Brief Glossary of Concepts

Ambient intelligence The capacity of material objects and physical environments to make context sensitive decisions and be responsive to the presence of people or things.

Automated management The regulation of people and things through processes that are at once automated (software enacted), automatic (the software performs the regulation without prompting or direction), and autonomous (regulation, discipline, and punishment are enacted by algorithms without human oversight).

Biometrics Biological (fingerprints, iris patterns, and DNA) and physiological (voice pattern, written signature, and walking style) characteristics employed to uniquely identify a person.

Capta Units that have been selected and harvested from the sum of all potential data. Here, *data* (derived from the Latin *dare*, meaning "to give") are the total sum of facts that an entity can potentially give. Capta is derived from the Latin *capere*, meaning to take. In other words, with respect to a person, data is everything that it is possible to know about that person, capta is what is selectively captured through measurement.

Captabase A collection of capta stored as fields, typically within a tabular form, that can easily be accessed, managed, updated, queried, and analyzed. Traditionally named a database, it has been renamed to recognize that it actually holds capta, not data.

Capta shadow The assemblage of all of the capta held across various captabases that refers to a specific person or object.

Code/space A space that is *dependent* on software for it to be transduced as intended. Here, the relationship between software and space is dyadic; they are mutually constituted, that is, produced through one another.

Coded assemblage A confluence of several different coded infrastructures and their coded objects and processes wherein they become integral to each other in the production of particular environments, for example, office complexes, transport systems, and shopping centers.

Coded infrastructure Networks that link coded objects together and infrastructures that are monitored and regulated, either fully or in part, by software.

Coded object A material object in which code has been embedded, but where this software is incidental to the primary functioning of the object.

Coded processes The transactions and flows of digital capta across coded infrastructures.

Coded space A space that is transduced by software but is not dependent on software to function as intended. If the software fails, the space could still be transduced, but not as efficiently, effectively, or productively as if software had mediated the process.

Codeject Material objects dependent upon software to function as required—the object and its code are thoroughly interdependent and nonseparable.

Control creep A situation in which a software system and its capta, having been designed and implemented for one purpose, are subsequently utilized for an additional and potentially detrimental purpose.

Discursive regime A set of interlocking discourses that provide the justification for, sustain, and reproduce a particular set of sociospatial conditions. The discourses of a discursive regime work to promote and make its message commonsense, but also to condition and discipline: their power is persuading people to their logic; to believe and act in relation to this logic.

Everyware A future scenario in which computing power is much more widely distributed and unconstrained by geographical contexts—computation will be literally available everywhere with many computers existing for every person and where everyday objects are not simply computational devices, but are servers accessible across an Internet of things.

Firmware Code that is stored permanently in read-only memory on a device, rather than being enacted through software that is accessible and potentially programmable by the end user.

Grammar of action A highly formalized set of rules that ensures that a particular task is undertaken in a particular way given certain criteria and inputs.

Hardware The physical components of a computer including digital circuitry within and across which software and firmware is executed.

Internet of things A universal indexing mechanism for anything and everything that matters and a mechanism by which objects can connect to, transfer, and process information with each other and with people. In much the same way that the location of a web site can be looked up through its unique domain name from anywhere on the Internet, it is envisioned that the Internet of things will facilitate the same for any uniquely tagged object.

Life-log A unified, digital record of the totality of an individual's experiences stored as a personal multimedia archive.

Logject A material object that has a useful degree of awareness of itself and its relations with the world and which, by default, automatically record aspects of those relations in a log that is stored and can be recalled and used in the future.

Machine code A kind of software that is expressed in a form that a CPU can process directly without translation or compilation.

Oligopticon A sociospatial arrangement that renders people and places visible from fixed positions that have limited viewpoints onto the subject.

Ontogenesis A form of ontological thinking that focuses not on what something is, but rather how something becomes. In so doing, it rejects the notion that objects or concepts are ontologically secure—fixable, definable, knowable—instead arguing that their ontological status is contingent, relational, and unfolding through practice.

Open-source software Source and executable code that is developed individually or collectively and is distributed freely so that others can use and adapt it. The mode of authorship and licensing is often contrasted with proprietary software in which the source code is closely guarded and cannot be legally changed by others.

Pervasive computing A mode of computation that consists of the wholesale embedding of software into everyday objects and infrastructures rendering them interactive and smart to varying degrees.

Panopticon A sociospatial arrangement that seeks to render people and places visible to an all-seeing gaze and thus amenable to control by those operating the panopticon.

Sentient computing A mode of computation in which coded objects and systems sense and react in a contextual fashion to an individual's presence.

Social sorting The profiling and ranking of individuals based upon capta concerning them.

Source code A set of coded instructions written in a programming language understandable by people but not directly by a computational device. It is compiled into machine code for use by a computer.

Sousveillance The self-monitoring of one's personal life through surveillance technologies.

Surveillance The action of identifying and monitoring of people's lives through the generation of capta concerning them and utilizing the capta to change their behavior in accordance with the institution performing the surveillance.

Tangible computing A mode of computation that is controlled by natural modes of human communication, such as voice and gesture recognition and touch rather than directed typing on a keyboard or moving a mouse.

Technicity The extent to which technologies mediate, supplement, and augment collective life; the unfolding or evolutive power of technologies to make things happen; to perform meaningful work in the world.

Transduction The constant making anew of a domain in reiterative and transformative practices.

Ubiquitous computing A mode of computation that will move seamlessly with a person who can access network services regardless of environmental context or physical location.

Wearable computing A mode of computation migrates from specific devices such as PDAs to become embedded seamlessly into the clothes and accessories we wear.