

## Publications by Prof. Dr. Estrid Sørensen

### Peer-reviewed journal articles

- Özkula, S. M., Lompe, M., Vespa, M., Sørensen, E., & Zhao, T. (2022). When URLs on social networks become invisible : Bias and social media logics in a cross-platform hyperlink study. *First Monday*, 27(6). <https://doi.org/10.5210/fm.v27i6.12568>
- Laser, S. & Sørensen, E. (2021). Re-imagining river restoration: Temporalities, landscapes and values of the Emscher set in a post-mining environment. *Berliner Blätter: Ethnographische und Ethnologische Beiträge*: 84, 21-34.
- Sørensen, E., & Kocksch, L. (2021). Data Durabilities: Towards Conceptualizations of Scientific Long-Term Data Storage. *Engaging Science, Technology, and Society*, 7(1), 12-21.
- Helm, A., Kocksch, L., May, A. & Sørensen, E. (2019). Die Entwicklung und Umsetzung von IT-Sicherheitsstandards als sozialer Aushandlungsprozess. *Datenschutz und Datensicherheit*, 43(11), 713-718.
- Huniche, L., & Sørensen, E. (2019). Psychology's epistemic projects. *Theory & Psychology*, 29(4), 441-448.
- Huniche, L., & Sørensen, E. (2019). Phenomenon-driven research and systematic research assembling: Methodological conceptualisations for psychology's epistemic projects. *Theory & Psychology*, 29(4), 539-558.
- Schubert, C., & Sørensen, E. (2016). Encounters, lone travellers or productive differences: Media studies and STS in Germany. *Technoscienza*, 7(1), 110-114.
- Schraube, E., & Sørensen, E. (2013). Exploring sociomaterial mediations of human subjectivity. *Subjectivity*, 6(1), 1-11.
- Sørensen, E. (2013). Human presence: Towards a posthumanist approach to experience. *Subjectivity*, 6(1), 112-129.
- Sørensen, E. (2013). Violent video games in the German press. *New Media and Society*, 15(6), 963-981.
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- Benjaminsen, N., & Sørensen, E. (2011). Circulation of authorisations in the classroom: A socio-material process. *Science as Culture*, 20(4), 433-453.
- Koch, G., Sørensen, E., & Levidow, L. (2011). Guest introduction: Childish Science. *Science as Culture*, 20(4), 421-431.
- Sørensen, E. (2008). Multi-sited comparison of 'doing regulation'. *Comparative Sociology*, 7(3), 311-337.
- Sørensen, E. (2007). Fortsættelse følger: teori som proces i værdikampen [To be continued: theory as process in the battle of values]. *Nordiske Udkast – tidsskrift for kritisk samfundsforskning*, 35(1), 54-68.
- Sørensen, E., Jensen, T., & Kousholt, D. (2007). Nye krav til teori, metode og praksis II [New demands on theory, methods and practice II]. *Nordiske Udkast – Tidsskrift for kritisk samfundsforskning*, 35(1), 1-7.

- Sørensen, E. (2007). STS goes to school. *Outlines – Critical Social Studies*, 9(2), 15-28.
- Sørensen, E. (2007). The time of materiality. *Forum Qualitative Social Research*, 8(1), Art. 2.
- Sørensen, E. (2005). Når børn og unge spiller meget og voksne frygter for afhængighed [When children and youngsters play excessively and adults fear for addiction]. *Psyke og Logos*, 26(1), 137-152.
- Sørensen, E. (2001). Constituting notions of knowledge with philosophy and technology. *Outlines – Critical Social Studies*, 29(1), 67-86.
- Sørensen, E. (1998). Computerspil – virkelighed eller fiktion? [Computer games – reality or fiction?]. *Nordisk Psykologi*, 50(29), 135-150.

### **Other contributions to peer-reviewed journals**

- Sørensen, E. (2016). Cultures of video game concerns in a comparative view: Report of a two-day workshop. *FQS*, 17(2), Art. 17.
- Sørensen, E. (2014). Helen E. Longino: Studying human behavior. How scientists investigate aggression and sexuality [Review of the book "Studying human behaviour. How scientist investigate aggression and sexuality", by H. Longino]. *Science & Technology Studies*, 27(2), 123-126.
- Sørensen, E. (2013). The psychologist's shortcut to actor-network theory [Review of the book "Actor-network theory in education", by T. Fenwick & R. Edwards]. *American Journal of Psychology*, 126(3), 369-371.
- Sørensen, E. (2011). Commentary 1: The materiality of learning. *Journal of Engineering Education*, 100(1), 151-185.
- Sørensen, E. (2011). Comment on Norm Friesen's: "Dissection and simulation: Brilliance and transparency, or encumbrance and disruption?". *Techné*, 15(3), 206-208.
- Sørensen, E. (2006). Regulatory innovation: A comparative analysis [Review of the book "Regulatory innovation: A comparative analysis", by J. Black, M. Lodge & M. Thatcher (Eds.)]. *Science Studies*, 19(2).

