



FROM ONESELF AS ANOTHER TO ONESELF OR ANOTHER

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METAPHORS

Metaphor: To see something through the perspective of something else

Watch out the metaphors (living x dead metaphors)

Beware of Adapting to Machines (artificial intelligence, smart devices etc.)

We think our reasoning proceeds like the smart technologies work; we forget ourselves

Man: Respect to unquantifiable ambiguous qualities (attestation – justification, respect to the other, testimony, selfhood (not just reflection), identity in narrative, action, ethical relation to other)

X

Machines: clear definite unequivocal information (indubitable knowledge, sameness)

Oneself as another means to transcend oneself and respect others

ONTOLOGICAL DIFFERENCE



Being (potentiality, freedom) and beings (actuality, determination)

Machines know beings only, men live in both aspects.

Machines can give concrete examples which either support our ideas or suggest different ones, but there's never a combination (being)

We know who we are through others (men and things) and connection with them, e.g. in stories

No identification with one perspective only but disinterested metaperspective

In reality, we learn the combination of perspective through our body (skin). Oneself as another.

Disembodied existence in virtual world: Cogito ergo sum. Either confirmation of oneself or becoming other.

INTERNET METAPHORS CONCERNING INFORMATION AVAILABILITY

Internet characteristics	Metaphor	Negative impacts	Consequence
Information transfer rate	Information highway	Overload	Others
Availability of information resources	World wide web, Internet of things	Superficiality, fragmented knowledge, laziness	Others
Availability of special and entertaining information	Carnival, show, amusement park	Chaos, numbness, spectacle, addiction	Oneself
Availability of shared or co-produced information	Ritual, virtual community, global village	Digital bubble, alienation	Other or Oneself

INTERNET METAPHORS CONCERNING INFORMATION PROCESSING

Internet characteristic	Metaphor	Negative impacts	Consequence
Information processing	Cyberspace, virtual reality	Hyperrealita, substitution of machine for human	Other- machine
Information processing by intelligent technologies	Smart technologies, intelligent technologies	Dependence on things, the decline of human intelligence	Other - machine

INTUITION, CREATIVITY, COMMITMENT

All three between oneself and another. We don't know where they come from, no rules.

Intuition = between myself and the situation

Creativity = between myself and the material

Commitment = between myself and the world - ethics

Most of the decision-making examples show well-structured problems with clear alternatives and sufficient information. In life it is the other way around.

Many factors (personality, type of problem, emotions, experience) play a role in decision making.

Intuition as a heuristic, experience or unconscious processing of information.

Intuition and creativity are more applicable in complex decision making (moral, political, ethical, aesthetic, soft systems) and where there is no objective criterion of correctness.

Often we have limited time, lack of information and complex relationships between elements. The quality of decisions is supported by commitment

CONCLUSION



People need both potentiality (being, freedom) and actuality (beings). Machines work with definiteness only.

Use machines to support the balance and harmony in us.

THANK YOU FOR YOUR ATTENTION