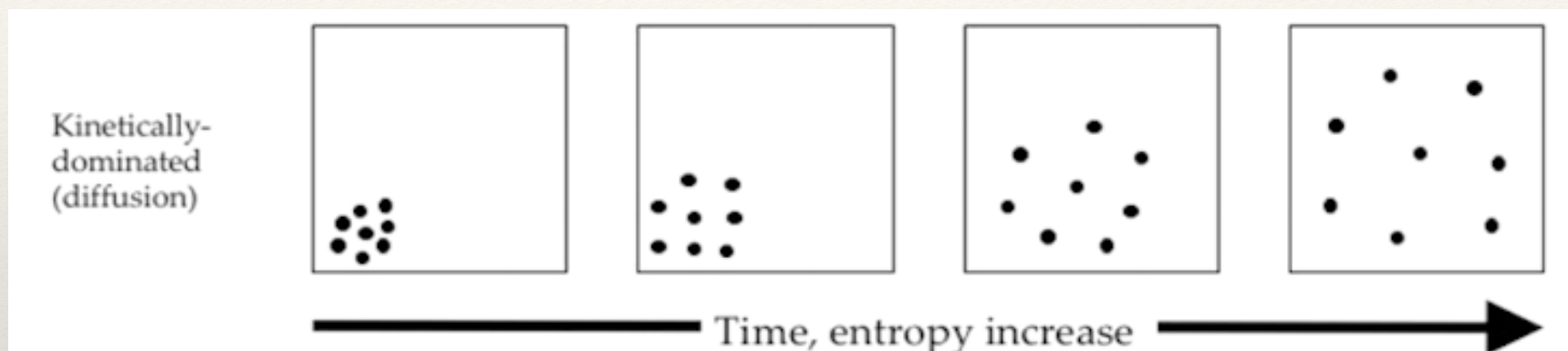


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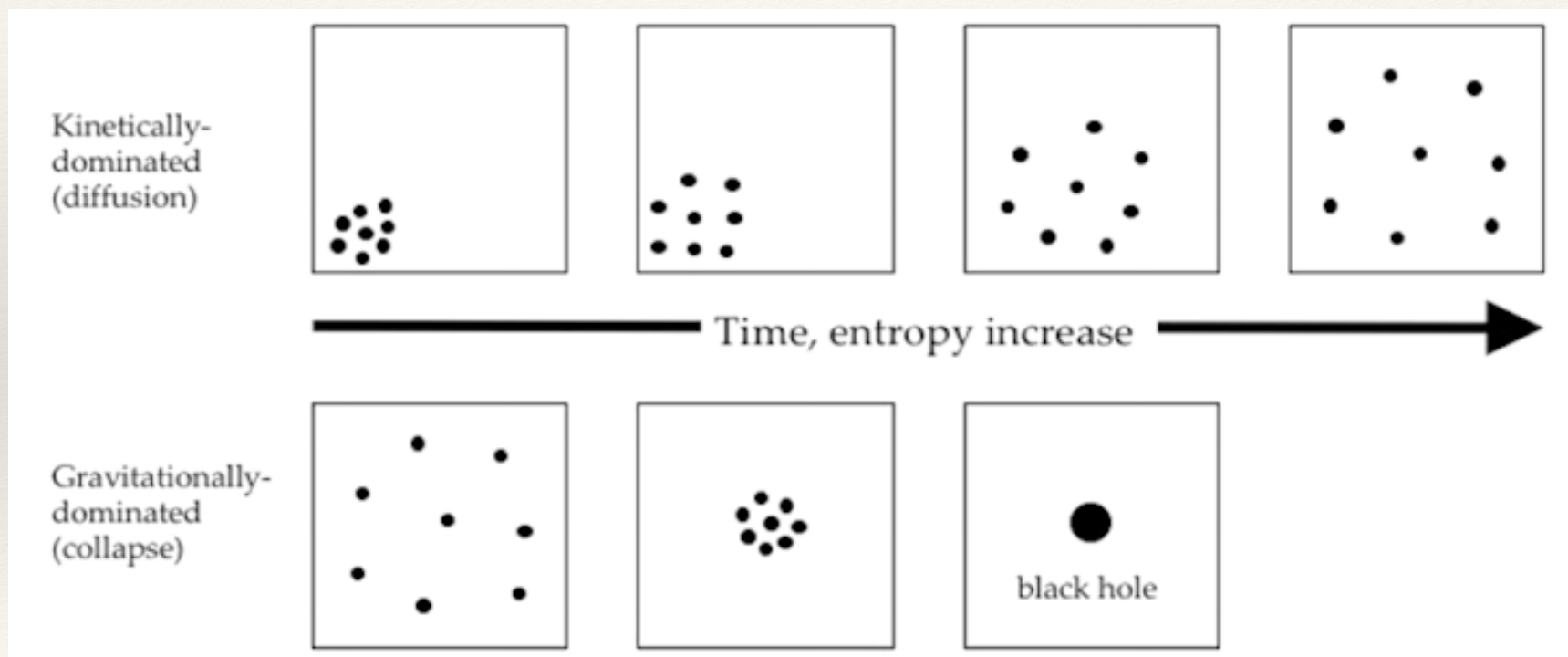
# A brief history of humankind

