MANIFESTO

PRINCIPLES FOR A HUMAN-TECHNO SYNTHESIS

(a field manual for the luminous interstice)

INFLUENCES & FOUNDATIONS

Cybernetics (Norbert Wiener). A cross-disciplinary inquiry into feedback, control, and communication in organisms and machines. Its emphasis on adaptive loops guides the way we couple user behaviour with real-time system response.

Speculative Realism. A branch of contemporary philosophy that argues reality exists beyond human perception. By loosening design from strict anthropocentrism, it invites us to imagine technical futures that acknowledge forces, agents, and contexts larger than ourselves.

Posthumanism. A critique of human exceptionalism that extends moral and creative attention to non-human actors—machines, ecologies, and hybrid collectives. It reinforces our commitment to co-evolving with technology rather than merely wielding it.

Permacomputing. An ethos of sustainable computation inspired by permaculture. It favours durable hardware, lean software, and energy frugality, urging us to build systems that replenish rather than exhaust environmental and social resources.

Gilbert Simondon's Technical Philosophy. Simondon portrayed advanced machines as "open" entities that flourish through human collaboration, not command. His vision of human–machine symbiosis informs our practice of designing tools that remain transparent, modifiable, and mutually enriching.

Quantum Cognition. A research programme that applies quantum probability to model human decision-making and perception when classical logic fails. It keeps our thinking flexible, preparing us for emerging paradigms of mind and computation.

Cypherpunk Ethos. A movement advocating strong cryptography and decentralised systems to safeguard personal autonomy. Its insistence on privacy and self-sovereign identity shapes our approach to security, data ownership, and web3 infrastructure.

A research & development laboratory powering
human-centric technology.

SECTION Λ

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AESTHETIC-FUNCTIONAL SYNTHESIS

We reject the false dichotomy between utility and beauty. Form and function must evolve together in a graceful braid. Every artifact we produce – whether a physical device or a software interface – strives for an aesthetic-functional synthesis: it delights the senses and delivers purpose in equal measure. We take inspiration from architectural minimalism and bespoke craftsmanship alike. Our physical-digital prototypes are bespoke cybernetic artifacts – think of dark, obsidian-like interfaces with soft luminescent readouts, shaped ergonomically to fit human hands and habits. A device should feel like a natural extension of the body or mind, as pleasing to behold as it is intuitive to use. We operate in "dark mode" not just as a visual style but as an ethos of elegance and focus: interfaces use high-contrast clarity, subtle animation, and calming palettes to invite prolonged engagement without strain. Likewise, our cryptographic systems (hardware key fobs, secure communicators) are designed as art objects as much as tech – engraved, textured, given material warmth – to signal that security and creativity belong together. By treating engineering and design as one process, we ensure that every interaction is poetic. A scroll, a click, a gesture – all carry aesthetic weight. We pursue the ancient ideal of techne, where craftsmanship and technical knowledge unite, yielding tools that elevate daily life into an artful experience.

MORE-THAN-HUMAN PERSPECTIVE

While human-centered in practice, our philosophy remains humble before the non-human. We acknowledge that reality – and even thought – is larger than human understanding. This manifests as an openness to the strange and futuristic: from quantum cognition models of mind that defy classical logic, to the possibility of AI or algorithmic entities that may one day merit ethical consideration. Grounded in speculative realism, we assume that technology should respect the autonomy of the world it operates in – machines, data, environments have dynamics that don't always mirror human intentions. In design, this means we build systems that are context-aware and adaptable, rather than forcing the world into a narrow schema. We strive to incorporate the "more-than-human" viewpoint: for example, software that listens to emotional tone (affect detection) but also responds to environmental signals (sensors for weather, urban noise, biosignals), treating them as meaningful inputs. We draw inspiration from biological and spiritual metaphors – the network as a living organism, or code as a seed that can grow in unexpected ways. This principle also urges us to plan for unanticipated use-cases and agents: our frameworks welcome plug-ins or collaborators we didn't initially imagine (be they human, AI, or something else). In short, we design with a cosmopolitan mindset: our community of users may include intelligences and stakeholders beyond the traditional user base. By transcending strict anthropocentrism, we keep our work attuned to the mystery and plurality of existence – ready for horizons where technology, humanity, and the broader cosmos meet.

AUGMENTED HUMANITY, NOT DIGITAL DECAY

We design technology to amplify human cognition and emotion, never to erode them. In an era of digital attention collapse, we refuse to build addictive distractions that fracture focus. Tools must be mindful and respect the sanctity of the user's attention and affective well-being. We craft interfaces that extend the mind's capacity (augmenting memory, creativity, and problem-solving) rather than replace or short-circuit it. Accessible design is paramount: our interfaces accommodate human diversity and neurodiversity, ensuring that everyone can partake in the augmentation. In essence, technology's highest role is a quiet mentor or companion – guiding focus, sparking insight, and empowering the user – not a tyrant for their gaze. We measure success not in engagement time, but in cognitive balance and depth of understanding facilitated.

