

GB 2 Earth

privacy sensitive innovation



A newly creative IT- tech

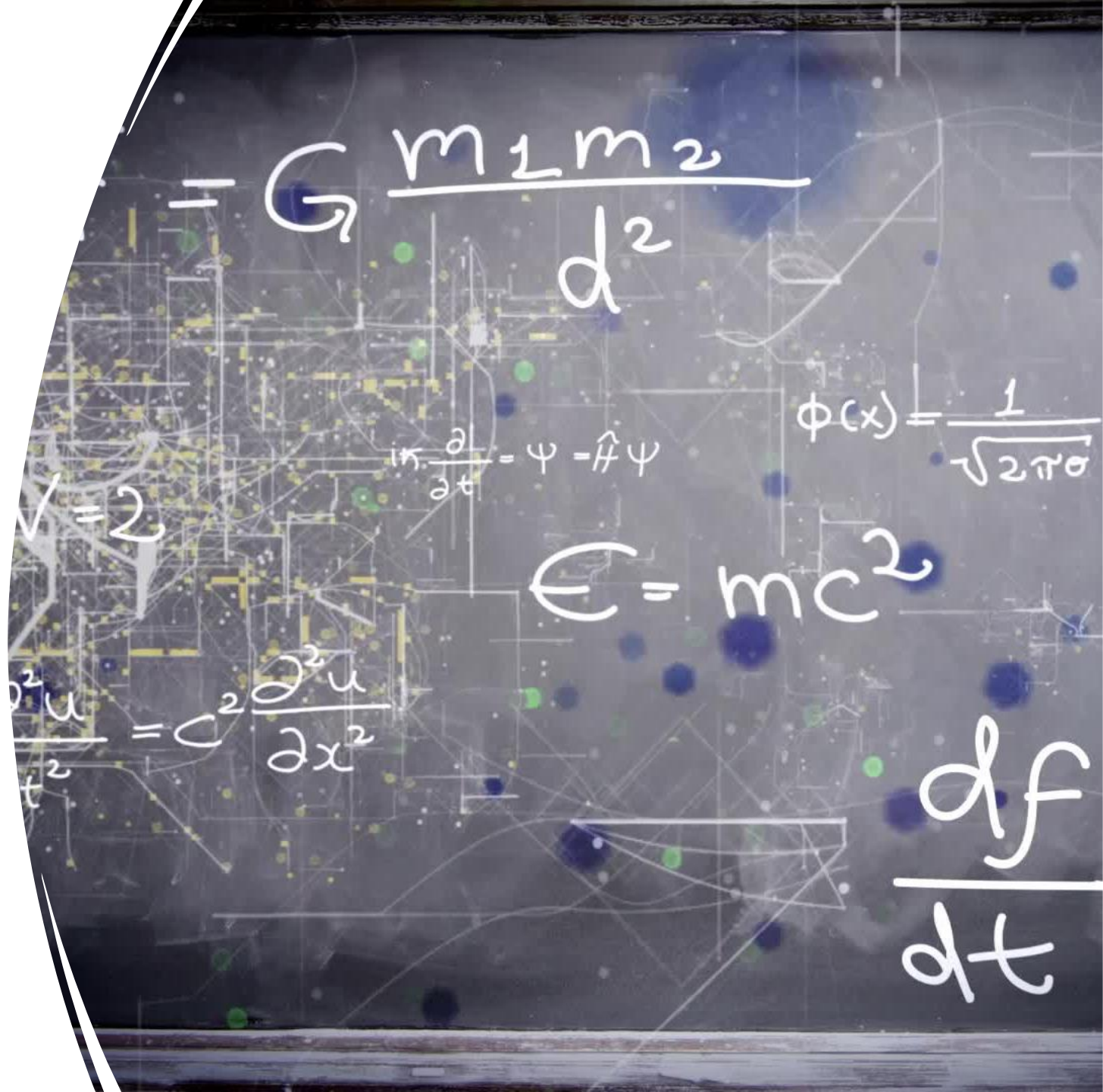
Or why we need
technologies that isolate
instead of connect us



A starting-point

I made this note earlier today:

- “A certain type of human creativity — what we might care to judge less common, which through history often gets described as ‘genius’ — needs isolation, not connectivity. Tragically, IT’s tendency to connectivity makes this certain type of human creativity more and more unlikely. More unlikely ... thus less observed, less common, and therefore, inevitably, far less valued and understood.”



