonnevend 109*
- 11 Flow**  
*Sandra Braman 118*

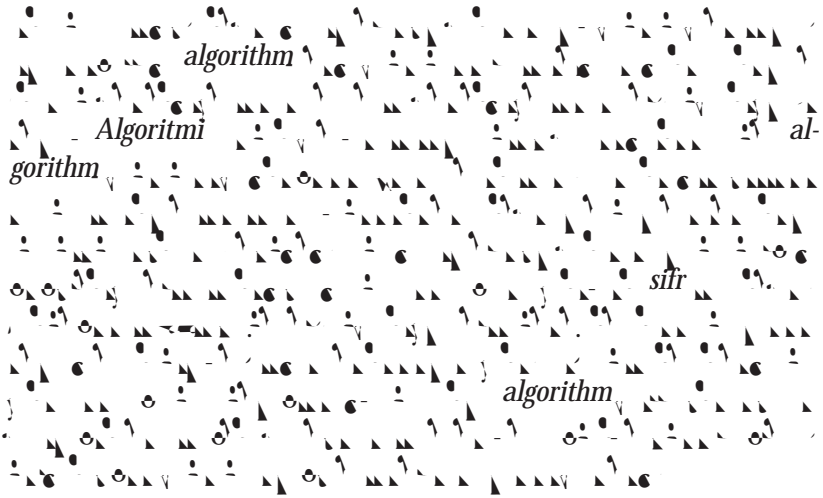
- 12 Forum**  
*Hope Forsyth* 132
  - 13 Gaming**  
*Saugata Bhaduri* 140
  - 14 Geek**  
*Christina Dunbar-Hester* 149
  - 15 Hacker**  
*Gabriella Coleman* 158
  - 16 Information**  
*Bernard Geoghegan* 173
  - 17 Internet**  
*Thomas Streeter* 184
  - 18 Meme**  
*Limor Shifman* 197
  - 19 Memory**  
*Steven Schrag* 206
  - 20 Mirror**  
*Adam Fish* 217
  - 21 Participation**  
*Christopher Kelty* 227
  - 22 Personalization**  
*Stephanie Ricker Schulte* 242
  - 23 Prototype**  
*Fred Turner* 256
  - 24 Sharing**  
*Nicholas A. John* 269
  - 25 Surrogate**  
*Jeffrey Drouin* 278
- Appendix: Over Two Hundred Digital Keywords* 287  
*About the Contributors* 291  
*Index* 297

