Craft, leisure, and end-user innovation

How hacking is conceived in social science research

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concepts of hacking in
in academic research

„In letzter Zeit gibt es eine auffällige Häufung von Befragungen und wissenschaftlichen Studien zu Hackern und Piraten, wie die Szene funktioniert und so weiter, auch bei Hackerspaces und insbesondere auch bei Gruppen wie Occupy und co. Wenn so jemand bei euch anklopft, sagt ihm bitte nichts. Nur weil die freundlich und nett wirken, muss man noch nicht kooperieren.

Nanu, hat der Fefe was gegen Wissenschaft? Nein. Aber was die meisten nicht auf dem Radar haben: Solche "Studien" werden von den Bösen gemacht. Dahinter stecken Public Relations Consulting-Firmen, Risk-Management-Firmen, Politikberatung, Thinktanks. Die haben Angst vor uns und wollen uns ausforschen. Und wie macht man das? Man schickt unverdächtige V-Leute. In diesem Fall nerdige Wissenschaftler, die freundlich anfragen."

– Fefes Blog, Feb. 2013

i. hacking as creative and ad-hoc

Hacking is "appropriating, modifying, or 'kludging' existing resources (devices, hardware, software, or anything within reach) to suit other purposes, often in an ingenious fashion."

– Paradiso et al., 2008

"opportunistic", "ad hoc"

– Hartmann et al., 2008; Bardzell et al., 2014

ii. hacking as innovation

"innovative leisure practice"

– Wang & Kaye, 2011

"end-user innovation", "product development"

– von Hippel & Paradiso, 2008

"speed up prototype development"

– Zimmerman, 2008

"Our research suggests that we need to see the hackerspace not just as a place that amortizes the cost of a laser cutter and a 3D printer across hundreds of people. It is a place where people are experimenting with new ideas about the relationships amongst corporations, designers, and consumers."

– Lindtner et al., 2014

"from hobby to entrepreneurial practice"

– Lindtner et al., 2014

iii. hacking means transgression

"transgressive craft"

– Steinmetz, 2014

"illicit"

– Taylor, 1999

iv. hacking as challenging technological determinism

"… hacking both demands and refutes technological determinism … Hackers presume that the technologies involved in computers and networks will determine certain actions and they presume also it is possible for them to alter and recreate such determinations."

– Jordan, 2008

v. hacking as practiced liberalism

"Hacking, so often marginalized or misunderstood in popular culture as the practice of deviant subculture, … in fact reveals the continuing relevance, if also the contradictions, of the liberal traditions to the digital present."

– Coleman, 2011

vi. hacking as challenging
the standard story of
'first design, then use'

<conclusion>

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