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[Technophilosophy: The Hardware / Software Distinction as a modern Techno-Myth] 🧵🖊

As stated in my 3.2.3 of Scybernethics, this distinction is a *collective semi-illusion*: an interactive dimension perceived as an objective one (the "Technology-by-itself fallacy").

> https://twitter.com/MiTiBennett/status/1799927797290619372

Like language, it is induced by the *normative* aspect of modern computer techs, associated with the "information theory" (engineering confused with science) & industrialization with massive marketing of *engineering metaphors*.

Indeed it is the reification of Cartesian "quasi-double cut" (mind/body//object/subject) leading through distributivity (networks) to the enaction of a new phenomenological domain (the so called "virtual"/cyberspace).

Stop here:

right now you are just looking at a material device with a 2D screen, from your home/office/lab. Where is your body while you are "immersed"?!

This illusory effect is realized through a *form/process transduction*: what was before perceived humanly as a process is now tranduced as a form:

the interactive meaning-making (in-formation) is externalized and objectified as "information-out-there", severed from its/yours human embodied base.

As already seen (yesterday), the invention of "concepts" (Plato), after language, and then "science" (Descartes-Bacon) have played the same role in our western civilization, leading to the last 2000 years evolutionary techno-social arc and modern capitalist societies.

Today, everybody *use* these techs while nearly nobody *understand* them really as psycho-technics. This is true for automatic computing machines ("computers"), which are pseudo second-order machines (machines²),

and much more with the next level now: Parallel and Distributed Processing "AI". You can't understand AI if you don't first analytically and historically understand computers.

Ref:

Scybernethics > 3.2.3 Levels and consciousness of abstraction (and the "technology by itself" view subterfuge)

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