



Ph.D. Stipend

Children and Media, Press or Game Industry Science and Technology Studies

Mercator Research Group "Spaces of Anthropological Knowledge: Production and Transfer"

AG4: Cultural Psychology and Anthropological Knowledge

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The public problem concerning if and how violent computer games are harmful to children is a recurrent one. Gamers, game industry, press, scientists and game regulators configure the problem differently. They have different devices for identifying and measuring the problem. The digital technology is differently entangled and subjectivities become differently constituted dependent on their participation the public problem. How is this public problem configured in such different ways? What social and material participants are involved, and how do they contribute to configuring the problem? How are the different public problems intertwined? The aim of the project "Knowing Media Harm: Production and Circulation" is to describe and characterise how media harm is enacted and thus known in different areas of German society. Its points of departure are practice theoretical approaches to knowledge production (e.g. Latour, Verran), the circulation of knowledge (e.g. Appadurai, Tsing) and ethnomethodological methods (e.g. Knorr, Lynch, Suchman). It is investigated how, when and where knowledge is produced within and across areas of society: science, children's media practices, press, game regulation and game industry. Through empirical research the project aims to contribute to a better understanding of the co-existence of different orderings of knowledge and technology in complex societies.

The projects' investigations in the areas of 'science', 'children's gaming practices' and 'game regulation' has already begun. We now look for a Ph.D. candidate who will do research

in the area of either 'game industry' or 'press'. The research unfolds in an interdisciplinary context of close empirical and theoretical collaboration and regular exchange.

Qualifications

An M.A. in science and technology studies, media studies, social anthropology, cultural psychology, social sciences or related disciplines is required. Experience and interest in qualitative methods, preferably ethnography, is necessary. Applicants must be good writers and possess empirical as well as theoretical curiosity. She or he must have the ability to work independently as well as collaboratively. Proficiency in German language is furthermore important.

Interested candidates are invited to contact project leader on estrid.sorensen@rub.de prior to application. Please submit an application to mrg2@rub.de including a letter of motivation, CV, a short research proposal, a text sample (e.g. publication or thesis) and the complete contact information of two references. Deadline: **30. November 2012.**

For further information:

1. about the research project:
<http://www.rub.de/mrg/knowledge/units/psychology>,
or via email to Estrid Sørensen
2. about the Ruhr-Universität Bochum (Film):
http://tv.rub.de/archivseiten/archiv_001.htm,
3. about life in Bochum:
<http://www.bochum.de/>