

Foreword

To trace software through the figuration of space is to take both in significant new directions with many interesting twists and turns.

Computing's key problem has often been presented as one of time, how fast a complex calculation can be carried out. In part computing has achieved results through the literal compression of space, making work that once took equipment the size of a room happen in the landscape of a chip. *Code/Space* takes another route, by showing how software expands out of the computer, becoming spatially active. In doing so software generates behaviors and opportunities, and traffics in meanings, readings, and interpretations. In assembling this book, the authors also provide a set of means by which computing itself may be opened up to hitherto tricky spaces and understandings—where traditional questions of control, monitoring, and ordering are entangled with power, ethics, and experience.

What *Code/Space* shows is that the ways in which software interpolates, mixes with, and takes part in the generation of new kinds of space is incredibly rich and requires attentive means to understand it. The numerous cases discussed here—from travel, home life, consumption, social control—all emphasize the authors' call for a sustained and differentiated empirical study of software as parts of particular sites, and as something that weaves them together. The way in which software invests the mundane with capacities for logging, tracking, and reporting lacks sustained and detailed attention, and which in turn is experienced differentially according to multiple dimensions of relationality suggest new means of understanding and studying software and its places in contemporary life.

So this is another thing that this book does, if it provides a means of recognizing the spatialities of software—not simply linking the screen, register, and algorithm with roads, rooms, and runways, but showing how such things in turn transduce each other—*Code/Space* brings in turn the social sciences into forceful relation with software studies.

Matthew Fuller
Centre for Cultural Studies, Goldsmiths, University of London

This is a section of [doi:10.7551/mitpress/9780262042482.001.0001](https://doi.org/10.7551/mitpress/9780262042482.001.0001)

Code/Space

Software and Everyday Life

By: Rob Kitchin, Martin Dodge

Citation:

Code/Space: Software and Everyday Life

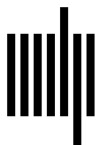
By: Rob Kitchin, Martin Dodge

DOI: 10.7551/mitpress/9780262042482.001.0001

ISBN (electronic): 9780262295239

Publisher: The MIT Press

Published: 2014



The MIT Press

© 2011 Massachusetts Institute of Technology

All rights reserved. No part of this book may be reproduced in any form by any electronic or mechanical means (including photocopying, recording, or information storage and retrieval) without permission in writing from the publisher.

For information about special quantity discounts, please email special_sales@mitpress.mit.edu

This book was set in Stone Sans and Stone Serif by Toppan Best-set Premedia Limited. Printed and bound in the United States of America.

Library of Congress Cataloging-in-Publication Data

Kitchin, Rob.

Code/space : software and everyday life / Rob Kitchin and Martin Dodge.

p. cm. — (Software studies)

Includes bibliographical references and index.

ISBN 978-0-262-04248-2 (hardcover : alk. paper)

1. Computers and civilization. 2. Computer software—Social aspects. I. Dodge, Martin, 1971– II. Title.

QA76.9.C66K48 2011

303.48'34—dc22

2010031954

10 9 8 7 6 5 4 3 2 1