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# Entropy

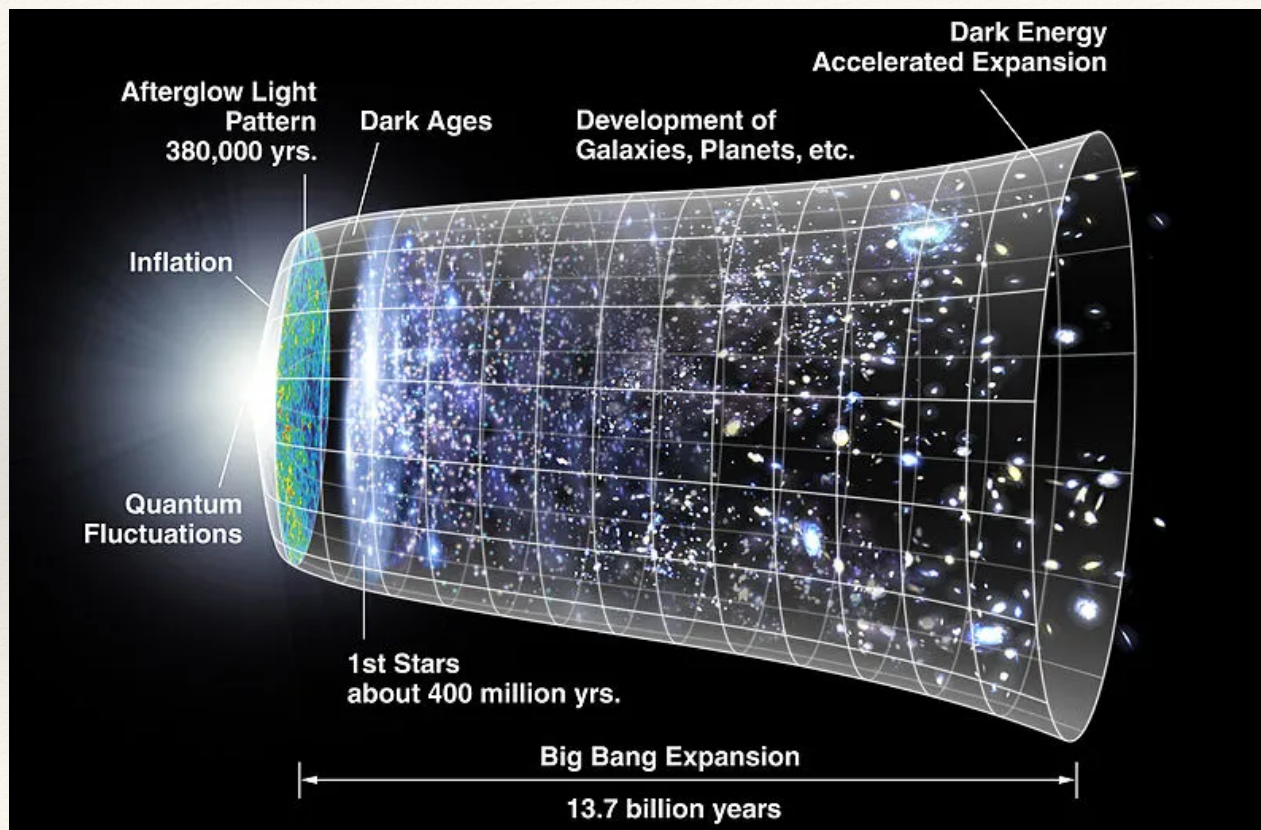


# Entropy



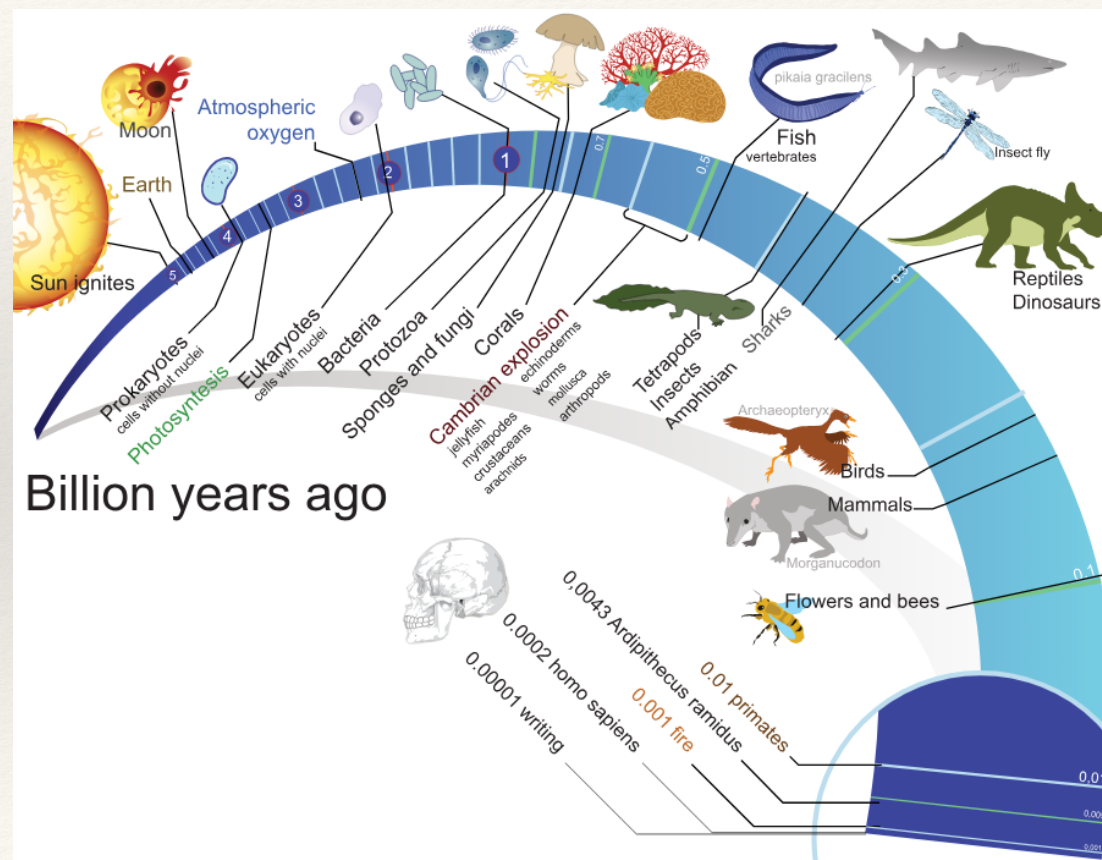


# The universe

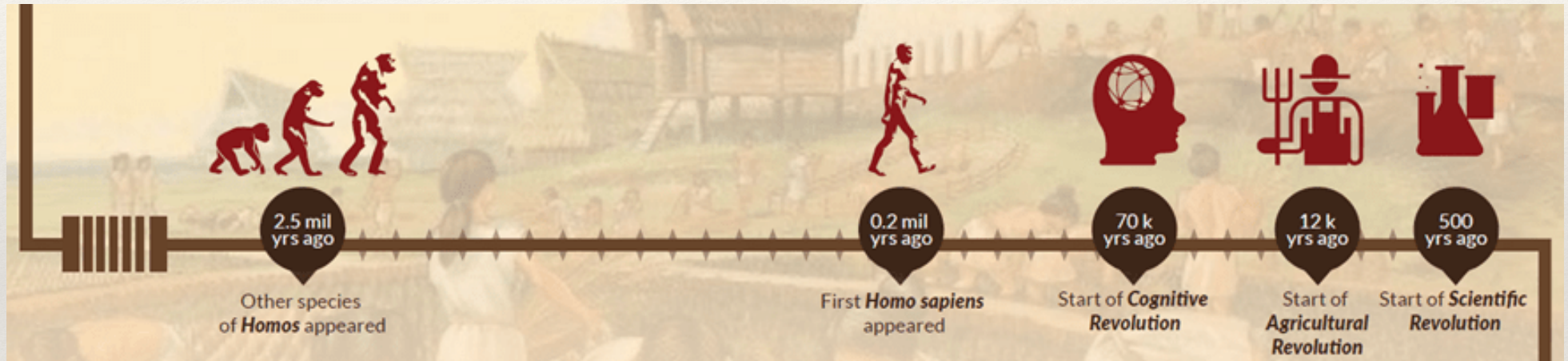




# Life on earth



# Humanity



(Based on *Sapiens*, Yuval Noah Harari)



## THE 3 KEY HUMAN REVOLUTIONS



### **The Cognitive Revolution**

Sapiens flooded the planet as hunter-gatherers, changing our environment and social structures faster than any other species.



### **The Agricultural Revolution**

We multiplied rapidly, but ended up with tougher lives and poorer nutrition. New imagined orders like peasants vs nobility, empires and gods emerged.

