

## **Introduction to issue two of TeamEthno-online**

# **Ethnographies of Code: Computer Programs as the Lived Work of Computer Programming**

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As editors of the long awaited second issue of TeamEthno-online, it is our pleasure to introduce papers on the topic 'Ethnographies of Code'. As with the first issue of this journal, authors have been encouraged to publish working papers on recent research that discuss and debate ideas. We are pleased to have been able to accept a large number of papers, and with the quality and diversity of research, discussion and debate therein.

The idea behind the topic Ethnographies of Code is to draw together research that pushes social analysis beyond its usual sticking points of 'human factors' or 'culture', and into a position where it can be brought to bear on technology design and core Computer Science. The title 'Ethnographies of Code' might not seem to make a great deal of sense (Ethnography being a term that literally means 'writing about people') - unless you accept that code is saturated with, and indivisible from social phenomena. The subtitle 'Computer Programs as the Lived Work of Computer Programming' borrows from Eric Livingston's writings on mathematics (e.g. [1][2]), using his notion of 'lived work' to stress that the program is never free from the practices of programming.

The diverse papers in this issue come from authors in disciplines such as Computer Science, Sociology, Psychology and Philosophy, and from countries including the UK, Australia, Germany, France, America, Norway and Sweden. This special issue follows the Ethnographies of Code workshop held at Lancaster University on the 30<sup>th</sup> and 31<sup>st</sup> of March 2006.

## References

- [1] Livingston, E. The Ethnomethodological Foundations of Mathematics. Routledge, London, 1986.
- [2] Livingston, E. Making Sense of Ethnomethodology. Routledge, London, 1987.