

Publications by Prof. Dr. Estrid Sørensen

Peer-reviewed journal articles

- RUSTlab, Amelang, K., Asai, R., Çelik, L., Eggel, R., Galanova, O., Laser, S., Ojala, M., Pittroff, F., Sørensen, E., Werner, L. (2024). Please Go Away... We're Reading: A Practice Approach to a Taken-for-Granted Academic Craft. In: *On_Culture*, 16. doi: 10.22029/oc.2024.1415
- Dietzsch, I., Franken, L., Imeri, S., Kinder-Kurlanda, K., Sørensen, E. & Vepřek, L. H. (2024). Quo Vadis kulturwissenschaftliche Digital Humanities? In: *Digital Humanities im deutschsprachigen Raum 2024*. <https://doi.org/10.5281/zenodo.10698334>
- Amelang, K., Klausner, M., Sørensen, E., Straube, T., Friton, J., & Queckenberg, R. (2023). Daten erfahren und situieren: Datenspaziergänge als explorative Methode ethnografischer Forschung. In: *Kulturanthropologie Notizen*, 85, pp. 111–138.
- Kocksch, L., & Sørensen, E. (2023). Towards a Typology of Interdisciplinarity in Cybersecurity: Trade, Choice, and Agnostic-Antagonist. In: *Proceedings of the 2023 New Security Paradigms Workshop (NSPW '23)*, pp. 116-129. New York (NY): Association for Computing Machinery.
- Sørensen, E., & Laser, S. (2023). Towards Artful Sustainable Integration of IT Infrastructures. In: P. Jankowski, A. Höfner, M. L. Hoffmann, F. Rohde, R. Rehak & J. Graf (Eds.), *Shaping Digital Transformation for a Sustainable Society. Contributions from Bits & Bäume*, pp. 87-90. Berlin: Technische Universität Berlin.
- Sørensen, E., & Schank, J. (2022). Categorizations of World War II in Videogames. In: *Eludamos*, 13(1). <https://eludamos.org/index.php/eludamos/article/view/6893>
- 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. In: *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. In: *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 84, pp. 21-34.
- Sørensen, E., & Kocksch, L. (2021). Data Durabilities: Towards Conceptualizations of Scientific Long-Term Data Storage. In: *Engaging Science, Technology, and Society*, 7(1), pp. 12-21.
- Helm, A., Kocksch, L., May, A. & Sørensen, E. (2019). Die Entwicklung und Umsetzung von IT-Sicherheitsstandards als sozialer Aushandlungsprozess. In: *Datenschutz und Datensicherheit*, 43(11), pp. 713-718.
- Huniche, L., & Sørensen, E. (2019). Psychology's epistemic projects. In: *Theory & Psychology*, 29(4), pp. 441-448.
- Huniche, L., & Sørensen, E. (2019). Phenomenon-driven research and systematic research assembling: Methodological conceptualisations for psychology's epistemic projects. In: *Theory & Psychology*, 29(4), pp. 539–558.
- Schubert, C., & Sørensen, E. (2016). Encounters, lone travellers or productive differences: Media studies and STS in Germany. In: *Technoscienzia*, 7(1), pp. 110-114.
- Schraube, E., & Sørensen, E. (2013). Exploring sociomaterial mediations of human subjectivity. In: *Subjectivity*, 6(1), pp. 1-11.