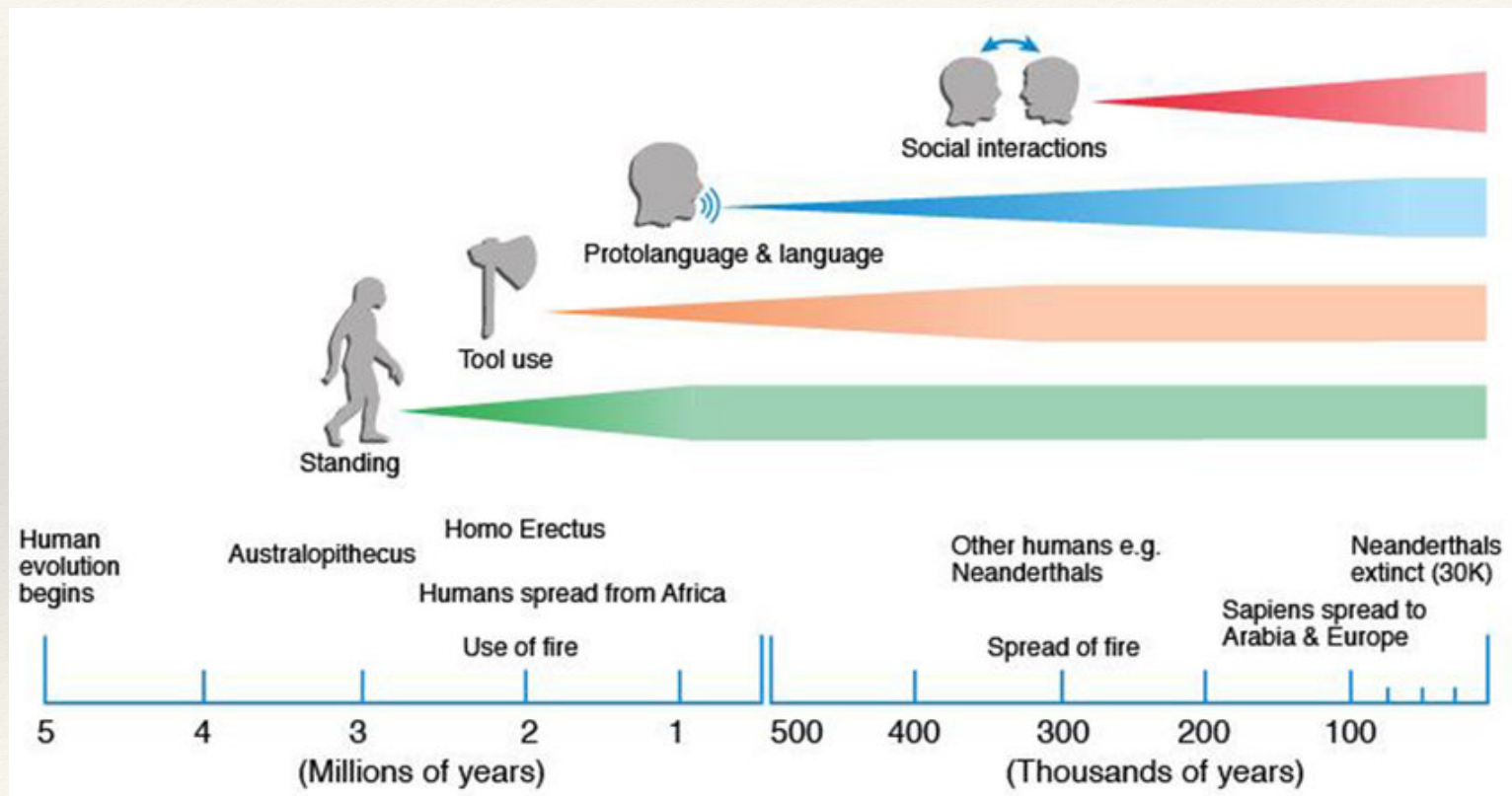


### **The Scientific Revolution**

Science, imperialism and capitalism jointly brought more changes in the last 500 yrs than ever before. This revolution may well be the one that drives mankind to extinction.

