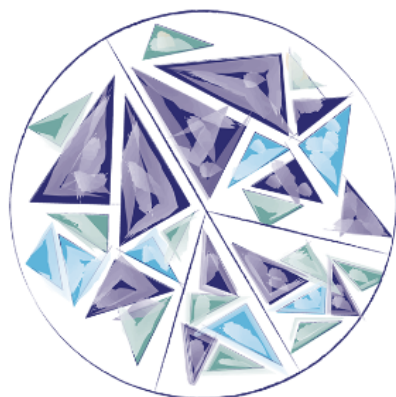


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PECE

Platform for Experimental
Collaborative Ethnography

Welcome to the monthly round-up of PECE updates for August 2020. This month, PECE partnered with [Gertraud Koch](#) and [Lina Franken](#) at the University of Hamburg to organize an open panel for the EASST-4S 2020 meeting. The panel, "[Digital Experiments in the Making: Methods, Tools, and Platforms in the Infrastructuring of STS](#)" included papers that describe how digital infrastructure supporting STS research and teaching are being used, built and critically engaged.

We are also introducing PECE Design Team member **Renato Vancellos Gomes**, the lead developer of the PECE software.

If you haven't already, you can subscribe to the newsletter [here](#). You can find all past and future issues in our [archive](#). To keep the conversation flowing or submit feedback, [join our public Slack channel](#). For those with active PECE instances, we invite you to share updates through this monthly newsletter. Send details to Tim Schütz (tschuetz@uci.edu).



STS Infrastructures

STS Infrastructures is an instance of the [Platform for Experimental Collaborative Ethnography](#): a digital archive, workspace, and publishing platform designed and built by STS scholars. The platform has hosted special exhibits as part of the [2018](#) and [2019](#) annual meetings of the [Society for Social Studies of Science \(4S\)](#). This [essay](#) collects the materials for workshops and panels at the 2020 EASST/4S joint virtual conference (August 18-21) hosted on STS Infrastructures.

The platform also provides the digital infrastructure for the [Student Section of the Society for Social Studies of Science \(6S\)](#). This [essay](#) organizes materials and discussions related to the 6S pre-conference workshop held prior to the EASST/4S 2020 annual conference. This essay facilitated workshop participants situated around the world to have ongoing, asynchronous discussions about their projects, research interests, and STS more broadly. The online space is also a potential home for collaborative analysis and writing projects beyond the space-time of the August 2020 workshop.



Open Panel EASST/4S:

**Digital Experiments in the Making: Methods,
Tools, and Platforms in the Infrastructuring of STS**

Featured Event

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In August PECE was part of a set of three panels on “Digital Experiments in the Making,” organized by Lina Franken, Kim Fortun, Mike Fortun, and Gertraud Koch at the joint meeting (in “virtual Prague”) of the European Association for the Study of Science and Technology (EASST) and the Society for Social Studies of Science (4S). PECE was also the digital infrastructure through which the diverse presenters -- from Chile, Switzerland, Brazil, Germany, Denmark, Norway, the UK and the US -- shared their presentations in advance of the conference. Thanks to the generosity of these diverse scholars, all the presentations are archived on PECE ([in a PECE essay built by Lina Franken](#)), where they continue to be available to the public. In the words of the panel abstract, they represent “contributions from researchers engaged in fresh ways of developing and using digital technologies for ethnographic and other kinds of qualitative research on the technosciences...or using new digital technologies and media in their own research, experimenting with new approaches to data sharing and analysis, and to open access publishing and other forms of scholarly communication with engaged publics.”



Middleware, Light Structure, Experimental Systems:

Designing the Platform for Experimental Collaborative Ethnography (PECE)

Mike Fortun, Kim Fortun, Tim Schütz, Angela Okune, James Adams, Prerna Srigyan, Lindsay Poirier, Brian Callahan, Brandon Costelloe-Kuehn, Ali Kenner, Aalok Khandekar, Renato Vasconcellos Gomes

4S/EASST Conference, August 2020

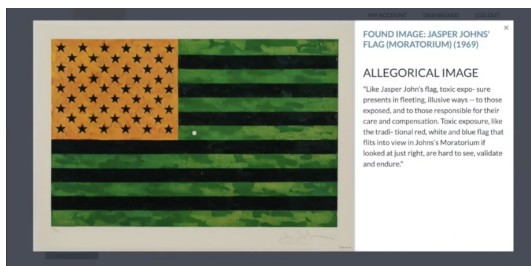
Featured Presentations

PECE as Middleware

In this [presentation](#) at the EASST/4S conference mentioned above, Mike Fortun shares the history, purpose and projects of PECE. On behalf of the PECE Design Group, Fortun presented the multiple instances of PECE ([The Asthma Files](#), [DisasterSTS Network](#), [STS Infrastructures](#), and the [Center for Ethnography](#)), and how these projects help orient PECE’s ongoing technical development.