### **Articles in non-peer reviewed journals**

- Helm, P., Kocksch, L. & Sørensen, E. (2021). Staying with the troubles of infrastructuring stsing: between assemblage and "Verein". *EASST Review*, 40(2). <https://easst.net/article/staying-with-the-troubles-of-infrastructuring-stsing-between-assemblage-and-verein/>
- Niewöhner, J., Sørensen, E. & Bogusz, T. (2021). The Cosmology of stsing. *EASST Review*, 40(2). <https://easst.net/article/the-cosmology-of-stsing/>
- Bogusz, T., & Sørensen, E. (2019). Mit Stefan Becks "Sachen, Tat-sachen und Tatsachen" und "The Problem of Expertise" denken [Thinking with Becks "Thing, fact-thing and fact" and "The Problem of Expertise"]. *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 80, 137-152.
- Sørensen, E. (2017). The social order of facts vs. truths. *EASST Review*, 36(1), 12-13.
- Schubert, C., & Sørensen, E. (2015). Roads less travelled. Exploring new connections between media research and STS. *EASST Review*, 34(1), 14-16.

- Bogusz, T., & Sørensen, E. (2011). Naturalismus und Konstruktivismus: Zur Produktivität einer Dichotomie: Einleitung [Naturalism and Constructivism: On the productivity of a dichotomy: Introduction]. *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 55, 6-21.
- Sørensen, E. (2011). Performative representations | Accountability for knowledge: Beyond naturalism and constructivism. *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 55, 60-77.
- Sørensen, E. (2009). Facebook: en teknologi for de checkede [Facebook: A technology for the cool]. *Ungdomsforskning*, 3(4), 41-46.
- Sørensen, E. (2005). Fluid design as technology in practice – Spatial description of online 3D virtual environment in primary school. *TUTS Berlin - Working Papers*, 2, 1-16.
- Sørensen, E. (1998). Computerspil og erkendelse [Computer games and cognition]. *Psykologisk Set*, 28, 5-14.

### Books

- Raasch, J., & Sørensen, E. (Eds.). (2019). *Gute Gründe für schlechte Dokumentationspraktiken. Wie Kinder dokumentiert werden [Good reasons for poor practice of documentation: How children are documented]*. Bochum, Germany: Westdeutscher Universitätsverlag.
- Sørensen, E. (Ed.). (2018). *Cultures of Computer Game Concerns: The Child Across Families, Law, Science and Industry*. Bielefeld, Germany: transcript.
- Beck, S., Niewöhner, J., & Sørensen, E. (2012). *Science and Technology Studies: Eine sozialanthropologische Einführung [Science and Technology Studies: A social anthropological introduction]*. Bielefeld, Germany: transcript.
- Sørensen, E. (2009). *The materiality of learning: Technology and knowledge in educational practice*. New York, NY: Cambridge University Press.

### Special Issues

- Huniche, L., & Sørensen, E. (Eds.). (2019). *Theory & Psychology*, 29(4).
- Mewes, J., & Sørensen, E. (Eds.). (2017). *Ethnographies of objects in science and technology studies*. Bochum, Germany: Universitätsbibliothek. doi:10.13154/eoo.1.2017.1-89
- Schraube, E., & Sørensen, E. (Eds.). (2013). Materiality. *Subjectivity*, 6(1).
- Bogusz, T., & Sørensen, E. (Eds.). (2011). Naturalismus und Konstruktivismus: Zur Produktivität einer Dichotomie. *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 55.
- Sørensen, E., & Koch, G. (Eds.). (2011). Childish science. *Science as Culture*, 20(4).
- Sørensen, E., Jensen, T., & Kousholt, D. (Eds.). (2007). *Nordiske Udkast – Tidsskrift for kritisk samfundsforskning*, 35(1).

