

In this qualitative research I analysed two on-line discussions of "computer geeks" about a possible implementation of a distributed version control system called GitHub into the process of law-making. In the theoretical chapter I recapitulated how technology has been traditionally approached in Western Culture and how it is approached in newer social theories of technology. Then I presented geeks in their political context. Geeks define themselves in relation to computer technology, they program the technology, they are its authors. In research chapter, I analyse their discussion using the social imaginary concept to find out how they understand the artifacts they make, how they relate to society through technology and what role technologies play in their politics. Through investigating this sociotechnical imaginary, I tried to arrive at an understanding of their world and an understanding of what kind of actor technology is for them. I relate these findings to the way technology has been traditionally approached in Western Culture and tried to shed light on some of the changes the Standard Narrative has undergone in their imagination. At the same time, I analyse the processes at work in geeks' imaginary while they proselytize a "technology" as their own fetishised relationships.