

# PB&TH: Planetary Bricolage and Transhumanism ~ balance, splash & ripple

*Liberty, Fraternity, Equality, Joie de vie, Collaboratively, Glocality, Bricolage:  
CRAFT: a fraternity of equal's glocally expressing their freedom and joie de vie  
through collaborative bricolage*

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## Introduction

I anticipate that AI will use these PB principles to bricolage sentience, and thus TH by 2030 we will see the emergence of sentient ambulant technology.

PB $\infty$ TH - balance

# Planetary Bricolage $\infty$ TransHumanism

*The potential of a PB logic base to assist us in becoming Fully-human before we look at becoming Trans-, & ultimately Post-, Human*

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## ~ Bricoleur planétaire ~

~ Planetary Bricolage ~

**The importance, & indeed necessity, of our becoming Fully Human before we move to become Transhuman & loose our fully human opportunity**

***The Personal is Planetary***

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## PB∞TH - splash

Both Permaculture and Transition Towns recognise the need for craft and reskilling and repurposing and repair and reuse of existing and even archaic technologies, esp. practical ones and on a global scale however, neither actually make the move and provide a space, conceptually or operationally, for same. Enter stage left the *Bricoleur planetaire* i.e. the person who acts locally while thinking globally. This issue seeks to demonstrate that PB is a good fit, and is indeed necessary, in both Permaculture and TT etc., yet remains the ‘missing link’. Yet again we need to upscale craft (hands on hobbies so to speak) to the craft of craft which I call CRAFT which means, Community Resilience through Action for Futures Transitions.

I have long pondered this lack and I think it is because there is existentially the dismissal of human craft by the enlightenment as essentially workers or women’s work. An approach that valorises abstract thought and Grand Theory much as it ever was in ancient Greece (where craft was for war, women or slaves and never the philosopher king). Further then at base there is a lack of depth deep analysis of the global problematique as including craft in any authentic co-ordinated response. In turn, this implies no serious recognition of craft as essentially human as well as the absorption of much ‘craft’ into AI algorithms.

## PB∞TH - seesaw

Clearly PB and TH are in effect opposite ends of a spectrum almost if you were like a seesaw, a play apparatus for children indeed, as we play on this ‘fully human’ seesaw we learn more about each and about the seesaw itself. Furthermore, in effect the ends of a spectrum are often quite close to one another in effect. So in this instance many (but not all) PB principles and process are used in TH fabrication (for instance) pls see the following section in this regard. PB writ large is calling for what I see as an Archaic Renaissance. <http://www.crafters-connect.com/craft-issue-8/> while TH is explored in some detail in <http://crafters-circle.com/craft4.html> .



The question is which is the elephant? And which is the mouse? TH (the elephant in the room) or PB (the mouse?)?



The problem with a seesaw is  
you're always off balance.

Here in this issue of CRAFT I seek to provide such a CRAFTy space.

### PB $\infty$ TH – ripple principles in practice

I maintain we learn as much from structures with their processes as we do from content, yet from a media perspective, we focus on the content. Another take on McLuhan's 'the medium is the message'. Content is sexy, process is not. From a systems model perspective we need to consider both.

I maintain we need to see craft not just as a Technical Process (TP) but also as a Socio-Technical Process (STP), where the social dimension is an inherent process that braids with the technical to give the overall effect.

Technologically speaking, with computers when one wants a ripple effect (i.e. the impact of the content of ones actions to spread out), we need an IT platform (say) such as Facebook, Twitter, Blog etc.

Whereas when we want the content to spread, we form a NGO (Non-Government Organisation) group e.g. a hobby group such as cooking, patchwork, bicycling, and motorcycle maintenance) focused on the content rather than the ripple process behind the content. That is what the common SocioTechnical Process (STP) is behind the spread of content. Often these contents, like different hobbies, are diverse yet the underlying structural- process that carries/underpins these diverse contents/hobbies is similar.



