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privacy sensitive innovation



humanity as we should be



Introduction

This presentation is in two parts.

1. The first part was inspired by the publication of a book called “Resisting AI”, by Dan McQuillan. In response to some of the ideas, it addresses AI and IT architectures in particular.
2. The second part has a broader remit, and looks to bring together ideas around creativity in the workplace; how #onebestway, whilst virtuous in many respects, *doesn't* promote creativity; and why getting dirty and being able to tweak what you have in front of you needs to be a key part of any workplace design which aims to innovate and even invent.

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<https://gb2earth.com/research/humanIT>

humanity as we **should** be



Part 1: Why it's not the people but the tech that makes AI and IT fascist.

humanity as we shouldn't be



why it's not the people but the tech that makes AI and IT fascist

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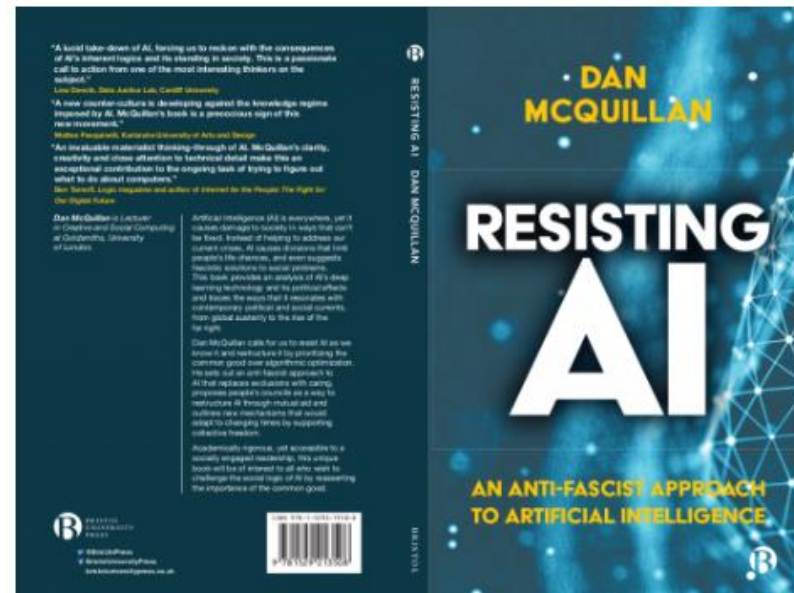
PUBLICATIONS



“RESISTING AI”: DAN MCQUILLAN

🕒 JULY 26, 2022 👤 ALAN ZUCCONI

Dr Dan McQuillan, Lecturer in Creative & Social Computing, recently published a new book: [“Resisting AI—An Anti-fascist Approach to Artificial Intelligence”](#).



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McQuillan suggests it's the tech that makes for the fascism of AI, and therefore why an anti-fascist framework is needed to understand what has been happening.

I would add that this fascism is not only systemic rather than brought to the table by human participants, but that IT more widely, except from its very early days, has purposefully pursued such fascist tendencies.

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Jack Krupansky · 2nd

10h ...

Freelance Consultant

Some great points! Although some of the political posturing of the book is a bit strained at times. Is it really the technology that is political per se, or is it instead the motivations of the human organizations which are deploying and directing the application of the technology?

Like | Reply



Mil Williams (He/Him)

4d ...

1. we are developing intuition capture & vali...

this is fabulous ... to see [#ai](#) as reinforcing bureaucracy's instincts is powerful clarification indeed. shades of [#foucault](#) and

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As Jack suggested in the previous slide, many will prefer to believe that fascism in tech is due to those who employ it, not due to its nature.

I would prefer to agree with McQuillan, and query Jack's initial resistance to the idea that IT and AI's very software architectures of privileged administrator over zero-seeing user could be considered political constructs: that is, fascist.

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Do Politicians Serve the One Percent? Evidence from OECD Countries

CITYPERC Working Paper Series No. 2013/04

58 Pages • Posted: 22 Feb 2013

[Pablo Torija](#)

University of Padua

Date Written: February 1, 2013

Abstract

Present social movements, as “Occupy Wall Street” or the Spanish “Indignados”, claim that politicians work for an economic elite, the 1%, that drives the world economic policies. In this paper we show through econometric analysis that these movements are accurate: politicians in OECD countries maximize the happiness of the economic elite. In 2009 center-right parties maximized the happiness of the 100th-98th richest percentile and center-left parties the 100th-95th richest percentile. The situation has evolved from the seventies when politicians represented, approximately, the median voter.

Keywords: representation, economic elite, political economy, Occupy Wall Street, CITYPERC

JEL Classification: P16

Suggested Citation:

Torija, Pablo, Do Politicians Serve the One Percent? Evidence from OECD Countries (February 1, 2013). CITYPERC Working Paper Series No. 2013/04, Available at SSRN: <https://ssrn.com/abstract=2219853> or <http://dx.doi.org/10.2139/ssrn.2219853>

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And as Torija evidences, over the same four to five decades that tech has deepened the control of IT and nascent-AI administrators over zero-seeing users, representative democracy's capacity to usefully represent the interests of the median voter has savagely declined to the top four percent of citizens, maximum.

But how does what IT and AI practitioners choose to do impact on political discourse, praxis, and voter & citizen experience more widely?