### Book chapters

- Gorur, R., Maddox, B., & Sørensen, E. (2019). Standardizing the Context and Contextualizing the Standard: Translating PISA into PISA-D. In M. J. Prutsch (Ed.), *Science, Numbers and Politics* (pp. 301-329). London, UK: Palgrave.
- Raasch, J., & Sørensen, E. (2019). Dokumentationspraktiken: Eine Anleitung [Practices of documentation: A manual]. In Raasch, J., & Sørensen, E. (Eds.), *Gute Gründe für schlechte*

- Dokumentationspraktiken: Wie Kinder dokumentiert werden* (pp. 5-23). Bochum, Germany: Westdeutscher Universitätsverlag.
- Sørensen, E. (2019). A new psychology for a new society: How psychology can profit from science and technology studies. In K.C. O'Doherty, L.M. Osbeck, E. Schraube & J. Yen (Eds.), *Psychological Studies of Science and Technology* (pp. 191-211). London, UK: Palgrave.
- Sørensen, E., Elson, M., & Rothmund, T. (2018). Psychology's multiple concerns about research on the effects of diagnosis. In E. Sørensen (Ed.), *Cultures of computer game concerns: The child across families, law, science and industry* (pp. 283-293). Bielefeld, Germany: transcript.
- Sørensen, E. (2018). Introduction: Computer games and children – Concerns, infrastructures and cultures. In E. Sørensen (Ed.), *Cultures of computer game concerns: The child across families, law, science and industry* (pp. 9-36). Bielefeld, Germany: transcript.
- Sørensen, E., & Jones, V. (2018). Safeguarding children on the online gaming platform MovieStarPlanet. In E. Sørensen (Ed.), *Cultures of computer game concerns: The child across families, law, science and industry* (pp. 67- 75). Bielefeld, Germany: transcript.
- Sørensen, E., Marlin, A., & Niewöhner, J. (2018). From scholastic to emic comparison: Generating comparability and handling difference in ethnographic research. In U. Flick (Ed.), *The SAGE handbook of qualitative data collection* (pp. 148-163). Thousand Oaks, CA: Sage.
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- Mewes, J., & Sørensen, E. (2017). Introduction: The things to come. In J. Mewes & E. Sørensen (Eds.), *Ethnographies of objects in science and technology studies* (pp. 1-7). Bochum, Germany: Universitätsbibliothek. doi:10.13154/eoo.1.2017.1-89.
- Sørensen, E., & Schank, J. (2017). Praxeographie [Praxeography]. In S. Bauer, T. Heinemann, & T. Lemke (Eds.), *Science & Technology Studies: Klassische Positionen und aktuelle Perspektiven* (pp. 407-428). Frankfurt am Main, Germany: Suhrkamp.
- Sørensen, E. (2015). Menschliche Präsenz: Versuch eines post-humanistischen Ansatzes zum Menschsein [Human presence: Attempt of a posthumanist approach of being human]. In T. Meyer & B. Jörissen (Eds.), *Subjekt – Medium – Bildung* (pp. 171-189). Wiesbaden, Germany: Springer.
- Raasch, J., & Sørensen, E. (2014). Helen Verran: Pionierin der postkolonialen Science & Technology Studies. [Helen Verran: Pioneer of postcolonial science and technology studies]. In D. Lengersdorf & M. Wieser (Eds.), *Schlüsselwerke der Wissenschafts- und Technikforschung/Science & Technology Studies* (pp. 257-267). Berlin, Germany: Springer.
- Sørensen, E. (2014). Verortete und verteilte Wissensprozesse in einer Mathematik Unterrichtsstunde [Situating and distributed processes of knowledge in a math class]. In H. Kalthoff, T. Alkemeyer, & M. Rieger-Ladich (Eds.), *Bildungspraktiken. Körper – Räume – Artefakte* (pp. 207-233). Weilerswist, Germany: Velbrück.
- Sørensen, E. (2013). Skolen er ikke en hjælpeforanstaltning for den enkelte [School is not a support measure for the individual in motivation and learning]. In N.U. Sørensen, C. Hutter, N. Katznelsen, & T.M. Juul (Eds.), *Unges motivation og læring: 12 eksperter om motivationskrisen i uddannelsessystemet* (pp. 188-202). Copenhagen, Denmark: Hans Reitzels.
- Niewöhner, J., Sørensen, E., & Beck, S. (2012). Einleitung: Science and Technology Studies - Wissenschafts- und Technikforschung aus sozial- und kulturanthropologischer Perspektive [Introduction: Science and technology studies – Science- and technology studies from a social- and cultural-anthropological perspective]. In S. Beck, J. Niewöhner, & E. Sørensen (Eds.), *Science and*