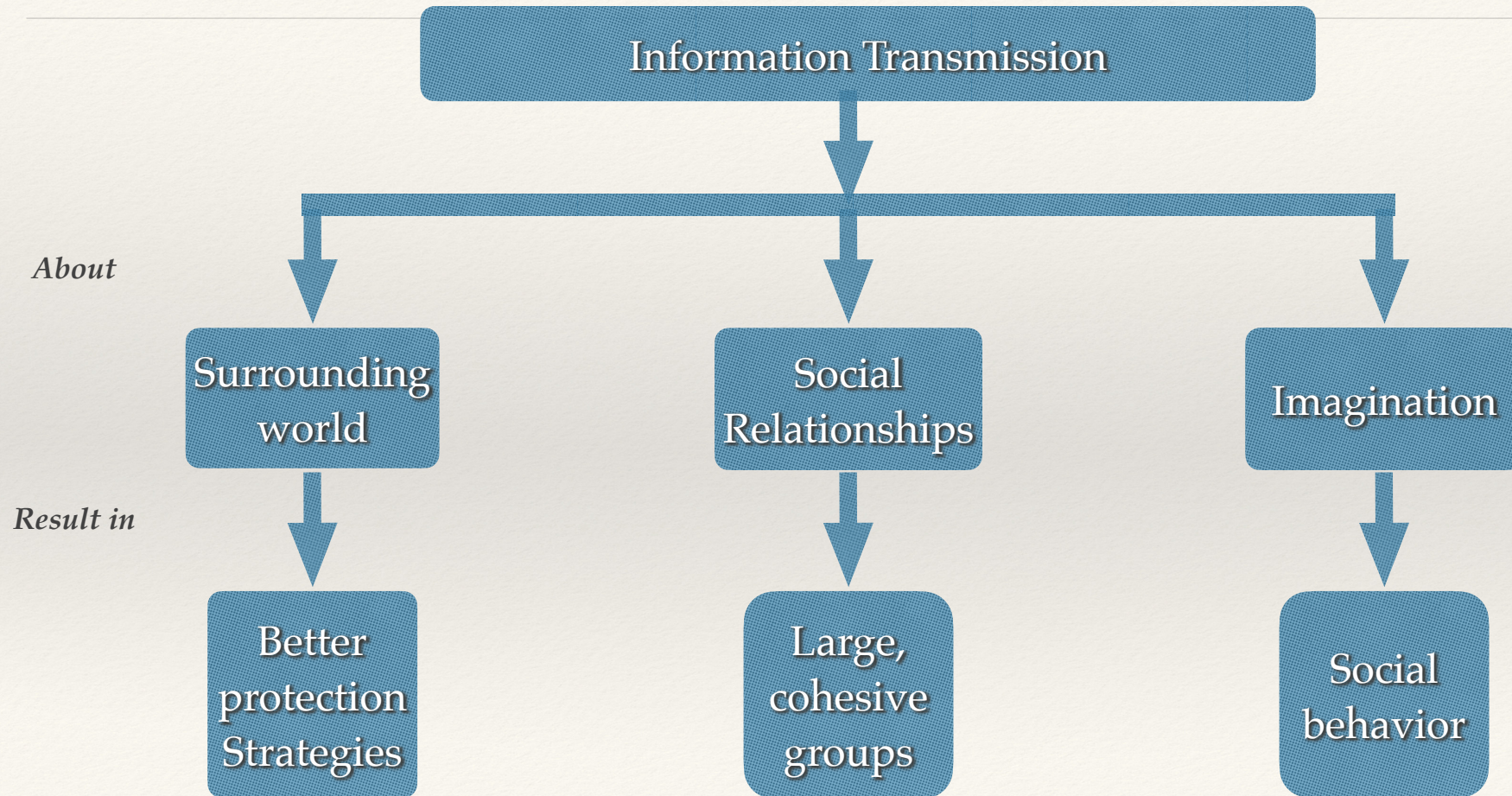
*(Based on Sapiens, Yuval Noah Harari)*

# Early human developments





# Cognitive Revolution



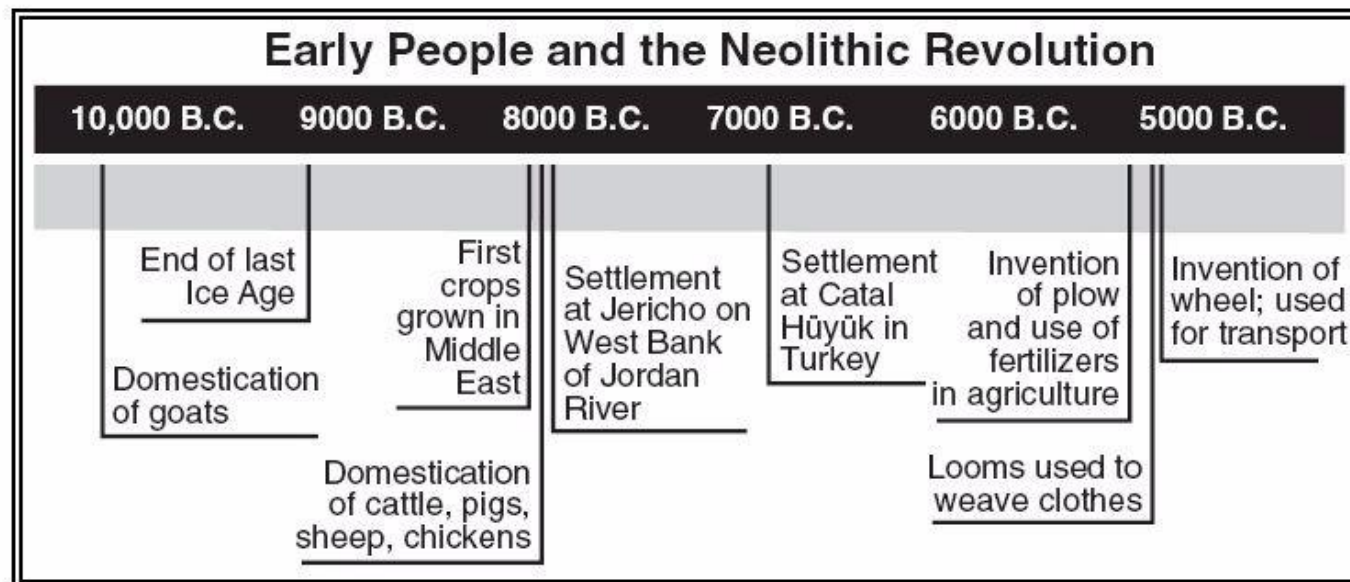
# Collective learning





# Agricultural revolution

## Neolithic Timeline



Source: Vivienne Hodges, *New York State Global History Regents Coach*, Educational Design, Inc. (adapted)







# Top inventions



# Ian Barbour's views of technology

## ❖ **Technology as Liberator**

- ❖ Higher living standards (*medicines, sanitation, drugs, nutrition, reduced manual labor*)
- ❖ Opportunity for choice (*mobility, birth control,...*)
- ❖ More leisure (*education, arts, entertainment, sport,...*)
- ❖ Better communications (*radio, TV, phone, email,...*)