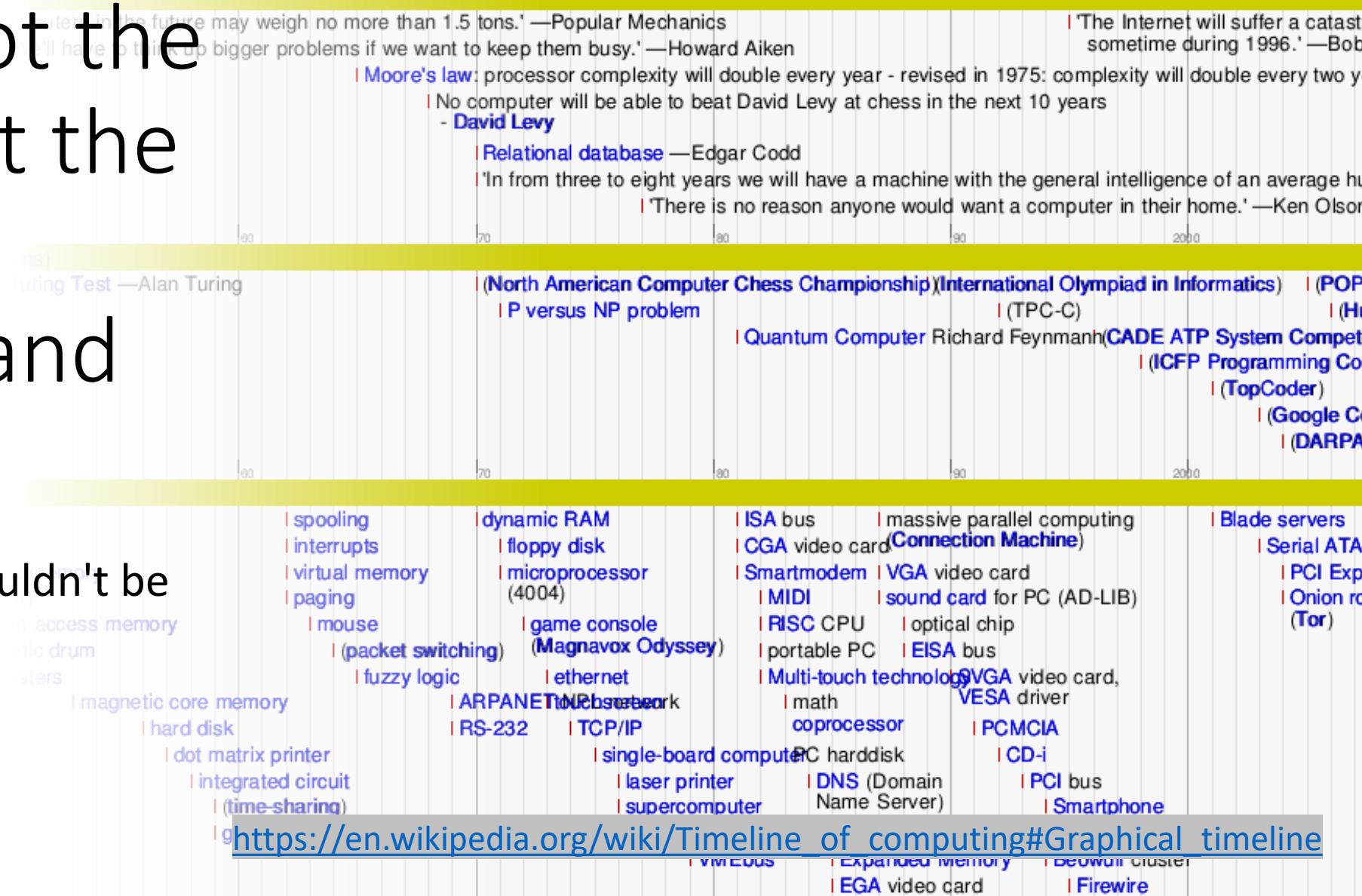
In fact ... how could it?

What is the material connection? Where is the academia? Where is the logical support?

History of Computing

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Because once upon a time, IT-tech used to be exceptionally secrecy-positive.

It used to be like pencil-and-paper levels of secrecy. Because humans usually invent by analogy. What we technify must be technified from *something* existent.

So here: paper-and-pencil secrecy-positive thinking-spaces.

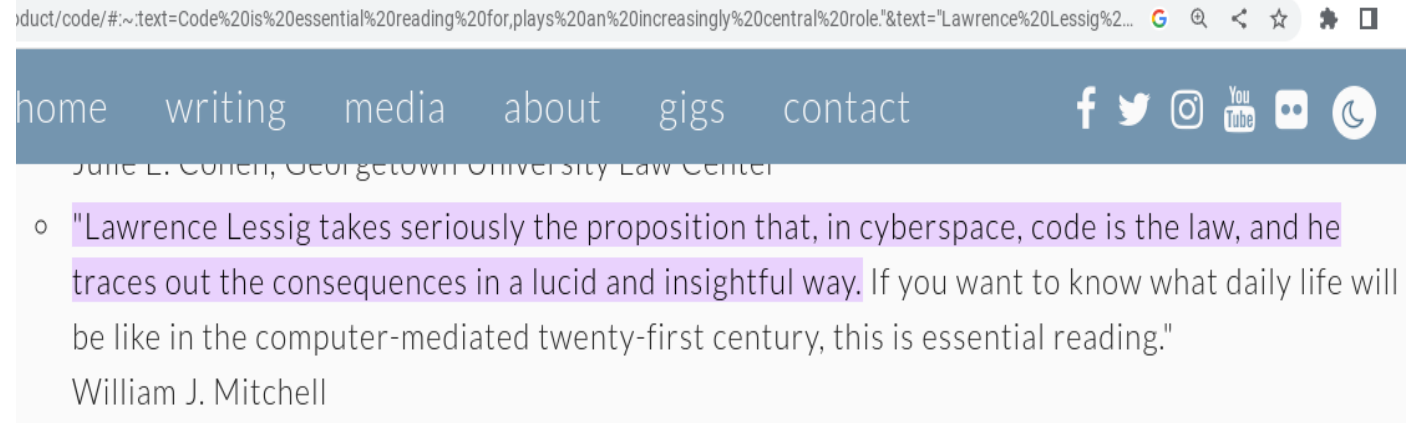
No Internet or other physical connections. No wi-fi to sniff. No Bluetooth to invade. No cloud to store someone else's content on – and what's more, charge for the right to have legal access to in case of minimal suspicion by the authorities.

