

Technology and Society (TS)

The "Technology and Society" course offers a profound interdisciplinary investigation into the co-dependent relationship between technological advancement and social structures. Rather than viewing technology as a neutral tool, the curriculum explores it as a transformative factor that reshapes individual behavior, institutional norms, and political landscapes. Students are introduced to major theoretical paradigms, including *Technological Determinism*, which posits technology as an autonomous force driving history, and the *Social Construction of Technology (SCOT)*, which argues that human agency and sociopolitical contexts dictate technological design. Further analysis is provided through *Actor-Network Theory (ANT)*, which treats humans and non-human "actants" as equal participants in sociotechnical networks.

The syllabus covers critical contemporary challenges, such as the impact of *Artificial Intelligence (AI)* on labor markets and the *Dead Internet Theory*. It examines the ethical dimensions of innovation through frameworks like Utilitarianism and Kantian ethics, addressing issues of privacy, surveillance capitalism, and the digital divide. The course also explores the "gamification" of daily life and its effects on identity and connection. Specialized modules focus on *ICT4D*, evaluating if technology can effectively bridge global economic gaps or if it reinforces existing inequalities. By the end of the term, students will be equipped to analyze how technologies shape, and are shaped by, the complex interplay of culture, ethics, and power in the 21st century.