

Announcing my retirement as a digital coroner of a former CEO

The purpose of this blog was quite brief, in retrospect



IMPERCEPTIBLE RELICS

JAN 10, 2024



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Having covered most of the significant Apple product releases, I think this blog's mission is nearing a close. I was thinking of just posting this conclusion and not write Apple-themed commentary both retrospective and on current events, but I also want to write like a retired football star covers football as a sportscaster. I have lots of opinions on the state of technology. I am, like George Banks in the film *Father of the Bride*, "an old shoe." And for that reason, my opinion on the history of technology isn't really that interesting or trendy anymore. But I will stick around, occasionally offering my my two cents whenever some new [gadget](#) makes waves at CES, but for the most part, I will try to focus my efforts elsewhere.

It behooves me when some in the industry do not care about history, whether it is of Biology, or Technology. "The world is a business, Mr. Beale"-from the 1976 movie *Network*. Whenever I am reminded of that scene, I think back to Jacque's "All the world is a stage, and all the men and women merely Players;" in *As You Like It*. The years of 1599-1613 at the Globe Theatre sound like they were the most communal period in Western History- virtually anyone- a could become the Queen's playwright, [groundlings](#) could attend the same show as royalty, and anyone could play pauper one day and prince the next day (well, women were excluded [initially](#)).

This way of thinking is absent in the professional world. The world of open source- as described most interestingly by Eric Raymond's [The Cathedral and the Bazaar](#) suggested technology projects/hobbyists could be dynamic like an open [hackerspace](#)/marketplace. But it is far less enthusiastic about anything other than AI. There appear to be a lot of sinecure tech policy jobs in technology, that promote AI uncritically, whether it is out of cowardice, fear of [Roko's basilisk](#), or some [human equivalent](#). Based on [Pascal's wager](#), many career paths are more or less taking a side when it comes to AI, leaving other fields to lag in [technological progress](#). While the concept of AI safety is certainly important, an entire cottage industry of AI tech and AI safety is now dominating the technology landscape. And it's quite alarming, if only because it's new to many people, and others who thought about it decades ago already could see the need for limiting runaway AI. At the same time, lots of developments in traditional [robotics](#) have certainly benefited from some of the advancements, but giving autonomy to robots is never a great idea.

For months, I have been thinking, Philosophy was like the original “open [source](#)”. Later, it was theater, both in Ancient Greece and the Elizabethan era. From [1642-1660](#), Shakespearean plays were banned by Puritans, and later it became a [pastime](#) more commonly associated with the upper class. Software and computer architecture itself was free and open when [bundled with 1960s and 1970s](#) computers that cost hundreds of thousands, if not millions of dollars, and it wasn’t until the late 70s/early 1980s that some software became private once “People fought over the money once there actually was money.”

As I think about my purpose in life, it is less about technology or art than the whole. Just like the three branches of government provide checks and balances, arts and sciences are checks and balances on each other. A liberal arts and science university may be more open-minded to this contrast than say, an institute focused on one field (such as art/design or technology). Some scientists may be strictly futurists and think their product is cool, lacking any cautionary [discretion](#), and get trounced by most gifted of Hollywood writers, who then portray them as villains (sometimes rightfully so). At the same time, some of the classical works (of Ancient, Early Modern Era, and Enlightenment) are perennially unpopular among certain generations, whether it is of philosophy, arts, or mathematics. One of the objectives of this substack was to examine what relics in the late 20th century and early 21st century smartphone and technology design have meaning in the current era, and what will continue to do so. The pursuit of universal ideals, while often rejected by many, lends at least some credence to the dominant technology medium, the smartphone, and its adoption, however flawed and dystopian it has become. That over [90% of the world](#) owns a smartphone today means that technology is in many ways, universal, regardless of what is communicated over it. And yet, its design is hierarchical, vertically integrated, and [unchanging](#). The era of [open source hardware](#) potential is here. But the [will](#) is in your hands.

4K Restoration: 1984 Super Bowl APPLE MACINTOSH Ad by Ridley Scott





2024 need not be like 1984, nor 2007.

Comments



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