And where legal exists, illegal follows. Always.

So anyways. How *could* IT- and AI-tech shape democracy? Really ... how?

https://en.wikipedia.org/wiki/Timeline_of_computing#Graphical_timeline


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The screenshot shows a browser window with a dark blue navigation bar containing links for 'home', 'writing', 'media', 'about', 'gigs', and 'contact'. To the right of the navigation bar are social media icons for Facebook, Twitter, Instagram, YouTube, and a dark mode toggle. Below the navigation bar, the text 'June E. Cohen, Georgetown University Law Center' is visible. A quote is highlighted in purple: '"Lawrence Lessig takes seriously the proposition that, in cyberspace, code is the law, and he traces out the consequences in a lucid and insightful way. If you want to know what daily life will be like in the computer-mediated twenty-first century, this is essential reading."'. The quote is attributed to 'William J. Mitchell'.

Further background reading:

https://en.wikipedia.org/wiki/Code_and_Other_Laws_of_Cyberspaceg/product/code

The background of the slide features a faded, light blue-tinted image of the Statue of Liberty. The statue is positioned on the left side, with its right arm raised holding a torch and its left arm holding a tablet. The background also shows a city skyline across a body of water under a cloudy sky.

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When 9/11 hit the world deep in its moral solar plexus, total surveillance became a dramatic, society-upturning necessity.

No one who acted in good faith could deny the need to listen in on – and out for – anything that might potentially repeat such creatively criminal horrors:

However, the long-term downsides of total surveillance on Western liberal democracy's capacity to counteract aggressively creative criminality has still not been properly appreciated:

<https://gb2earth.com/hunch/terror>

<https://gb2earth.com/primacy>

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It's my judgement that whilst total surveillance only added to the world at the time, it also deepened an existing – essentially toxic – outcome of AI and IT software hierarchies which stretches back to the beginning of IT itself:

<https://gb2earth.com/basics>

<https://secrecy.plus/spt-it>

<https://spt-it.com>



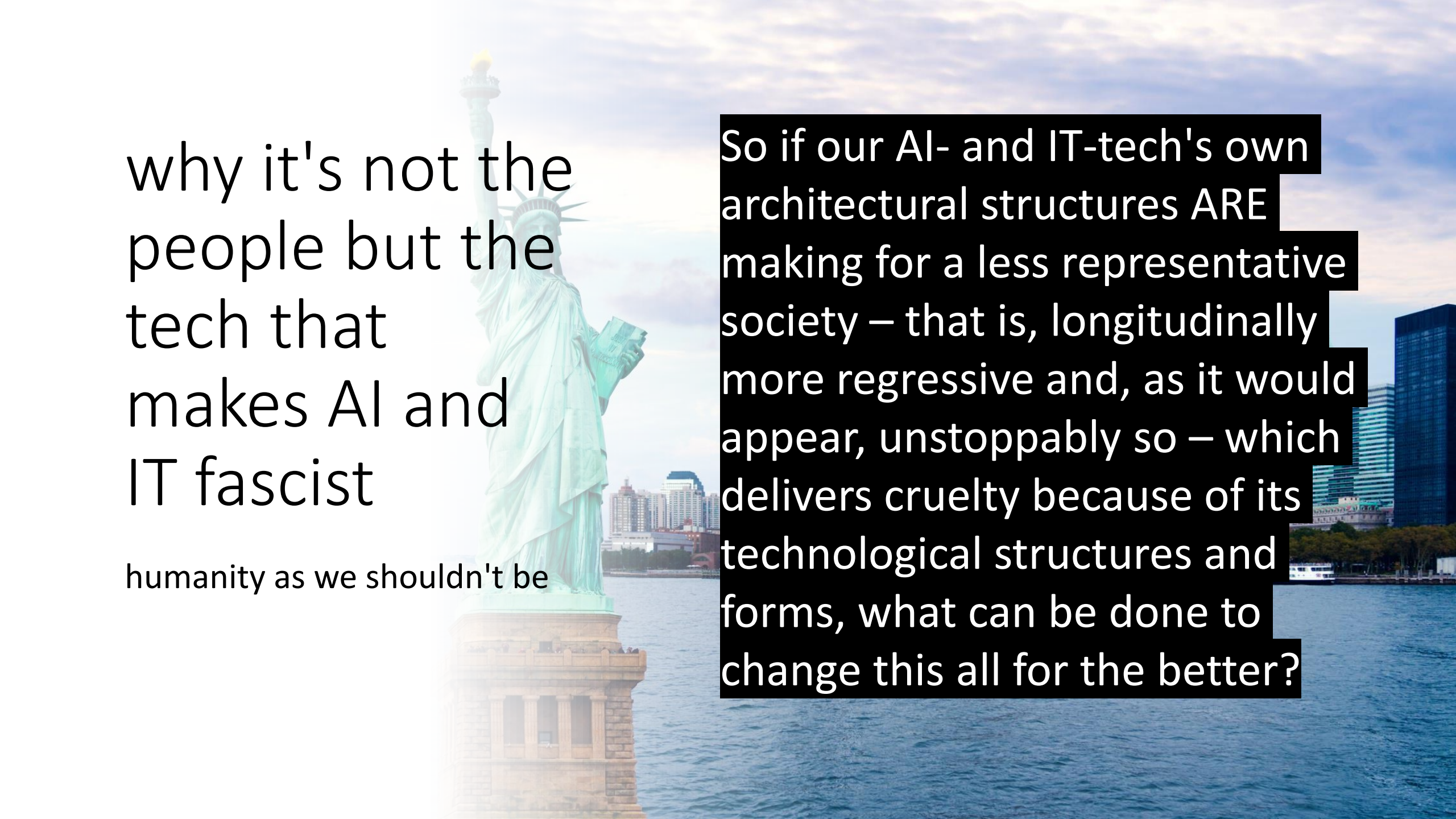
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Before 9/11, the lack of pencil-and-paper levels of secrecy-positive thinking-spaces had already fatally impacted our capacity to fight creative criminality of the levels of 9/11 with our own creative crimefighting capacity:

<https://www.secrecy.plus/why>

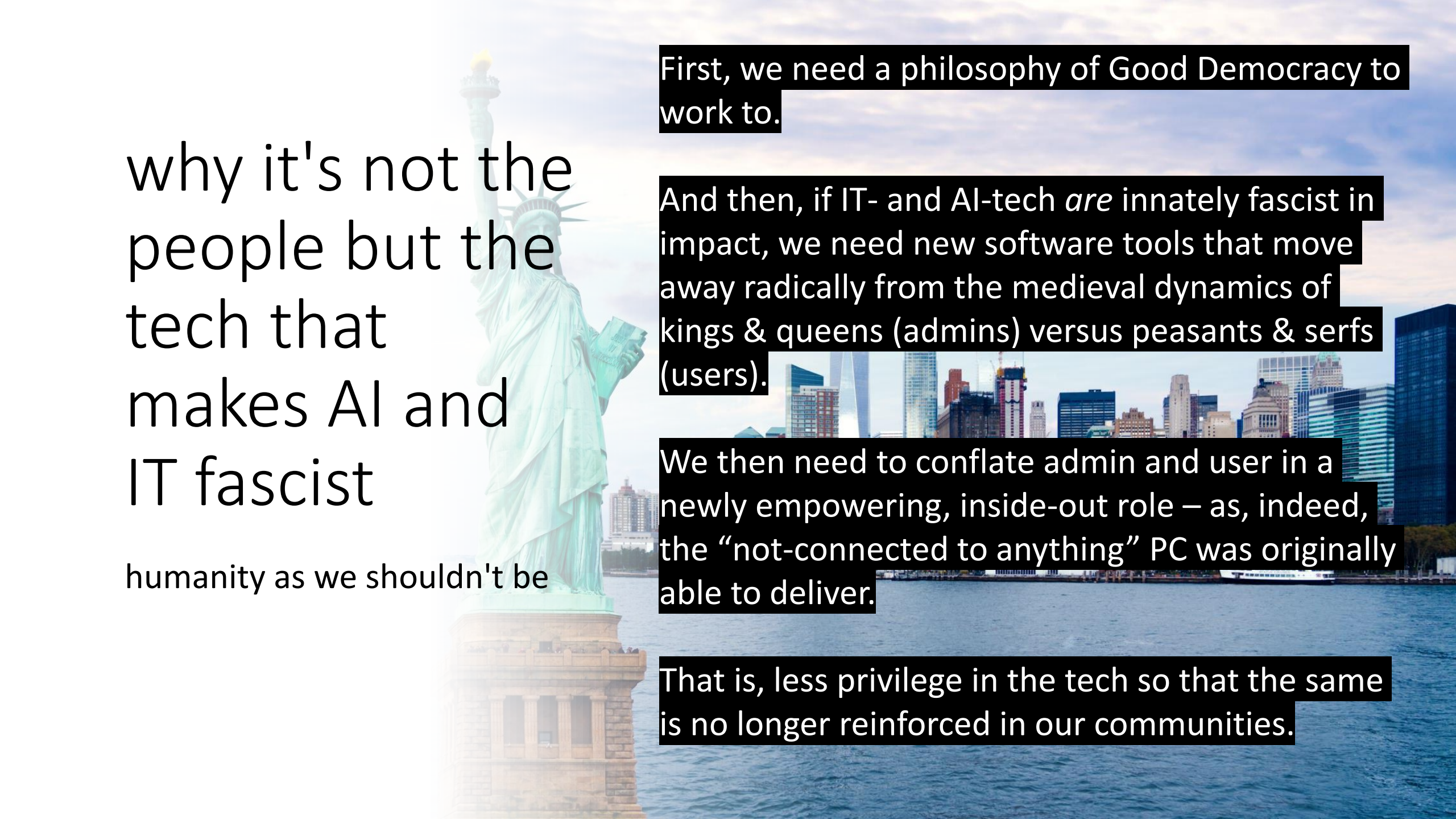
<https://gb2earth.com/hmagi>

The background of the slide is a photograph of the Statue of Liberty in New York City, viewed from the water. The statue is the central focus, with its torch raised and tablet held. The sky is overcast, and the water is a deep blue. In the distance, other buildings and a bridge are visible.

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So if our AI- and IT-tech's own
architectural structures ARE
making for a less representative
society – that is, longitudinally
more regressive and, as it would
appear, unstoppably so – which
delivers cruelty because of its
technological structures and
forms, what can be done to
change this all for the better?

The background of the slide features a faded image of the Statue of Liberty on the left and a panoramic view of the New York City skyline across the water on the right. The Statue of Liberty is shown from the waist up, holding a torch and a tablet. The skyline includes several prominent skyscrapers under a cloudy sky.

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First, we need a philosophy of Good Democracy to work to.

And then, if IT- and AI-tech *are* innately fascist in impact, we need new software tools that move away radically from the medieval dynamics of kings & queens (admins) versus peasants & serfs (users).

We then need to conflate admin and user in a newly empowering, inside-out role – as, indeed, the “not-connected to anything” PC was originally able to deliver.

