

Contents

Practices of Speculation

An Introduction

Jeanne Cortiel, Christine Hanke, Jan Simon Hutta, and Colin Milburn 7

Chapter 1: Cultures of Speculation—Histories of Speculation

Susanne Lachenicht 31

Modeling: Speculating with Data

Chapter 2: The Working Planetologist

Speculative Worlds and the Practice of Climate Science

Katherine Buse 51

Chapter 3: The Rule of Productivity and the Fear of Transgression

Speculative Uncertainty in Digital Games

Felix Raczkowski 77

Chapter 4: Lagging Realities

Temporal Exploits and Mutant Speculations

Joseph Dumit 97

Embodiment: Speculating with Matter

Chapter 5: “La vie impossible”

Germfree Life in the Microbiome Era

Melissa Wills 119

Chapter 6: Spores of Speculation

Negotiating Mold as Contamination

Christoph Schemann 145

Chapter 7: Enacting Speculation

The Paradoxical Epistemology of Performance as Research

Wolf-Dieter Ernst and Jan Simon Hutta 167

Figuration: Speculating with Fiction

Chapter 8: Scale and Speculative Futures in

Russell Hoban's *Riddley Walker* and Kim Stanley Robinson's *2312*

Matthew Hannah and Sylvia Mayer 191

Chapter 9: The Lifecycle of Software Engineers

Geek Temporalities and Digital Labor

Jordan S. Carroll 209

Chapter 10: Uncertainty between Image and Text

in Ben Templesmith's *Singularity 7*

Interdisciplinary Perspectives on Narrative and Performance

Jeanne Cortiel and Christine Hanke 221

Chapter 11: This World Which Is Not One

Superhero Comics and Other Dimensions of Reference

Mark Jerng and Colin Milburn 243

List of Figures 275

Biographical Notes 277