Why we should question no “I” in team

I think it's true. I think the trail of thought I was following is alluding to the fact that when corporates say there's “no ‘I’ in team”, what they're really saying is it's better for them if the rest of us see this as being the only way: an individualism we could argue was deserving of particular reward, but definitively subsumed by a mass replaceability.



Why we should question no “I” in team

One best way, in fact. Even more: *only* one way.

It’s actually not true; manifestly not even in corporates. You have one CEO at the top. At the top, there should be a “buck stops here”: where it *never* should stop at is that opportunity-limiting team without an “I”.

So if not true there, why propagate the philosophy that in all the lower levels the collective will trump the individual always? Surely this is a naked case of socialist creativity on steroids.



How software constitutions may legislate against us

As with many things in IT-land, we become — often unconsciously (though rarely so for those who make us thus) — the humans the software constitutions are designed to fabricate.

For example, the creators and imagineers of these constitutions focus fiercely on ensuring their code underlines and encourages particular urges to consume, buy, and/or respond to advertising for other purposes — at least in the case of social networks such as Facebook and Twitter, and less apparently constituted tools such as search.



How software constitutions may legislate against us

This kind of software doesn't necessarily do useful things such as make us more of what we already humanly are: its primary purpose not being — ever — to support us into self-fulfilment.

Rather, it is generally coded to do that which makes more money for its founders/investors. This may collaterally end up on occasions being a process that actually does make us more human. But it will be a collateral effect, not a focus.



How software constitutions may legislate against us

On the other hand, it may not even achieve this effect collaterally. It may in fact — quite intentionally, too — make us greedier, unkind, crueller, or more aggressive and self-opinionated.

Whatever drives the busy consumer traffic to the advertisers who can show they pay best and most; whatever manages to float the algorithms' boats more profitably.



“Socialist” creativity vs singularity and “genius”

I think we're onto something here, after all. Socialist creativity is where the film and television industries have triumphed splendidly.

Works of art — really, truly, absolutely ... works of art — have emerged intact and brazenly proud from decades of the kind of collective activities which places and spaces like Hollywood gloriously deliver on.



“Socialist” creativity vs singularity and “genius”

Yet the humanity they produce is also the result of what we happily call a machine. The moviemaking machine. The machine of media moguls. And yet human, even so. Still human in our most visceral sense. So if we are now to debate the singularity of creative impulses that I started today’s post with, I can only think of Edison as an easy example of a genius that achieves its goals using a machine-like set of repeating processes as its main tool of delivery.

Everyone else I can think of right now and front-of-mind — perhaps a tad presumptuously, as well — used the strong isolation of self I have already begun to sketch out today, in order to centralise the hugely beneficial connections that led to their historically recognised achievements.



“Socialist” creativity vs singularity and “genius”

The Wright Brothers crossed disciplines in tight tandem, and literally needed to leap into thin air to arrive at their fabulous solutions to a problem that had occupied humankind since forever.

Leonardo da Vinci was a human of so many connections, it almost now seems impossible to comprehend it could humanly ever happen. But fabulous audit trails exist: his writings, his code, his sketches, his wondrous artistic and mechanical imagineering. And we know it did happen; as humanly as you and me, in fact.



“Socialist” creativity vs singularity and “genius”

Tesla, meanwhile, was of magnificent intellectual hermitage, a man who suffered awfully — ending up in a profound personal misery and penury — precisely in order that he might deliver the outcomes of his chosen processes.

Men are often not team players at all, and yet they have become famous (rightly or unjustly) for such singularities on the basis of their obsessive, extreme, one-sided relationships with life.