That is, less privilege in the tech so that the same is no longer reinforced in our communities.

The background of the slide features a faded, light blue-tinted image of the Statue of Liberty in New York City, standing on its pedestal with the harbor and city skyline visible behind it.

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Because as Lessig observed, software code had proceeded long ago to replace the law of legislatures – but behind closed, business-motivated, democratically distant boardroom doors.

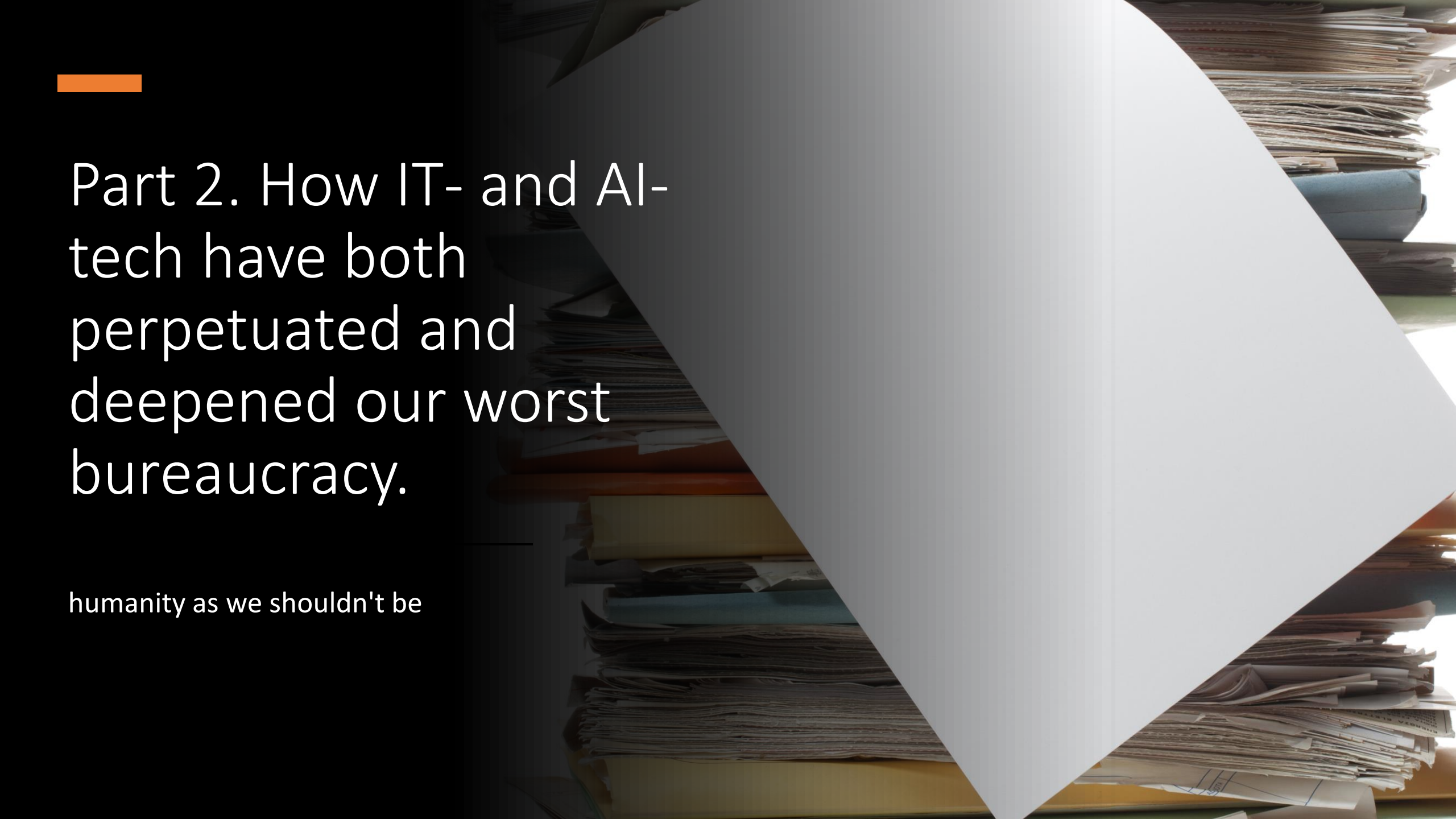
And as Torija observes, during the whole two decades of what I argue is IT's move from pencil-and-paper levels of secrecy-positive thinking-spaces to an absolute dominance of administrator control over user content, representative democracy has ended up representing the interests of – maximum – the top 4 percent.

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Part 2. How IT- and AI-
tech have both
perpetuated and
deepened our worst
bureaucracy.

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how IT- and AI-
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"The **first rule** of any technology used in a business is that automation applied to an efficient operation will magnify the efficiency. The **second** is that automation applied to an inefficient operation will magnify the inefficiency." – **Bill Gates**

Bill Gates Quotes. (n.d.). BrainyQuote.com.

Retrieved December 11, 2022, from

BrainyQuote.com Web site:

https://www.brainyquote.com/quotes/bill_gates

[104353](https://www.brainyquote.com/quotes/bill_gates)

how IT- and AI-tech have both perpetuated and deepened our worst bureaucracy

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- But what if this assertion – clearly a fundamental justification of everything IT- and AI-tech have both been structured to deliver since the start – has led to a Kafkaesque world of bureaucratic workplaces ... on steroids?

how IT- and AI-tech have both perpetuated and deepened our worst bureaucracy

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- Obviously the second half of Gates' assertion would never be good for anyone.
- However, it's my suspicion that even if we only did the first half, the **third rule** is that we'd get a deadening, dreadfully heavy-handed, bureaucratic stifling of all human spontaneity, creativity and innovation. **Always.**

how IT- and AI-tech have both perpetuated and deepened our worst bureaucracy

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- Am I saying **Gates** was wrong? Not that. Could he have done it better? Yes. Did he do anything mistakenly? Exactly this. He lacked ambition. He neglected to aspire to more than financial gain. He forgot that profit can be defined in terms of human beings, too.
- And the majority of IT-tech has then followed his lead ... unquestionably. And ... greedily.

how IT- and AI-tech have both perpetuated and deepened our worst bureaucracy

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- But surely **Gates** isn't responsible for this, all on his lonesome ...
- Well, no. Let's take the concept of "One Best Way": "**Taylor** bequeathed to us, writes Robert Kanigel in this definitive biography, a clockwork world of tasks timed to the hundredth of a minute. **Taylor** helped instill in us the obsession with time, order, productivity, and efficiency that marks our age."