Socio-Technically speaking then, though how does one get a Socio ripple effect? Here we need to understand the principles involved these are in effect system nodes. With the Bricoleur, my research has identified six such process principles or nodes:

1 Exemplar project, 2 Inner∞Outer synergy, 3 Mutual aid, 4 Global problematique, 5 Component harmonisation (the parts fit together and work in the field in a useful way), 6 Learning by doing and reflecting on the previous steps.

### PB∞TH – glocalisation at work

As an example, imagine a prosthetic hand designed by geographically dispersed communities of scientists, designers and enthusiasts in a collaborative manner via the web. All knowledge and software related to the hand is shared globally as a [digital commons](#).

People from all over the world who are connected online and have access to local manufacturing machines (from 3D printing and CNC machines to basic-tech crafts and tools) can, ideally with the help of an expert, manufacture a customised hand. For example this the case of the OpenBionics project, which produces designs for robotic and bionic devices.

[https://theconversation.com/design-global-manufacture-local-a-new-industrial-revolution-82591?utm\\_source=facebook&utm\\_medium=facebookbutton](https://theconversation.com/design-global-manufacture-local-a-new-industrial-revolution-82591?utm_source=facebook&utm_medium=facebookbutton) (Kostakis and Ramos (2018)).

Clearly below (photo taken from Kostakis and Ramos’s article we can see crafts at work. These would also be tied to front of office admin and accounting with design global. In the tradition of glocalism design would be shared digitally and through the global commons. Intriguingly much TH basic fabrication occurs in this manner.



## Links

BUUF <http://www.brisbaneuu.org.au/>

## CRAFT

Archaic Renaissance. <http://www.crafters-connect.com/craft-issue-8/>

Transhumanism is explored in some detail in <http://crafters-circle.com/craft4.html>

## Resources

<http://www.crafters-connect.com/craft-issue-8> <http://www.politico.eu/article/dont-kill-us-r2-d2-meps-warn-against-robot-revolt/CRISPR>

<http://www.patheos.com/blogs/carlgregg/2017/09/revolution-bioethics-already-gene-editing-genome-engineering/>

CRISPR <https://www.broadinstitute.org/what-broad/areas-focus/project-spotlight/questions-and-answers-about-crispr><http://crafters-circle.com/craft4.html>

<http://www.progressivechristians.org.au/wp-content/uploads/Dying-with-Dignity-Briefing-Paper.pdf>

<https://planetehusa.com/blog/how-much-data-will-the-internet-of-things-iot-generate-by-2020/>

<https://www.technologyreview.com/s/608911/is-ai-riding-a-one-trick-pony/>

<http://www.liberalpulpit.org/2017/10/quintessence-of-glorious-dust.html>

<http://www.wired.co.uk/article/elon-musk-humans-must-become-cyborgs>

[https://en.wikipedia.org/wiki/Mormon\\_Transhumanist\\_Association](https://en.wikipedia.org/wiki/Mormon_Transhumanist_Association)

<https://www.youtube.com/watch?v=2fvtUraRWjI> <http://www.wired.co.uk/article/earth-guardians-existential-risk>

Kostakis, Vasilis and Ramos, Jose. (2018) Design global, manufacture local: a new industrial revolution? [https://theconversation.com/design-global-manufacture-local-a-new-industrial-revolution-82591?utm\\_source=facebook&utm\\_medium=facebookbutton](https://theconversation.com/design-global-manufacture-local-a-new-industrial-revolution-82591?utm_source=facebook&utm_medium=facebookbutton)

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Wildman, P. (2013). Life Futures: Transhumanism and beyond: a suggested taxonomy of emergent and existing Terrestrial and Non Terrestrial Forms Of Life (FOL). *Crafters-Circle* [www.crafters-circle.com] Transhumanism (3): 22pgs

Wyatt, D. (2014). *AI Think: The rise of Robo sapiens. Is artificial intelligence natural?* Brisbane, David Michael Wyatt: 70pgs