# 2

## Algorithm

Tarleton Gillespie





**Algorithm as a Trick**



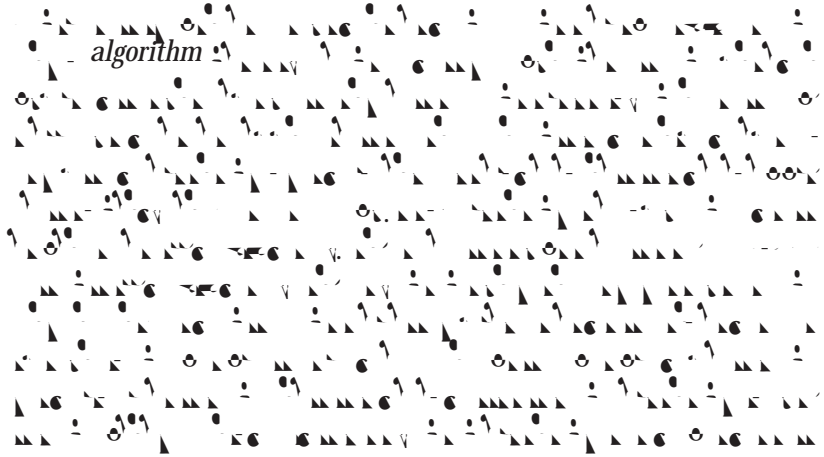
20 Tarleton Gillespie





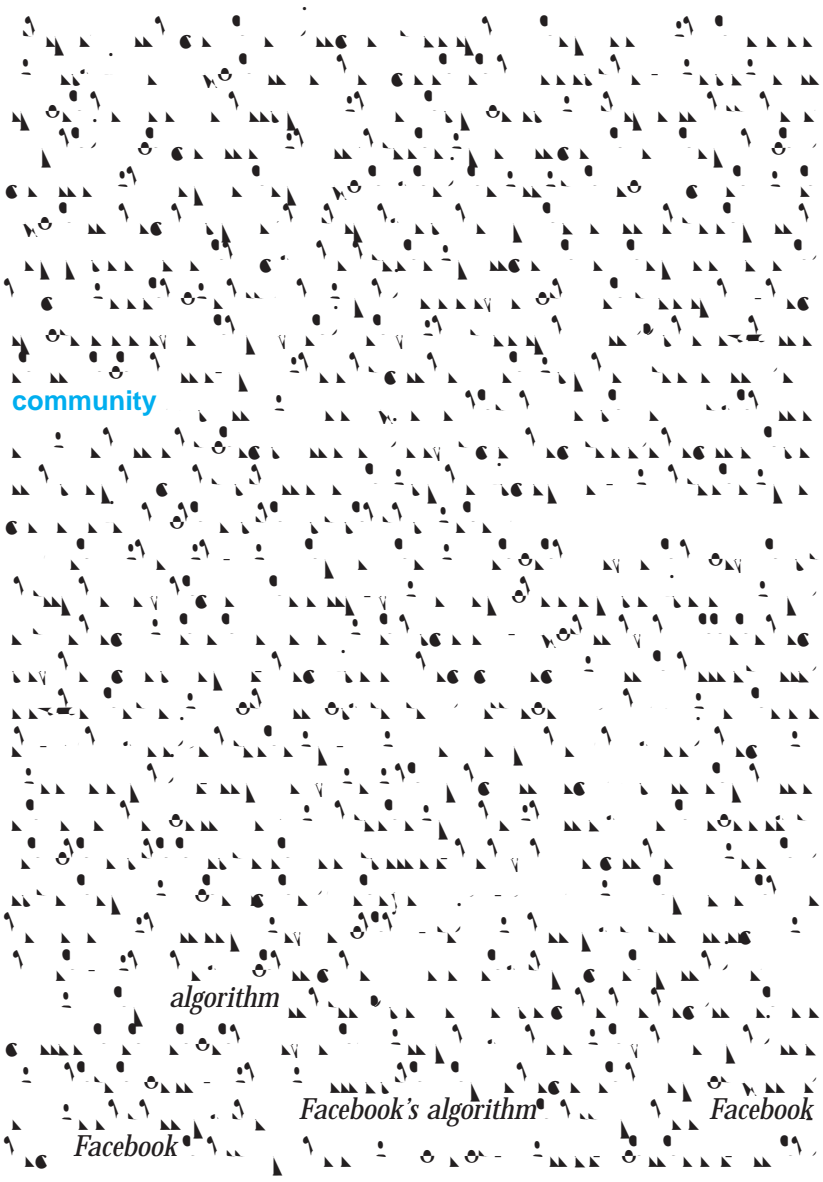


### Algorithm as Synecdoche



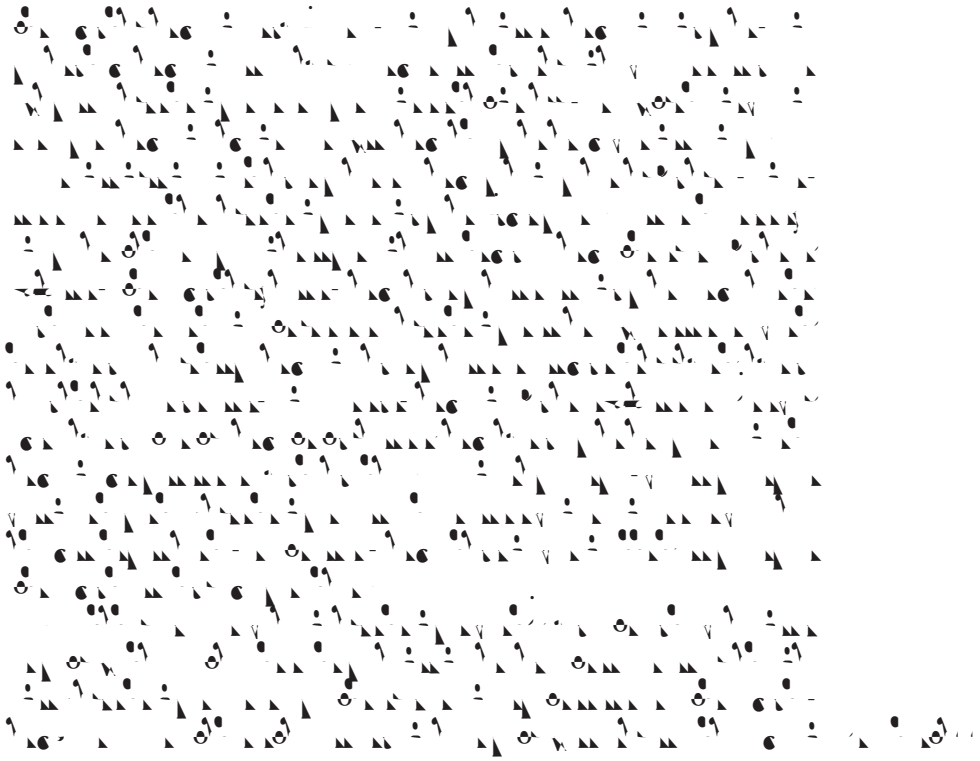


The diagram consists of several horizontal rows of symbols. The symbols include circles, triangles, and arrows, arranged in a way that suggests a flow or sequence. The word "algorithm" is written in a stylized font across the middle of the diagram. A small square containing a question mark is located near the bottom center of the diagram.

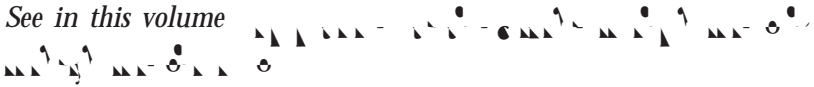








*See in this volume*



*See in Williams*



### Notes

- 1
- 2
- 3
- 4

### References

*Media Technologies: Essays on Communication, Materiality, and Society*

*Information, Communication & Society*

Limn

*Culture Digitally,*

*Media Technologies: Essays on  
Communication, Materiality, and Society*

*Software Studies: A Lexicon*

*Keywords: A Vocabulary of Culture and Society*