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- Sørensen, E. (2012). Soziale Konstruktion von Technologie [Social construction of technology]. In S. Beck, J. Niewöhner, & E. Sørensen (Eds.), *Science and Technology Studies: Eine sozialanthropologische Einführung* (pp. 123-144). Bielefeld, Germany: transcript.
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- Sørensen, E. (2002; 2005; 2010). Aktant; Aktør-Netværks Teori; CSCW; Etnografi; Virtual communities [Actant; Actor-Network Theory; CSCW; Ethnography; Virtual communities] [Dictionary entries]. In J. Bjerg (Ed.), *Gad's Psykologileksikon*, Copenhagen, Denmark: Gads.
- Sørensen, E. (2006). Politics of things: Interplay of design and practice in a design workshop with children. In A. Costall, & O. Dreier (Eds.), *Doing things with things: The design and use of ordinary objects* (pp. 148-163). Hampshire, UK: Ashgate.
- Sørensen, E. (2005). Lær af computerspil [Learn from computer games]. In C. Jessen, & B. Kampmann Walther (Eds.), *Spillets verden* (pp. 283-295). Copenhagen, Denmark: Danmarks Pædagogiske Universitets Forlag.

### **Science communication, media presence and reports**

- Schmutzler, J., & Sørensen, E. (2022). Playing with fire. Re-identification hacks and organisational micro-politics (Nr. 4) [Podcast-Episode]. In Hacker Cultures: The Conference Podcast. <https://www.buzzsprout.com/1323889/11330677-episode-4-2022-jan-schmutzler-and-estrid-sorensen-playing-with-fire-re-identification-hacks-and-organisational-micro-politics>.
- Der Regierende Bürgermeister von Berlin (2020). Drei Fragen an... Estrid Sørensen. Berlin Aktuell 106: 61-63. <https://www.berlin.de/aktuell/ausgaben/2020/dezember/>
- Lauer, C. (2020). Auch die Heckenhöhe von 1,25 Metern hat ihren Sinn. Interview mit Estrid Sørensen. Die Welt 03.09.2020. <https://www.welt.de/wissenschaft/plus214872364/Soziotop-Schrebergarten-Auch-die-Heckenhoehe-von-1-25-Metern-hat-ihren-Sinn.html> / <https://theworldnews.net/de-news/im-kleingarten-lasst-sich-ublen-wie-man-unterschiede-aushalt>

- Post Internet Art Initiative (2019). Lecture by Sørensen "[Techniken der Selbstbestimmung: Ein Tanz von Hingabe und Care](#)" [Techniques of self-determination: A dance of devotion and care"].
- Sørensen, E. (2019). Die Gesellschaft braucht die Kleingärten. *parzelle* 2, 13-19.
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- Initiative Game Studies. (2013). [Thanks for Playing - IGS im Gespräch mit Prof. Dr. Estrid Sørensen](#) [IGS talk with Prof. Ph.D. Estrid Sørensen] [Youtube video].
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- Sørensen, E. (2008, July 11). Minderne er deres dagligdag [Memories are their everyday life]. *Information*.
- Sørensen, E. (2008, June 5). Modkultur i klasseværelsetz [Counterculture in the classroom]. *Information*.
- Sørensen, E. (2008). The German tug-of-war on Killerspiele. In *Children, Youth and Media in the World*. Göteborg, Sweden: The International Clearinghouse on Children Youth and Media.
- Sørensen, E. (2008). Synlighedens Usandsynlighed [The unlikelihood of transparency]. *Asterisk*, 42, 18-19.
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- Sørensen, E. (2003). *From research result to technological development*. Research report for EU-project "5D: Local Learning Communities in a Global World" under 5th Frame Program.
- Sørensen, E., & Jensen, K.H., Kenneth. H. (2001). How to make your show go Bingo: Report from streaming media workshop. Liverpool, UK.
- Ørskov, A. M. (2001, August 24). [Hvis selvet forsvinder](#) [When the self disappears] [Interview with E. Sørensen]. *Kristeligt Dagblad*.
- Ejlsvkov M. W., Jensen, K. H., Jensen, T., & Sørensen, E. (2000). Supermanual: The incomplete guide to the superchannel. In Brewster, M. (Ed.), *Supermanual: The incomplete guide to the superchannel* (pp. 3-35). Liverpool, UK: FACT.