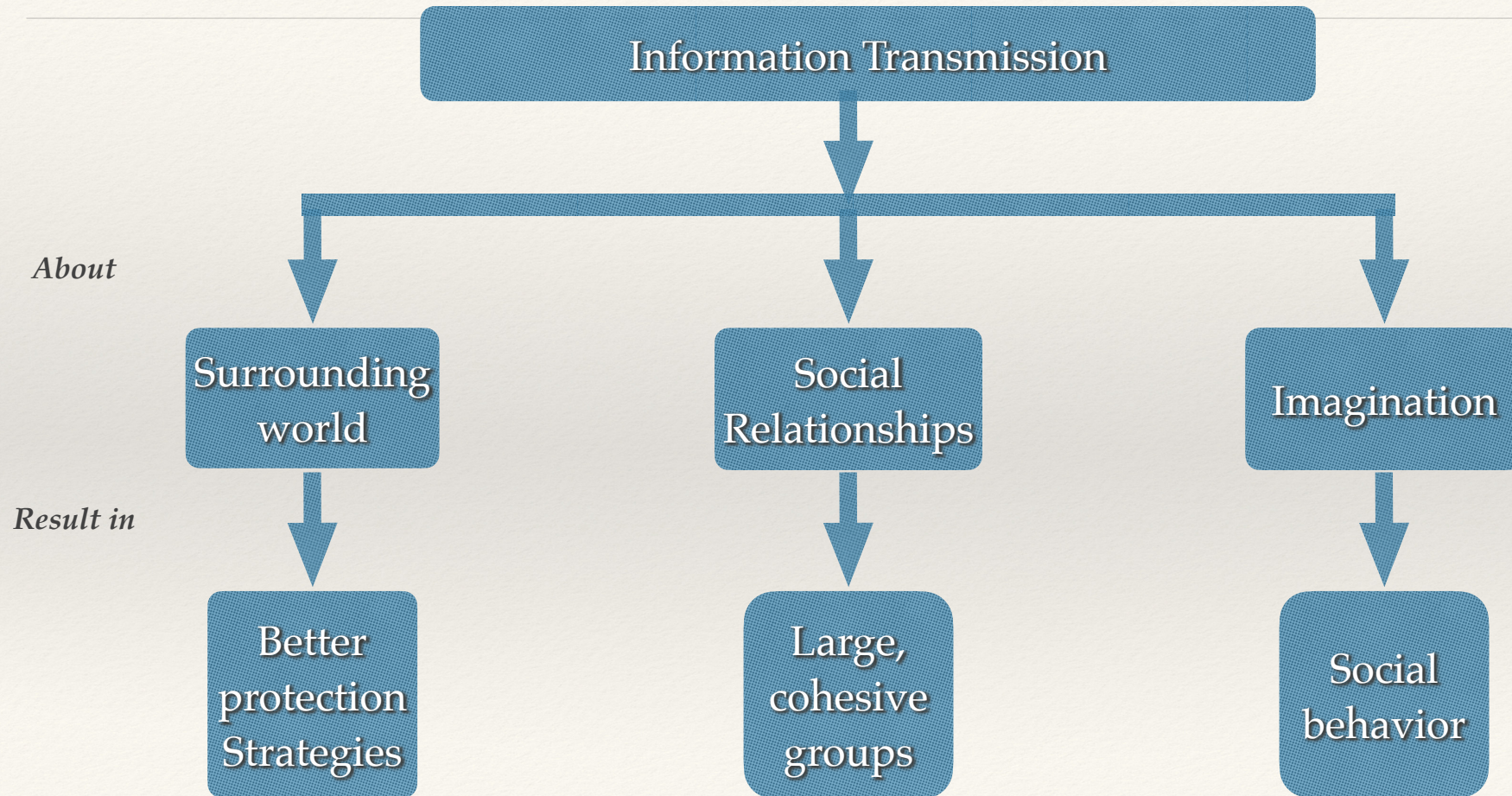
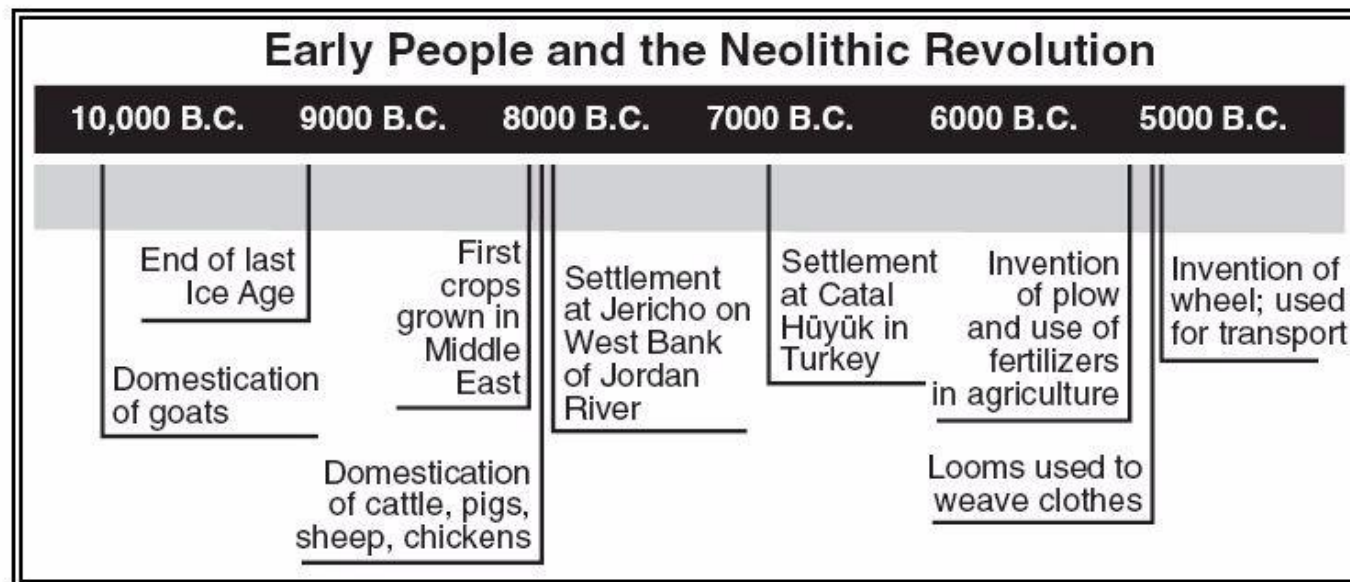

