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[ What is a Dia-Gram ] 🧵 □

A dia-gram, as all scybernethics forms, is a metastabilized prototype enacted from my cognitive experience. Also, as all scybernethic tools, it originate in a 1P perspective of a 1P <--> 3P hermeneutic circulation between cog sciences & techs.
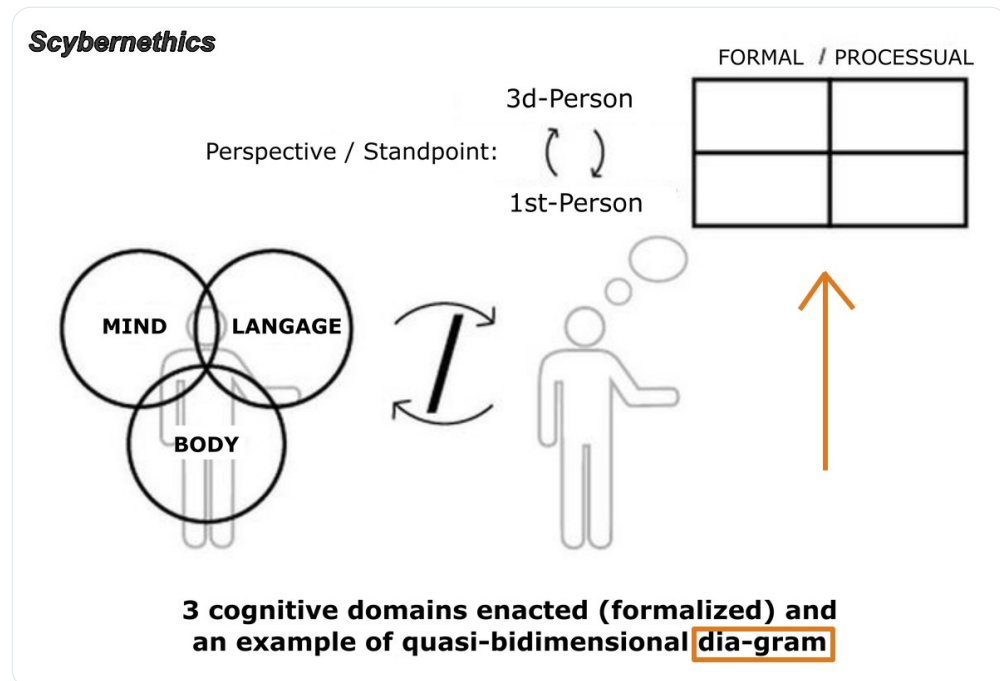


It's name come from the thinking tradition of Derrida/Auroux/Stiegler, which define a "gram" as:

a process of discretization of the continuum with a view to its reproduction.

The dia-gram is therefore the result formalized in the form of a diagram but also the vector of an iterative synchronization process (cf. Man as ana-logical) integrating the quasi-bidimensionality of the flow of the personal experience.

Prototypical Experiential Device
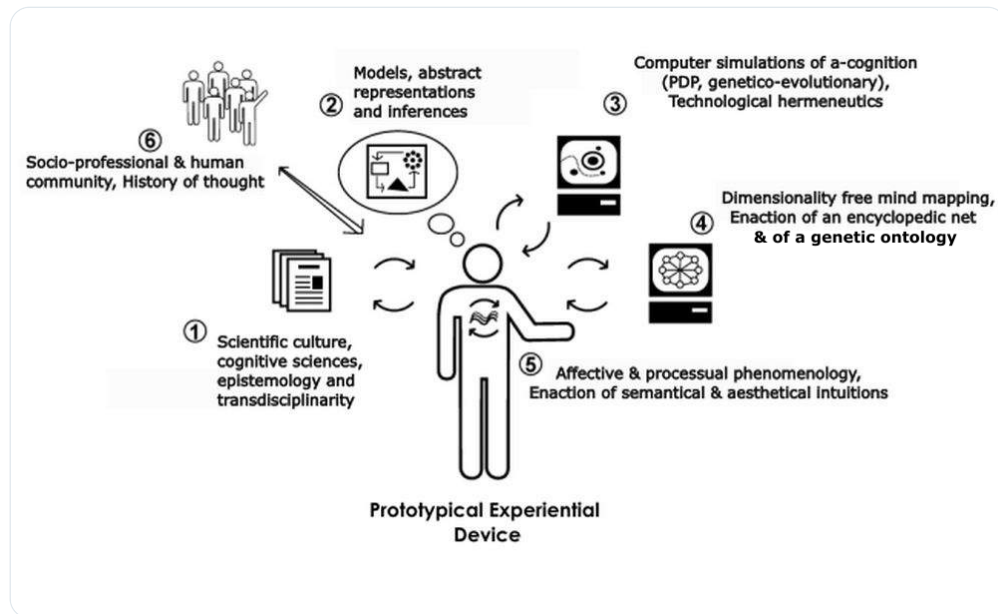
It is related with the quasi-bidimensionality because, if you analyse the four quadrants of the matrix, you will see the the 1P/Process one can't be define and precisely formalized, but can only be feel (cf. "mind as a gesture").

It is the "necessary default" of the matrix, or the "blinding proximity of reality" (Bitbol), or its (forgotten) recursive/auto-referencial aspect. Hence the "quasi". Not four, not three.

Its main interest is not so much to be used as an analytical tool as to be, ideally, found by oneself. What matters humanly, beyond the results, is precisely the self-transforming path that leads there.

Hence the ambiguity of technologies (of cognition) which, while giving us increased power and stimulating new know-how, thereby deprive us of fundamental because historical and embodied know-how: this is the meaning of "proletarianization", and today of "cognitarianization".

Technologies do not augment us, they shift us.

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