<https://mitpress.mit.edu/9780262612067/the-one-best-way/>

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"[Taylor's] influence can be seen in factories, schools, offices, hospitals, libraries, even kitchen design."

<https://mitpress.mit.edu/9780262612067/the-one-best-way/>

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- Taylor was pretty cool, it's true. And whilst automation – which is what his ideas basically were, only in far more manual terms – remained manual, innovation and stuff weren't stifled. There existed a very human space to change things ... fully maintained.
- But as soon as Taylor+Gates became the “combo of the month”, they became the preferred flavour of everything IT and AI have *visited* on us since. Massive investment in boxes that meant human-prioritising budgets collapsed. And box-and software-makers benefitting, above all.

how IT- and AI-
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- Taylor+Gates made it possible for people to say that change was inevitable – and what's more the only change inevitable was the one they sold: the increasing removal of human beings from a collective future-present.
- But whilst change is inevitable, its nature never is: it's a choice. What we do; and at the very minimum, how we react.
- They – and their followers, being the majority in tech – have chosen to exclude humans from the workplace in favour of machines that **don't contemplate our relevance to the max as they could**, but do anticipate the financial gain of the very few above all other societal benefit.

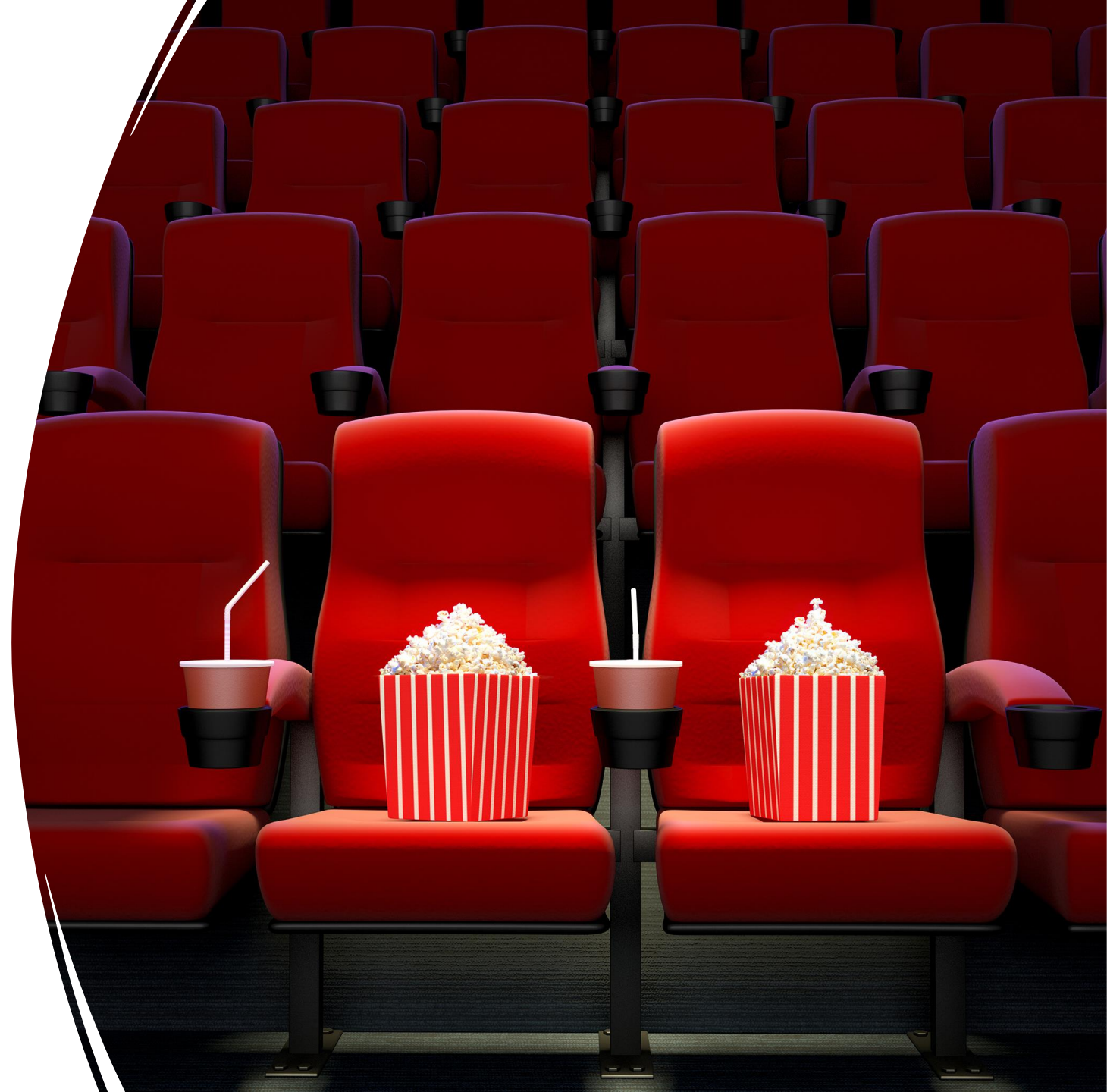
development roadmap for humanIT

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- Now you're probably saying there's no industry that hasn't automated human workforces out of societal relevance – or isn't going to shortly.
- You're probably right: we buy the same AI and IT from the same suppliers.
- But they don't always do what they do in IT and AI. Sometimes, even, they deliver **humanIT**.

