Informational Governance 
(t)ethnography; study of making, practice and performance

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Discussion input for IPOP programme, October 18, 2013

Where is the magic?

Tool
- New ‘things’
- Code in the design

Making / practice
- Performance of daily life
- Skills / techniques to achieve an end
Research orientations

- **Object oriented** – tools, machines, stuff, hardware enthusiasts, design
  - Impacts of tools, machines on society
  - Focus on artifacts, gadgets, novelty (1st 2nd generation)
  - Innovation studies

- **Objective oriented** – processual, skill, situated action, handling errors, combined capacities to achieve a practical end
  - Use of technological means to achieve human purposes
  - Focus on functionality in performance of daily life
  - Knowing how to . . .
  - Descriptive social science of making

What practices can be observed?
Observe the performance of daily life

Pitfall:
Very, very thick description, without direction
How to strategize your evidence? Technography

The use of skills, tools, knowledge and techniques to achieve a practical end

The formation of task groups and collective skills / transmission of information over time and space

Who selects recipes / solutions and how?

How is experimentation / performance regulated?

Craft and skill-based organizations ruling behaviours / non-localised specialist groups regulating practices

Case studies – identify bounded practice

- Detect and document the social and technical processes underlying the practice
  - Observe problem-solving activities and malleability
  - Observe how people and organisations make elements combine and handle errors and contingencies
  - Observe coordination, control and ordering
- Document sequence of instructive events for a defined time period
  - Triangulation of data / Selected events
  - Map blending of practices
- Identify intermediate outcomes
  - Observations at intersections where practices meet audiences and the wider social fabric
    - Change and continuity are closely related
    - Outcomes to do come about by design / building by trial and error