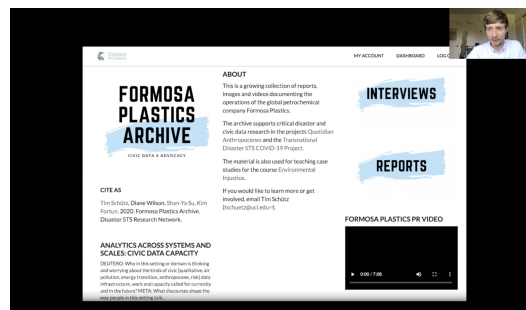
PECE is presented here as a triptych, providing space for archiving, collaborative

Watch the 17-minute video slideshow to learn more about how PECE's is a kind of ["middleware,"](#) oriented by design logics drawn from critical theories of language, culture, and politics. PECE is also presented as a research project in itself, a material exploration of the kinds of knowledge infrastructure needed in anthropology, science and technology studies (STS) and kindred fields of the "empirical humanities.



Installation Ethnography: Curation, Aesthetics, Experiments

What does the immersive space of an art installation offer STS scholars that cannot be achieved with a standard, peer-reviewed article? In this [presentation](#), James Adams describes experiments with installation in the "Visualizing Toxics" projects hosted by the University of California Irvine's [Center for Ethnography](#). These PECE-supported projects ("Visualizing Toxic Subjects," 2019 and "Visualizing Toxic Places," 2020) were designed to explore "toxicity" in many guises (chemical, discursive, gendered, mediated, and others), and ways toxicity can be conveyed and analyzed through diverse modes of visualization (expanding how visualization is conceived, developed and used in STS research). In both projects, geographically distributed participants produced diverse



Civic Data for the Anthropocene: Visualizing Taiwan's Formosa Plastics

In this [presentation](#), Tim Schütz draws on interviews with activists in the US and Taiwan to begin imagining what civic data practices and infrastructure are needed to support the response to the Taiwanese chemical company Formosa Plastics. By analyzing ongoing civic data practices -- including a collaborative [Formosa Archive](#) (build on the Disaster STS instance of PECE) -- the aim is to move the "informating of environmentalism" (Fortun 2004) forward, tuned to the Anthropocene. The Formosa project extends from and contributes to the collaborative projects "Quotidian Anthropocenes" and "Visualizing Toxic Places".

We are currently working to migrate the platform to Drupal 9. Following this migration, we hope to update the

analyzed to advance their critical effects.

data management capacities.



PECE Design Group Profile

Renato Vancellos Gomes

Renato Vancellos Gomes is a software engineer and entrepreneur with a background in advertising and marketing. He has worked in the www industry for more than a decade. He's an open minded person who believes that collaboration and self-organization are the key for a better life.

After high school, Gomes took a Computer Technician course that introduced him to the basics of web development. After graduating in Advertising from Pontifícia Universidade Católica do Rio Grande do Sul (PUC-RS), he interned in the Advertising Lab at Escola de Comunicação, Artes e Design (FAMECOS/PUC-RS), where he was asked to maintain the Lab's web system. In 2007, Gomes interned in a digital agency and launched his professional career as a web developer. He also started learning and contributing to the Drupal community on forums, mail groups and organizing local events as well as volunteering on international events like DrupalCon.

Today, Gomes is Senior Engineer at Revax. He has been involved in PECE development since its first release and now serves as Lead Developer in the PECE Design Group. In partnership with Ação Social Técnica (AST) in Belo Horizonte, Brasil, Gomes and Edmar

Stay Informed!

Wondering where to find answers to PECE questions? Check out our [PECE User/Admin Documentation!](#)

Want to stay connected with other PECE users? Join our [Slack Channel!](#)

Want to install your own instance of PECE? Check out our [Github repository!](#)

PECE Instance Administrator News

The latest release of PECE is 1.28.1 If you need help updating, please contact [Brian Callahan](#) or [Renato Vasconcellos Gomes](#).

About

The **Platform for Experimental, Collaborative Ethnography** ([PECE](#): pronounced “peace”) is an open source (Drupal-based) digital platform that supports multi-sited, cross-scale ethnographic and historical research. The platform links researchers in new ways, enables new kinds of analyses and data visualization, and activates researchers’ engagement with public problems and diverse audiences. PECE is at the center of a research project that explores how digital infrastructure can be designed to support collaborative hermeneutics.



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