(Bio)technology

Cognitive Revolution



Agricultural revolution

Neolithic Timeline



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

Ian Barbour's views of technology

Liberator

Higher living standards
(*medicines, sanitation, nutrition,*
reduced manual labor)

Opportunity for choice
(*mobility, birth control,...*)

More leisure
(*education, arts, entertainment,*
sport,...)

Better communications
(*radio, TV, phone, email,...*)

Ian Barbour's views of technology

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Better communications
(*radio, TV, phone, email,...*)

Threat

Uniformity
(*standardized products, lack of
individuality*)

Narrow criteria of efficiency
(*efficiency is defined in terms of
quantity where human values are
overlooked*)

Alienation
(*from the process of work, the product
of work*)

Uncontrollability
(*technology takes on a life on its own;
we lose control*)

Ian Barbour's views of technology

| Liberator | Threat | Instrument of Power |
|--|--|---|
| Higher living standards (<i>medicines, sanitation, nutrition, reduced manual labor</i>) | Uniformity (<i>standardized products, lack of individuality</i>) | Technology and power (<i>technology is neither good nor evil</i>) |
| Opportunity for choice (<i>mobility, birth control,...</i>) | Narrow criteria of efficiency (<i>efficiency is defined in terms of quantity where human values are overlooked</i>) | Redirection of technology (<i>political structures can redirect technology to do more good</i>) |
| More leisure (<i>education, arts, entertainment, sport,...</i>) | Alienation (<i>from the process of work, the product of work</i>) | Social construction of technology (<i>science, society, and technology are mutually reciprocal in influence</i>) |
| Better communications (<i>radio, TV, phone, email,...</i>) | Uncontrollability (<i>technology takes on a life on its own; we lose control</i>) | |

Kranzberg's first law

❖ **Technology is neither good nor bad; nor is it neutral.**

A technology might not have an intention, but it has embedded assumptions and effects. Consider a few examples:

- **Social media algorithms** aren't "neutral" —they're designed to maximize engagement, which mathematically tends to amplify divisive content. The technology itself pushes society in particular directions.
- **Surveillance technology** isn't neutral—its very existence makes certain kinds of control possible that weren't before, which changes power dynamics regardless of whether it's used "for good" or "for bad."

Kranzberg's second law

❖ **Invention is the mother of necessity**

Every technical innovation seems to require additional technical advances in order to make it fully effective.