“So, when confronted with a new piece of technology, for example, we're able to resist the typical modern instinct to unquestioningly embrace it and, instead, consider what it will actually do for us, its creators, and our society, both good and bad, to some extent before making a well-informed decision about whether and in what contexts we should engage with it.”

We choose what technologies to engage with whether it be apps on our phones, websites we visit, and which smart tv we sit in front of to binge-watch our current favorite show. It’s easy to forget that technology has a wider reach – that it also includes assistive technologies like text-to-speech, calendars and alarms (which help me function as an adult), auto closed-captioning, etc.

I hadn’t heard the term “Luddite” before, but it’s a fascinating look at the opposition to progress. Although, trying to destroy technology by breaking a handful of tools is rather like trying to remove a photo from the internet. Part of the motivation of the Luddites must have been to threaten the creators from using it, for the sake of preserving their own trade – much like the opposition to self-scan checkouts at the store. The entire scenario begs the question of whether these new tools were appropriate in consideration of Critical Practices. The Luddites believed the advance to be a reduction of the labor force and money flow, and therefore a tyrannical affront. We have heard similar things about self-scan checkouts. Many advances come at a cost – both of which must be weighed against each other to reach a conclusion which gains more than it loses. “The good of the many outweighs the good of the few.” (Spock, Star Trek. Though this also brings to mind consideration of what is “good.” Utilitarianism vs. Kantianism, which I’m reading about as a result of this reading: is the motivation of the doer relevant, or the consequences of the action? <https://pediaa.com/what-is-the-difference-between-kantianism-and-utilitarianism/#:~:text=The%20main%20difference%20between%20Kantianism,ethical%20standard%20of%20an%20action>.)

Digital Familiarity: File navigation and efficient computer setup. Plain text vs. word processing.

Direct communication with your computer: Commands vs. GUI.

Digital editing with version control: Track changes and collaboration. (Use Git, GitHub.)

From your computer to The Web: HTML and CSS. (Wordpress, SquareSpace, Winx, etc.)

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Great questions to keep in continued study: "Should I have known this already?", "Why is this important?", "How did I get this far without these skills?"