- Sørensen, E. (2013). Human presence: Towards a posthumanist approach to experience. In: *Subjectivity*, 6(1), pp. 112-129.
- Sørensen, E. (2013). Violent video games in the German press. In: *New Media and Society*, 15(6), pp. 963-981.
- Sørensen, E. (2012). The mind and distributed cognition: The place of knowing in a maths class. In: *Theory & Psychology*, 22(6), pp. 717-737.
- Benjaminsen, N., & Sørensen, E. (2011). Circulation of authorisations in the classroom: A socio-material process. In: *Science as Culture*, 20(4), pp. 433-453.
- Koch, G., Sørensen, E. & Levidow, L. (2011). Guest introduction: Childish Science. In: *Science as Culture*, 20(4), pp. 421-431.
- Sørensen, E. (2008). Multi-sited comparison of 'doing regulation'. In: *Comparative Sociology*, 7(3), pp. 311-337.
- Sørensen, E. (2007). Fortsættelse følger: teori som proces i værdikampen [To be continued: theory as process in the battle of values]. In: *Nordiske Udkast – tidsskrift for kritisk samfundsforskning*, 35(1), pp. 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]. In: *Nordiske Udkast – Tidsskrift for kritisk samfundsforskning*, 35(1), pp. 1-7.
- Sørensen, E. (2007). STS goes to school. In: *Outlines – Critical Social Studies*, 9(2), pp. 15-28.
- Sørensen, E. (2007). The time of materiality. In: *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]. In: *Psyke og Logos*, 26(1), pp. 137-152.
- Sørensen, E. (2001). Constituting notions of knowledge with philosophy and technology. In: *Outlines – Critical Social Studies*, 29(1), pp. 67-86.
- Sørensen, E. (1998). Computerspil – virkelighed eller fiktion? [Computer games – reality or fiction?]. In: *Nordisk Psykologi*, 50(29), pp. 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. In: *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]. In: *Science & Technology Studies*, 27(2), pp. 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]. In: *American Journal of Psychology*, 126(3), pp. 369-371.
- Sørensen, E. (2011). Commentary 1: The materiality of learning. *Journal of Engineering Education*, 100(1), pp. 151-185.
- Sørensen, E. (2011). Comment on Norm Friesen's: "Dissection and simulation: Brilliance and transparency, or encumbrance and disruption?". In: *Techné*, 15(3), pp. 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.)]. In: *Science Studies*, 19(2).

Articles in non-peer reviewed journals

- Kocksch, L., & Sørensen, E. (2023). *Investigating the Sustainability-Cybersecurity Nexus in HCI as a Practical Problem: Submission to Workshop WS27: HCI for Climate Change: Imagining Sustainable Futures*. Bochum: Ruhr-Universität Bochum. <https://d-nb.info/1296812146/34>
- Laser, S., Pasek, A., Sørensen, E., Hogan, M., Fehrenbacher, J., Hepach, M. G., Çelik, L., & Kumar, K. R. (2022). The environmental footprint of social media hosting: Tinkering with Mastodon. In: *EASST Review*, 41(3). <https://www.easst.net/article/the-environmental-footprint-of-social-media-hosting-tinkering-with-mastodon/>
- Helm, P., Kocksch, L. & Sørensen, E. (2021). Staying with the troubles of infrastructuring stsing: between assemblage and "Verein". In: *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. In: *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"]. In: *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 80, pp. 137-152.
- Sørensen, E. (2017). The social order of facts vs. truths. In: *EASST Review*, 36(1), pp. 12-13.
- Schubert, C., & Sørensen, E. (2015). Roads less travelled. Exploring new connections between media research and STS. In: *EASST Review*, 34(1), pp. 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]. In: *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 55, pp. 6-21.
- Sørensen, E. (2011). Performative representations | Accountability for knowledge: Beyond naturalism and constructivism. In: *Berliner Blätter: Ethnographische und Ethnologische Beiträge*, 55, pp. 60-77.
- Sørensen, E. (2009). Facebook: en teknologi for de checkede [Facebook: A technology for the cool]. In: *Ungdomsforskning*, 3(4), pp. 41-46.
- Sørensen, E. (2005). Fluid design as technology in practice – Spatial description of online 3D virtual environment in primary school. In: *TUTS Berlin - Working Papers*, 2, pp. 1-16.
- Sørensen, E. (1998). Computerspil og erkendelse [Computer games and cognition]. In: *Psykologisk Set*, 28, pp. 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). Psychology's epistemic projects. *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.
- Schraube, E., & Sørensen, E. (Eds.) (2013). Materiality. *Subjectivity: international journal of critical psychology*, 6(1).
- Bogusz, T., & Sørensen, E. (Eds.) (2011). Naturalismus und Konstruktivismus: Zur Produktivität einer Dichotomie. *Berliner Blätter: Ethnographische und ethnologische Beiträge*, 2011(55).
- Sørensen, E., & Koch, G. (Eds.) (2011). Childish Science. *Science as Culture*, 20(4).
- Sørensen, E., Jensen, T., & Kousholt, D. (Eds.) (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).