“Socialist” creativity vs singularity and “genius”

There are many more non-male examples of such genius, but history hasn't always fairly written them. This is quite wrong. I would like to spend some of the rest of my life supporting the writing of this wrong.*

** Whilst this hasn't been the focus of today's post, it needs to be in the future. For my own projects, I am convinced there is a significant gender component that my proposed type of operating-system philosophies could balance out profoundly. So another time, then; but not a long time.)*



A small green seedling with several leaves is growing out of a crack in a dark, textured surface, likely asphalt. The background is a soft, out-of-focus light color.

Solutions, solutions ...

Today, meanwhile, what I am gently struggling — still — to enunciate is the fact that the #it we currently have to hand only easily allows for what I have termed this “socialist” creativity: where the “I” has to fight hard to survive and then possibly emerge — or no. The #it thus scoped is made-to-measure for transglobals that need to minimise the leverage individual workers have on work processes, by reducing their end-to-end capabilities and paradoxically, ridiculously, therefore their knowledge-sets.

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Solutions, solutions ...

As employees, we need to be less important, day-in day-out, because that way we can't be tempted to repeatedly blackmail the corporate behemoths we work under for more reward and/or remuneration. (Or anyways, that's their fear and biggest preoccupation. Always fear, residual or manifest; either way, always fear on their part ...)

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Solutions, solutions ...

So what do I want to do about all of this?
The following for me would be a helpful
start:

1. Continue to work with a “socialist” kind of creativity, as far as it goes. To use a footballing metaphor, you have to have your team players, always. For that, the operating systems and platforms/software constitutions we already have and use.
2. Begin to focus on bringing back the creative styles of the Teslas and Einsteins; and, yes, defo defo defo, the Curies, Arendts, and Somervilles — everyone, in fact, who deserves a history.

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Solutions, solutions ...

For this to happen, however, if (after all) splendid isolation is absolutely the historical driver of this singularity of genius-level creativity I am nudging us back to, what we need to add to the IT-tech mix is a tech that doesn't use its current, habitual, hyper-connectivity, with the only goal of dragging us out of what might actually — otherwise — be:

- a) positively, deeply, conceptual silos of the very best and most non-conforming process;
- b) wells of maybe frighteningly individual but nevertheless immensely interesting thought processes;
- c) being an intuitive and utterly arational creativity where loneliness may serve to make us bigger, grander, and greater.

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Solutions, solutions ...

And which may make us capable of a more Eastern than Western set of meditative states of imagination, invention and innovation.

Because the corporations, in the end, clearly need (not so unconsciously) to keep us under control: they know deep down if we saw what they did, we would rise up. It's guilt that drives their processes, not objective adequacies or purposefulness.

We ought to change this subterranean motivation for something quite different. And I believe we can do it with Better Biz Me Ltd's proposed technologies — both as a Foucault- and Curie-like way of engaging with the world as well as more digital/mechanical code-sets.

That's why historically tech keeps us controlled as it does.



My ask ... to ALL of you

And what I now want to propose doing with all of you is:

1. marry an ability which non-male mindsets (whether non-male bodies or not) may naturally have when they choose to work collaboratively, even under operating systems that are designed to reproduce the hierarchies of kings & queens versus peasants & serfs ... that is, the privileges inherent in traditional admin/user relationships ...
2. ... to brand-new bespoke software constitutions that permit and continue to embrace the traditional “no ‘I’ in team” dynamics, where their utility is sustained, but also facilitate and support the unpredictable and paradigm-changing outcomes of the more individualist non-conforming thinkers.

My ask ... to ALL of you



Where could all this lead? To three things:

1. Unpredictable thought, delivered predictably and reliably.
2. Unpredictable solutions, delivered consistently and constantly.
3. Unpredictable workplaces, delivered ALWAYS inclusively and efficiently (shades, for me, of Peter Levine's definition of Good Democracy's constant functional tension).

My ask ... to ALL of you



And so this is where all the above must start:

1. with the Intuition Validation Engine tools and core library; and
2. with the project's first dual software constitutions
 - Platform Genesis and
 - The Philosopher Space.

gb2earth.com/tools

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