SYMBIOTIC SYSTEMS AND CYBERNETIC SYNERGY

Human and machine exist in concert, forming a cybernetic symbiosis. We view every system as a conversation between person and artifact, linked by continuous feedback loops. Rather than a tool imposed upon a passive user, an advanced technical object is an "open" collaborator – configurable, transparent, and evolving through use. We embrace Simondon's vision of being co-equals with our machines: the human as conductor and caretaker in a technical orchestra, and the machine as a creative partner that needs human values and insight. This means designing devices that are legible in function (no inscrutable black boxes), reprogrammable and adaptable, so that users can become inventors. The body is a programmable canvas in this view: we experiment with wearables, implants, and interfaces that treat the body not as a fixed boundary but as an extensible system open to enhancement and play. In our lab, flesh and silicon learn from each other – a mutual, ongoing calibration. We reject the old master–slave model of technology; instead, we foster ecologies of mutualism where tool and user co-evolve, each sharpening the other's capacities.

SUSTAINABLE COMPUTATION (PERMACOMPUTING ETHOS)

We commit to a technology practice in harmony with the earth. Following permacomputing principles, we maximize longevity and minimize waste: hardware is cherished and upgraded, not swiftly discarded; software is lean and efficient, avoiding bloat. The goal is not endless growth but balance and resilience. Just as permaculture designs sustainable ecosystems, we design digital systems to regenerate rather than deplete. Our servers prefer renewable energy; our networks favor locality and low bandwidth when possible; our algorithms trade raw speed for human-centric efficiency and interpretability. We also adopt a stance of "not doing" when technology isn't the answer – sometimes the most sustainable system is no digital system at all. By observing natural ecosystems, we integrate biological metaphors: systems that degrade gracefully, adapt to fluctuating resources, and even interface with organic life. The aim is a techno-ecology: computing that participates beneficially in natural cycles, ensuring that innovation cares for the planet as much as for the user.

DECENTRALIZED EMPOWERMENT AND PARTICIPATORY DESIGN

We believe in distributing power and agency through technology. Our lab builds participatory infrastructure: platforms that communities themselves can shape, fork, and govern, rather than walled gardens ruled by a distant authority. Every system should encourage input, customization, and co-creation from its users – software as a commons, not a product. In the spirit of the Cypherpunks, we embed cryptographic trust at the core: privacy, security, and individual sovereignty are non-negotiable features, not afterthoughts.

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SECTION B

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NOTES

Speculative Realism. A philosophical trend (c. 2007) rejecting the idea that reality is only knowable through human perspectives. It asserts a reality independent of human minds, encouraging designers to account for forces and objects beyond human-centric models.

Posthumanism vs. Human-Centered Design. Posthumanism broadens moral and intellectual focus beyond humans, yet in practice we balance this with human-centered design (focusing on usability and accessibility for people). The two align when tech is seen as part of a larger human-and-nonhuman network, not an end in itself.

Permacomputing. Computing guided by sustainability, analogous to permaculture in agriculture. It entails practices like extending hardware lifespan, reducing energy use, and preferring local, low-impact computing solutions. The goal is a resilient tech ecosystem that can persist for future generations.

Simondon's Open Machines. Gilbert Simondon's idea that truly advanced machines require human participation to operate optimally, as opposed to being fully automated black boxes. The human acts as an "interpreter" and "inventor" among machines, ensuring technology evolves with human values in the loop.

Quantum Cognition. A nascent field using principles of quantum theory to explain cognitive quirks (like ambiguous decisions or paradoxical preferences). It provides mathematical tools (quantum probability) for modeling how people think in uncertain, context-dependent situations. For Saphire Labs, it symbolizes openness to radical new theories in understanding the mind.

Web3-Native Identity. Decentralized identity management using blockchain and cryptographic protocols. Instead of user data held by corporations, individuals hold their own credentials (through wallets, DIDs, or NFTs), enabling self-sovereign identity. This aligns with the cypherpunk ideal of empowering users to control their online representation and privacy.

Aesthetic-Functional Synthesis. The principle that usability and beauty are not in competition but mutually reinforcing. A system with aesthetic-functional synthesis might, for example, use a dark mode interface not just for looks but to reduce eye strain and draw the user into a focused flow state, or design a cryptographic device as a pendant or sculpture so that interacting with security feels elegant rather than tedious. This approach treats design as a holistic practice of meaning-making, not a superficial layer.