

To be submitted to special session 7: “The Politics of ICTs”

## **How concepts of ideology, hegemony and sociomateriality frame the micro-politics of ICT design**

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The politics of ICTs become manifest at various levels of the co-emergence of society and technology: political frameworks, economic structures and ideologies are entangled with socio-technical practices that are enmeshed in hegemonies and embodied experiences and concepts (such as user experience/s).

Recent research has framed this entanglement in terms of ‘informational capitalism’ (C. Fuchs) or ‘algorithmic ideology’ (A. Mager). It points to the interplay of the political and economic frameworks, in which ICTs (e.g., search engines) are created, with the diffusion of these technologies in society, which in turn can be seen to reaffirm capitalist ideologies and practices. In design studies, the politics of ICTs have been addressed by aiming to provide concepts for ‘inclusive design’ or ‘worker oriented design’. This strand of research hints at the reproduction of ideologies of difference which, for example, are indicated by the co-emergence of ICTs with gender and class relations.

Referring to different traditions in materialist thinking, this presentation theorizes IT development as processes in which ideologies and hegemonies, politico-economic structures and infrastructural materials (such as algorithms or code) intertwine to (re-)configure society-technology relations. Concepts of ideology, hegemony and agentive materiality help us to understand how development processes are socio-technical and socio-material work practices that are implicitly informed by discourse, ideologically embedded, and materially articulated.