

**SIGCIS 2014 PROGRAM**

	Salon II ("Room A")	Salon III ("Room B")
9:00–10:30	<p><b><u>Opening Plenary (in Salon II)</u></b></p> <ul style="list-style-type: none"> <li>• Workshop and Speaker introductions by Andrew Russell (Stevens Institute of Technology) and Jason Gallo (Science and Technology Policy Institute)</li> <li>• Plenary lecture by Prof. Jennifer Light (MIT): "Computing and the Big Picture: A Keynote Conversation"</li> </ul>	
10:30–11:00	<p>Coffee Break</p> <p>Including presentation of the Computer History Museum Prize</p>	
11:00–12:30	<p><b><u>Information Technology and the Automated Society</u></b> (Traditional Papers I)</p> <p>Chair and Commentator: Rebecca Slayton (Cornell University)</p> <ol style="list-style-type: none"> <li>1. Paul Ceruzzi (Smithsonian National Air and Space Museum), "<b><u>The SHOT/AHA Series on Historical Perspectives on Technology, Culture, and Society: What Should a Booklet on Computing and Information Technologies Contain?</u></b>"</li> <li>2. Arvid Nelsen (University of Minnesota), "<b><u>Debates on Automation in the 20th Century: Interpreting New Sources at CBI</u></b>"</li> <li>3. Andrew Gansky (University of Texas at Austin), "<b><u>The Meaning of Life in the Automated Office</u></b>"</li> <li>4. Ekaterina Babintseva (University of Pennsylvania), "<b><u>Between Life and Mechanism: The Notion of Information in Warren McCulloch's Theory</u></b>"</li> </ol>	<p><b><u>Work in Progress I</u></b></p> <p>Session Leader: Andrew Russell, Stevens Institute of Technology</p> <ol style="list-style-type: none"> <li>1. William Vogel (University of Minnesota), "<b><u>Shifting Attitudes: Women in Computing, 1965-1985</u></b>" (full text) (images ? 20 MB)</li> <li>2. Steve Anderson (University of California, Riverside), "<b><u>The Digital Imaginary: Mainframe Computers from the Corporate Basement to the Silver Screen, 1946-1968</u></b>"</li> <li>3. Margarita Boenig-Liptsin (Harvard University), "<b><u>Making the Citizen of the Information Age: A Comparative Study of Computer Literacy Programs for Children, 1960s-1990s</u></b>" (full text)</li> </ol> <p>(Short presentations, approx 5 minutes each, to introduce precirculated papers, to be discussed in turn by workshop participants)</p>

	(4x15 minute presentations followed by a 10-15 minute comment and general discussion)	
12:30–2:00	<p><b>Lunch:</b> Buffet lunch in Salon 5 &amp; 6 with IEEE History Committee and related SHOT SIGs to discuss the question "Is there a role for history of technology in the Middle School/High School history curriculum." This is free and open to all.  <b>or:</b> Box lunch (included in workshop registration)</p>	
2:00–4:00	<p><b><u>Organizations, Institutions, and Computing</u></b>  (Traditional Papers II)  Chair: Christopher Leslie (New York University)  Commentator: Cyrus Mody (Rice University)</p> <ol style="list-style-type: none"> <li>1. Nicholas Lewis (University of Minnesota), "<b><u>Computing Behind the Red Line: The HPC History Project at Los Alamos</u></b>"</li> <li>2. Chuck House (InnovScapes Institute), "<b><u>The Cisco Heritage Project</u></b>"</li> <li>3. James R. Lehning (University of Utah), "<b><u>Technological Innovation and Commercialization: the University of Utah Computer Science Department, 1965-1975</u></b>"</li> <li>4. Michael Castelle (University of Chicago), "<b><u>Making Markets Durable: Transaction Processing in Finance and Commerce</u></b>"</li> </ol> <p>(4x20 minute presentations followed by a 10-15 minute comment and general discussion)</p>	<p><b><u>At the Interfaces: Users and Games</u></b> (Traditional Papers III)  Chair and Commentator: Gerard Alberts (University of Amsterdam)</p> <ol style="list-style-type: none"> <li>1. Kimon Keramidas (Bard Graduate Center), "<b><u>The Interface Experience</u></b>"</li> <li>2. Katherine McFadden (University of South Carolina), "<b><u>Hand Sewn Computing: Women’s Hobbies, Needlework and Computer Electronics</u></b>"</li> <li>3. Jonathan Scott Clemens (University of Minnesota), "<b><u>The Most Blatant Testimony We Have to American Waste: Moral Panic and Video Arcade Games, 1978–1983</u></b>"</li> <li>4. Michael McGovern (University of Cambridge), "<b><u>Re-framing Power Relations in the Historiography of Computing: Examples from Early Medical Genetics and Calculator User Groups</u></b>"</li> </ol> <p>(4x20 minute presentations followed by a 10-15 minute comment and general discussion)</p>
4:00–4:30	<b>Coffee Break</b>	

4:30–6:00	<p><b><u>Work in Progress II</u></b>  Session Leader: Jason Gallo</p> <ol style="list-style-type: none"> <li>1. Beatrice Choi (Northwestern University), “<b><u>Ser Técnico: Localized Technology Transfer, Emerging Technical Actors, and the Brazilian Computer Industry</u></b>” (full text)</li> <li>2. William Aspray (University of Texas at Austin), “<b><u>How to Frame a Study of the History of IT Education and its Relation to Broadening Participation in the IT Workforce in the United States</u></b>”</li> <li>3. Alex Campolo (New York University), “<b><u>White-Collar Foragers: Ecology, Economics, and Logics of Information Visualization</u></b>” (full text)</li> </ol> <p>(Short presentations, approx 5 minutes each, to introduce precirculated papers, to be discussed in turn by workshop participants)</p>	<p><b><u>Designing and Making Computers</u></b>  (Traditional Papers IV)</p> <p>Chair and Commentator: Nathan Ensmenger (University of Indiana)</p> <ol style="list-style-type: none"> <li>1. William McMillan (Concordia University), “<b><u>Technical Trends in the History of Operating Systems</u></b>”</li> <li>2. Lav Varshney (University of Illinois at Urbana-Champaign), “<b><u>Block Diagrams in Information Theory: Drawing Things Closed</u></b>”</li> <li>3. Barbara Walker (University of Nevada, Reno),   “<b><u>Gossip, Storytelling, and the Spread of Innovation: The von Neumann and Lebedev Computer Projects in Comparison</u></b>”</li> <li>4. Gerardo Con Diaz (Yale University), “<b><u>Embodied Software: Patents and Software Development, 1946-1970</u></b>”</li> </ol> <p>(4x15 minute presentations followed by a 10-15 minute comment and general discussion)</p>
6:00–6:45	Time to recover	
6:45	Meet in the lobby of the conference hotel to walk to an optional group dinner in a nearby restaurant.	