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- From the very start of film history, technology both enhanced and upskilled human capacities:
 - The **camera** was an eye that enabled the human eye to do better, not replace it.
 - The **microphone** was an ear that enabled the human ear to do better, not replace it.
 - Even **special effects** made us *more* fascinated by the human quandaries of the actors, precisely because they remained flesh and blood.

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- The difference between **movie-tech** and **IT-/AI-tech**?
 - The second pair usually automate – delivering the **Taylor+Gates** combo as a double whammy to the whole species we are.
 - The first, meanwhile, has resisted all attempts to make human input irrelevant to its industrial outcomes.

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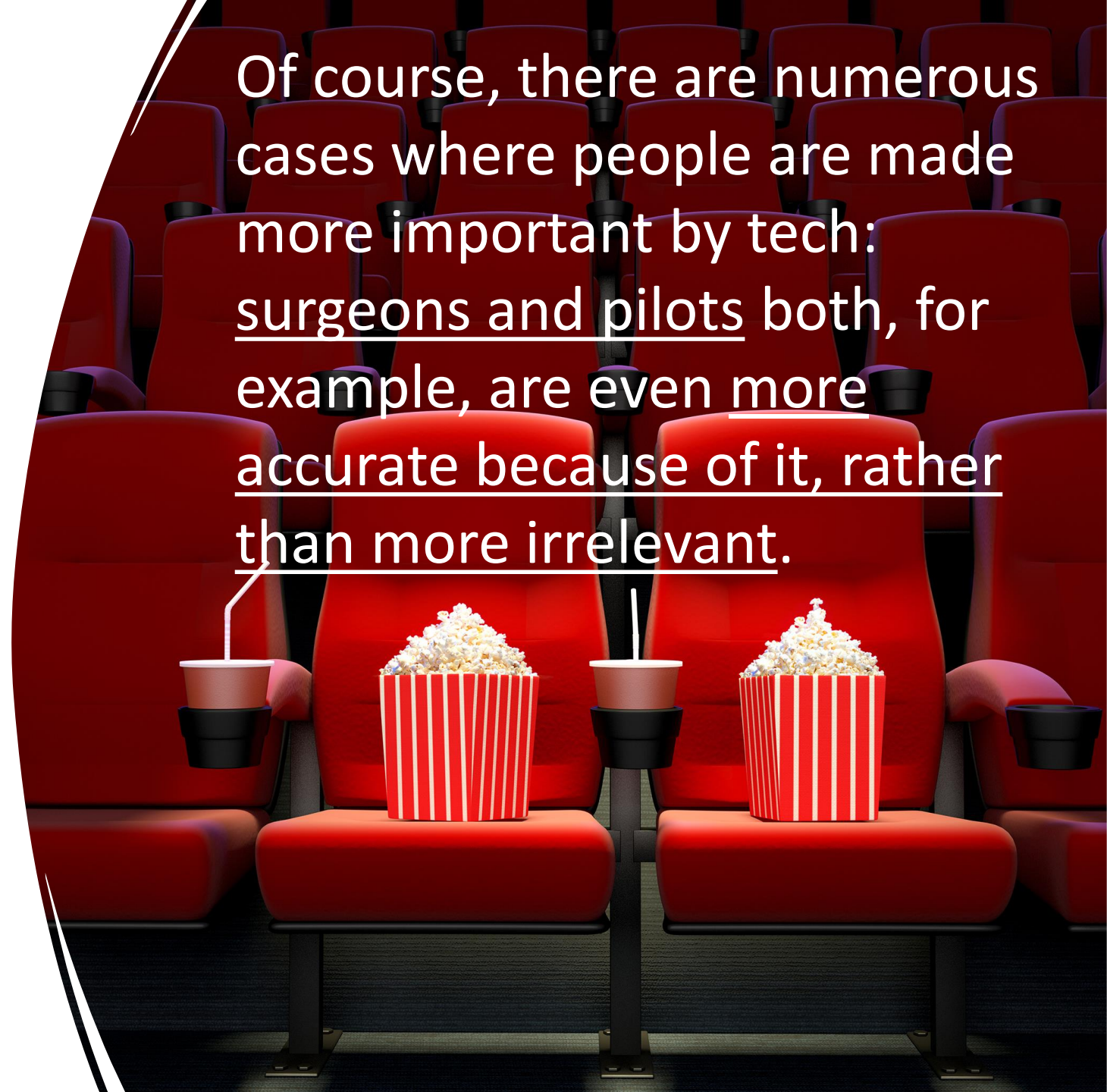
The difference between **movie-tech** and **IT-/AI-tech**?

1. The former **industrialises** humans so we become better versions of ourselves: its primary goal is to make it more difficult to do without us.
2. The latter, above all, sells the service of **automating** your humans into relative irrelevance to the proper functioning and operation of a competitive organisation.

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Of course, there are numerous cases where people are made more important by tech: surgeons and pilots both, for example, are even more accurate because of it, rather than more irrelevant.



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And we also have educational applications which deliver a duly guided self-learning instead of additionally bureaucratising and closed syllabuses.

AI and IT in such contexts don't *have* to be excluding. It's just that where there's a client – here, a student – maybe there's an easy money-tree.



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On the one hand, we have creative tools that make painters and musicians even more fabulous than they have been historically.

