

# Fellows

## **Jens Schröter**

IFK\_Senior Fellow

Duration of fellowship

01. March 2017 bis 30. June 2017

## **Jens Schröter**

### **PROJECT TITLE**

Disorder and the Three-dimensional Image

### **PROJECT DESCRIPTION**

Stereoscopy is a well-known procedure that has been in use since the 19th century to produce seemingly three-dimensional images. It is generally known as a kind of entertainment medium – even today in the context of 3D films. But it was also deployed in political and scientific practices to establish “order.” In connection with this, Jens Schröter’s research project examines two very different examples: the first is the use of stereoscopy in particle physics detectors, and more precisely the discovery of the so-called Omega Minus Baryons 1964, by virtue of which order was brought to the “particle zoo.” The second example is the role of stereoscopy in the Third Reich in regard to the idea of negotiating the supposedly disorderly era of the Weimar Republic in a new plastic-visual order through the dissemination and educational use of stereoscopy in “education for spatial imagination and the perception of space.”

## CV

Jens Schröter has held the Media Culture Studies Chair at the University of Bonn since April 2015. From 2008 to 2015 he was professor of Theory and Practice of Multimedia Systems at the University of Siegen, and Senior Fellow of the DFG research lecture series "Media Cultures of Computer Simulation" during winter semester 2014/15.

## Publications

gem mit Till A. Heilmann (Hg.), *Medienwissenschaft und Kapitalismuskritik (= Navigationen. Zeitschrift für Medien- und Kulturwissenschaften*, Jg. 16, H. 2, Siegen 2016); *3D. History, Theory and Aesthetics of the Technical-transplane Image*, New York 2014; gem. mit Thomas Hensel (Hg.), *Die Akteur-Netzwerk-Theorie als Herausforderung der Kunstwissenschaft*, Schwerpunktherausgeberschaft der *Zeitschrift für Ästhetik und Allgemeine Kunstwissenschaft*, Heft 1/2012; (Hg.), *Handbuch Medienwissenschaft*, Stuttgart 2014; *Das Netz und die Virtuelle Realität. Zur Selbstprogrammierung der Gesellschaft durch die universelle Maschine*, Bielefeld 2004.