

5.00 credits	30.0 h	Q1
--------------	--------	----

Teacher(s)	Gautier Axel ;
Language :	French
Place of the course	Bruxelles Saint-Louis
Learning outcomes	
Bibliography	<p>Arvidsson, A. (2005). Brands: A critical perspective. <i>Journal of Consumer Culture</i>, 5(2), 235–258. <a href="https://doi.org/10.1177/1469540505053093">https://doi.org/10.1177/1469540505053093</a></p> <p>Ballon, P. (2007). Business modelling revisited: the configuration of control and value. <i>Info</i>, 9(5), 6–19.</p> <p>Breuer, J., Heyman, R., &amp; Van Der Graaf, S. (2015). Personal data value networks (p. 21). Presented at the Amsterdam Privacy Conference, Amsterdam.</p> <p>Callon, M. (1991). Techno-economic networks and irreversibility. In J. Law (Ed.), <i>A Sociology of monsters: essays on power, technology, and domination</i> (pp. 132–161). London; New York: Routledge.</p> <p>Fuchs, C. (2012). The Political Economy of Privacy on Facebook. <i>Television &amp; New Media</i>, 13(2), 139–159. <a href="https://doi.org/10.1177/1527476411415699">https://doi.org/10.1177/1527476411415699</a></p> <p>Foucault, M. (1976). Droit de mort et pouvoir sur la vie. In <i>La volonté de savoir</i> (pp. 177– 191). Gallimard.</p> <p>Hesmondhalgh, D. (2010). User-generated content, free labour and the cultural industries. <i>Ephemera</i>, 10(3/4), 267–284.</p> <p>Latour, B. (1992). Where are the missing masses? The sociology of a few mundane artifacts. In W. E. Bijker &amp; J. Law (Eds.), <i>Shaping technology/building society: Studies in sociotechnical change</i> (pp. 225–258). Cambridge Mass.: MIT Press.</p> <p>Liotard, I. (2017). FabLab—a new space for commons-based peer production. In 29th Society for the Advancement of Socio-Economics (SASE) Conference: “What’s Next? Disruptive/ Collaborative Economy or Business as Usual?”</p> <p>Ocnarescu, I., Pain, F., Bouchard, C., Aoussat, A., &amp; Sciamma, D. (2011). Improvement of the industrial design process by the creation and usage of intermediate representations of technology, TechCards. In <i>Proceedings of the 2011 Conference on Designing Pleasurable Products and Interfaces</i> (p. 50). ACM. Retrieved from <a href="http://dl.acm.org/citation.cfm?id=2347559">http://dl.acm.org/citation.cfm?id=2347559</a></p> <p>Pinch, T. J., &amp; Bijker, W. E. (1984). The Social Construction of Facts and Artefacts: or How the Sociology of Science and the Sociology of Technology might Benefit Each Other. <i>Social Studies of Science</i>, 14(3), 399–441. <a href="https://doi.org/10.1177/030631284014003004">https://doi.org/10.1177/030631284014003004</a></p> <p>Ritzer, G. (2014). Prosumption: Evolution, revolution, or eternal return of the same? <i>Journal of Consumer Culture</i>, 14(1), 3–24.</p>
Faculty or entity in charge	ESPB

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Communication Strategy and Digital Culture (shift schedule)	COMB2M	5		