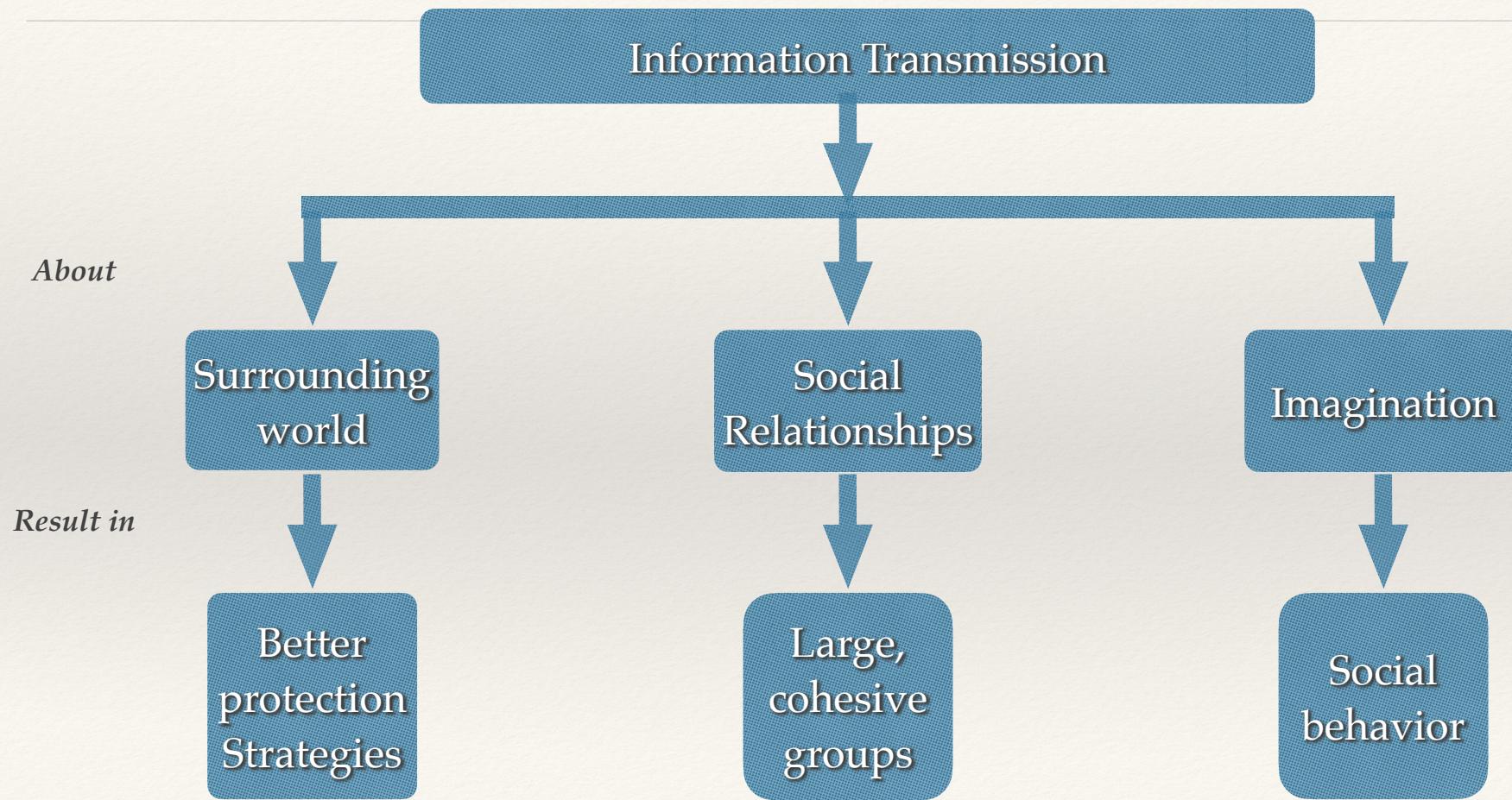

(Bio)technology

Cognitive Revolution



Agricultural revolution

Neolithic Timeline

Early People and the Neolithic Revolution					
10,000 B.C.	9000 B.C.	8000 B.C.	7000 B.C.	6000 B.C.	5000 B.C.
End of last Ice Age	First crops grown in Middle East	Settlement at Jericho on West Bank of Jordan River	Settlement at Catal H��y��k in Turkey	Invention of plow and use of fertilizers in agriculture	Invention of wheel; used for transport
Domestication of goats	Domestication of cattle, pigs, sheep, chickens			Looms used to weave clothes	

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



THE SCIENTIFIC REVOLUTION IN EUROPE c. 1500 - 1700

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

Liberator	Threat
Higher living standards (<i>medicines, sanitation, nutrition, reduced manual labor</i>)	Uniformity (<i>standardized products, lack of individuality</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>)
More leisure (<i>education, arts, entertainment, sport, ...</i>)	Alienation (<i>from the process of work, the product of work</i>)
Better communications (<i>radio, TV, phone, email, ...</i>)	Uncontrollability (<i>technology takes on a life on its own; we lose control</i>)

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.