These – at their best – create futures by thinking about the future, not baldly mining the past in order to deliver a copied tweak.



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Meantime, much of AI lately seems to be trumpeting its capacity to substitute such high-level domain expertise ... but, at least for the moment (and this moment has lasted since the 1960s at least*), such substitutions require human originals and never go beyond them in concept, sometimes with tragic consequences:

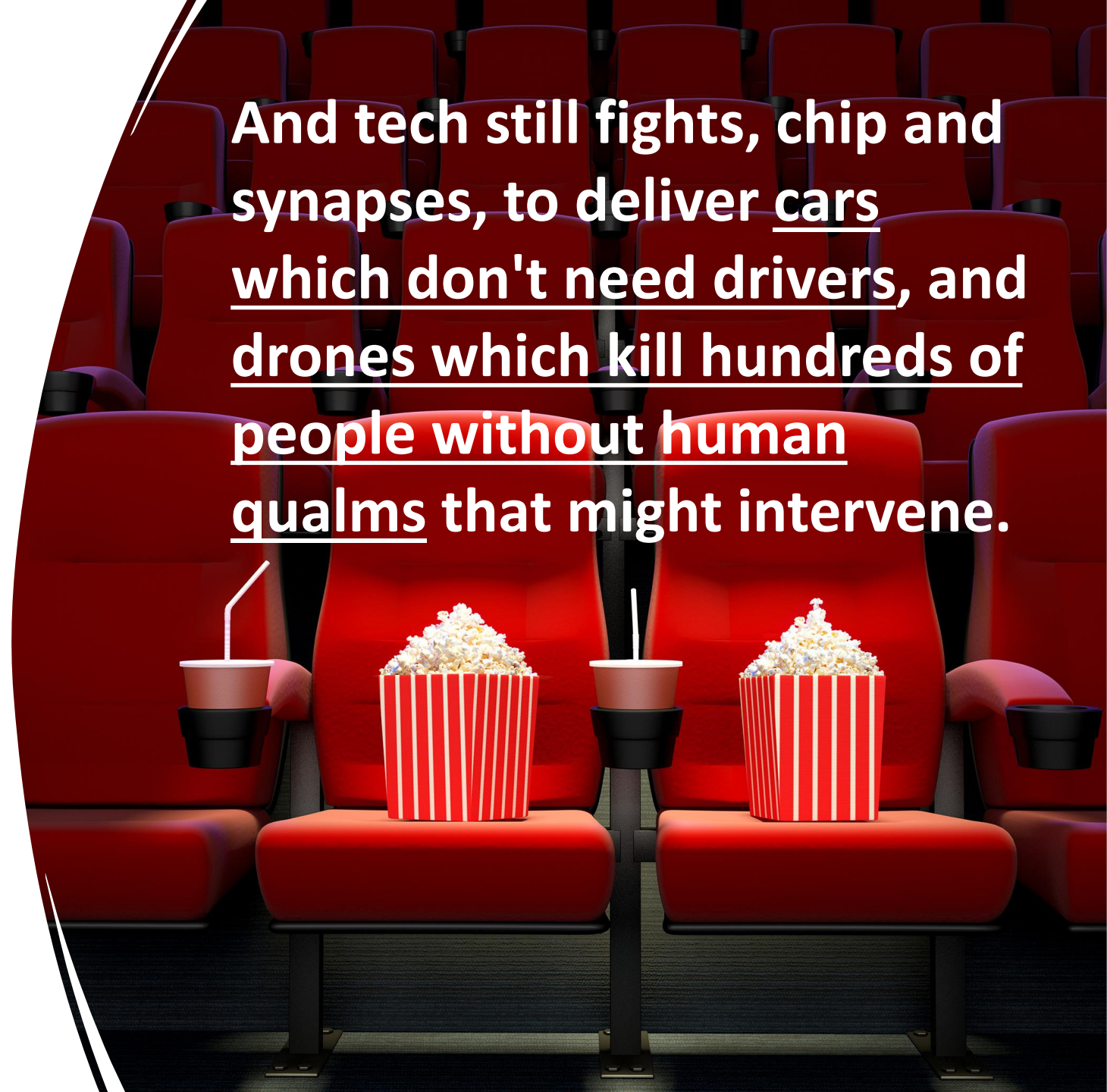
- <https://gb2earth.com/primacy>

*[https://books.google.co.uk/books/about/Mind Over Machine.html](https://books.google.co.uk/books/about/Mind%20Over%20Machine.html)

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And tech still fights, chip and synapses, to deliver cars which don't need drivers, and drones which kill hundreds of people without human qualms that might intervene.



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All these instances
are choices ... NOT
cases of inevitable
change.



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What next? Our ask ...

- All we ask is for humans to play on the *same* playing-field – that it *not* be a killing-ground, in fact – as machines have enjoyed for half a century or more.
- That we don't, and never have, is a choice some technologists continue to make.

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From my [Secrecy Plus online
whitepaper](#):

"Question: why have goalposts for machines been allowed to historically move — yet for humans as a species we are consistently obliged to remain static?

That is, machines can chase us, and in fact that is their purpose — but humanity as a species can never aspire to growing out of its collective past.

It may only resign itself to being caught up with. Only this. Only that.

But who decided this? Who took this decision? Who made out that it must be like this?

And why?"



Biography

Mil Williams has a BA in Film & Literature from Warwick University, UK; a University Master in Publishing from Salamanca University, Spain; and a Master in International Criminal Justice from Liverpool John Moores University, UK.

He is interested primarily in repurposing all kinds of technologies, so that instead of making humans irrelevant in the workplace we achieve a common goal of ensuring we all become enhanced, upskilled, more involved & engaged, and finally more important in a collective future-present we are all both allowed *and* encouraged to shape.

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