



An Archaeology of Animals and Technology

Jussi Parikka

posthuman 11



University of Minnesota Press  
Minneapolis  
London

# CONTENTS

Acknowledgments	vii
INTRODUCTION Insects in the Age of Technology	ix
1 NINETEENTH-CENTURY INSECT TECHNICS The Uncanny Affects of Insects	1
2 GENESIS OF FORM Insect Architecture and Swarms	27
3 TECHNICS OF NATURE AND TEMPORALITY Uexküll's Ethology	57
4 METAMORPHOSIS, INTENSITY, AND DEVOURING SPACE Elements for an Insect Game Theory	85
<i>Intermezzo</i>	113
5 ANIMAL ENSEMBLES, ROBOTIC AFFECTS Bees, Milieus, and Individuation	121
6 BIOMORPHS AND BOIDS Swarming Algorithms	145
7 SEXUAL SELECTION IN THE BIODIGITAL <i>Teknolust</i> and the Weird Life of SRAs	169
EPILOGUE Insect Media as an Art of Transmutation	195
Notes	207
Index	271