Book chapters

- Gorur, R., Sørensen, E., & Maddox, B. (2023). Standardisierung des Kontexts und Kontextualisierung des Standards: Die Übertragung von PISA auf PISA-D. In: M. J. Prutsch (Ed.), *Wissenschaft, Zahlen und Politik*, pp. 325-356. Cham, Schweiz: Palgrave.
- 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.
- Sørensen, E. (2018). Materialität [Materiality]. In: C. Kölbl & A. Sieben (Eds.), *Stichwörter zur Kulturpsychologie*, pp. 255-262. Gießen, Germany: Psychosozial-Verlag.
- 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 [Situated 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 hjælpeforanstaltung for den enkelte [School is not a support measure for the individual in motivation and learning]. In: N.U. Sørensen, C. Hutters, N. Katzenelsen, & 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 Technology Studies: Eine sozialanthropologische Einführung*, pp. 9-48. Bielefeld, Germany: transcript.
- Sørensen, E. (2012). Post-Akteur-Netzwerk Theorie [Post-actor-network theory]. In: S. Beck, J. Niewöhner, & E. Sørensen (Eds.), *Science and Technology Studies: Eine sozialanthropologische Einführung*, pp. 327-345. Bielefeld, Germany: transcript.
- 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.
- Sørensen, E. (2012). STS und Politik [STS and politics]. In: S. Beck, J. Niewöhner, & E. Sørensen (Eds.), *Science and Technology Studies: Eine sozialanthropologische Einführung*, pp. 191-220. Bielefeld, Germany: transcript.

- Sørensen, E. (2011). Configuration of ontologies: An inquiry into learning designs. In: M. Kontopodis, C. Wulf, & B. Fichtner (Eds.), *Children, Development and Education: Cultural, historical, anthropological perspectives*, pp. 163-181. Dordrecht, Netherlands: Springer.
- Sørensen, E. (2011). Raum und Mobilität in den „Science & Technology Studies“ in der US-amerikanischen Sozial- und Kulturanthropologie [Space and mobility in STS in the US-American social- and cultural anthropology]. In: R. Johler, M. Mitter, & S. Zinn-Thomas (Eds.), *Mobilitäten. Europa in Bewegung als Herausforderung kulturanalytischer Forschung*, pp. 336-342. Münster, Germany: Waxmann.
- Sørensen, E. (2010). Producing multi-sited comparability. In: J. Niewöhner & T. Scheffer (Eds.), *Thick comparisons: Reviving an ethnographic ambition*, pp. 44-77. Leiden, Netherlands: Brill.
- 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.

Experimental formats, science communication, media presence and reports

- Abels, S., Çelik, L., Laser, S. & Sørensen, E. (2024). In: Biørn-Hansen, A. et al. (Eds.), *Liminal Excavations: A zine that explores alternative visions, ideas and critiques on the topic of sustainability and ICT*, pp. 56-61. Sustainable Futures Lab. doi: 10.21428/57a7f7a7.5d685a20
- Biørn-Hansen, A. et al. (2024). *Liminal Excavations: A zine that explores alternative visions, ideas and critiques on the topic of sustainability and ICT*. Sustainable Futures Lab. doi: 10.21428/57a7f7a7.5d685a20
- 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-ihr-Sinn.html/> <https://theworldnews.net/de-news/im-kleingarten-lasst-sich-uben-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 an care”]. Symposium: „Posthumanistische Medienbildung? Bildungstheoretische Positionen nach Anthropozentrismus und Humanismus“. [Video].
- Sørensen, E. (2019). Die Gesellschaft braucht die Kleingärten. *parzelle 2*, pp. 13-19.

- Initiative Game Studies. (2015). [Thanks for Playing Srsly! - Prof. Dr. Estrid Sørensen - Die Mikrowelten der Gewaltspiele](#) [The microworlds of violent games] [Youtube video].
- Ruhr-Universität Bochum. (2015). [50 Jahre – 50 Gesichter: Estrid Sørensen](#) [50 years – 50 faces: Estrid Sørensen] [Youtube video].
- 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].
- Parnici, S. (2012, November 19). [Wissenschaft, Technologie und Gesellschaft im Zusammenspiel: Erste deutsche Einführung in die Science and Techology Studies: RUB-Kulturpsychologin Estrid Sørensen ist Mitherausgeberin](#) [Interplay of science, technology and society: First German STS introduction: RUB cultural psychologist Estrid Sørensen is coeditor]. *RUB Presseinformationen*, 393.
- Sørensen, E. (2008, August 1). De dér børn og det dér ansvar [Those children and that responsibility]. *Information*.
- 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, pp. 18-19.
- Sørensen, E. (2004). *Børnepanelet 2002-2004: En erfarringsrapport* [Child panel 2002-2004: An evaluation report]. Media Council for Children and Young People.
- 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*.
- Ejlskov 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.