



**Dr. James Ash**

# Digital Interface Methods

**Ringvorlesung im SoSe 2024**

**Aktuelle mediensoziologische Forschungen (300730)**

**01.07.2024 – 16:00 – 18:00 Uhr**

**Zoom-Sitzung:**

<https://uni-bielefeld.zoom-x.de/j/61957266363?pwd=QQlnmwqzLndShUtzFafBcJbzbG6Rc.1>

Meeting-ID: 619 5726 6363

Passwort: 877360

Digital interfaces now form the cornerstone of most interactions with a variety of digital devices, infrastructures, systems, and services. However, there is still remarkably little academic work in the social sciences or in media theory and philosophy that specifically examines the logics, design practices and effects of digital interfaces in and of themselves. Indeed, where work in the social sciences does examine digital interfaces, they often treat these interfaces as primarily kinds of representational or visual surfaces that obscure or hide what are often

considered to be more basic, fundamental and important structures of code and software that underlie these surfaces. This lecture will discuss and outline emerging approaches to the study of digital interfaces in and of themselves. To do this, the lecture will draw upon work from (post)phenomenology and provide examples from research studies on gambling style systems in digital games and digital high-cost credit application processes.