## ❖ **Technology as Threat**

- ❖ Uniformity (*standardized products, lack of individuality*)
- ❖ Narrow criteria of efficiency (*efficiency is defined in terms of quantity where human values are overlooked*)
- ❖ Impersonality (*people feel like cogs in a well-oiled machine*)
- ❖ Uncontrollability (*technology takes on a life on its own; we lose control*)
- ❖ Alienation (*from the process of work, the product of work*)

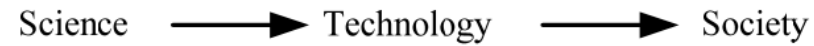
## ❖ **Technology as Instrument of Power**

- ❖ Technology and power (*technology is neither good nor evil*)
- ❖ Redirection of technology (*political structures can redirect technology to do more good*)
- ❖ Social construction of technology (*science, society, and technology are mutually reciprocal in influence*)

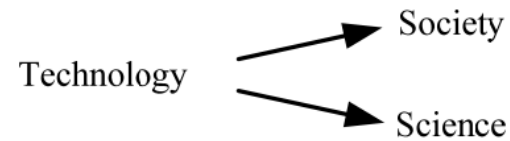


# Ian Barbour's views of technology

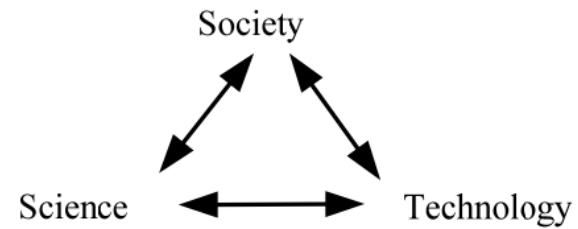
Linear Development:



Technological Determinism:



Contextual Interaction:



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# Kranzberg's laws of technology

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- ❖ Technology is neither good nor bad; nor is it neutral.
- ❖ Invention is the mother of necessity
- ❖ Technology comes in packages, big and small
- ❖ Although technology might be a prime element in many public issues, nontechnical factors take precedence in technology-policy decisions.
- ❖ All history is relevant, but the history of technology is the most relevant.
- ❖ Technology is a very human activity – and so is the history of technology.<sup>[</sup>