Pros and cons of the technological imperative essay

Technological advances have been gaining more and more information over the past years and by doing so, they are able to advance their technology each and everyd ay. These improvements have helped but they also have the potential to hinder society. The Flying Machine, Locks, Computers and Why we Play God, and, Zap! It's the Future are all written examples of how technology can be positive and how it can also be negative. The Flying machine written by Ray Bradbury, Clocks, computers and Why we Play God written by Jay Bookman and, Zap!

It's the Future written by Chris Wood, from the book ' Passages', 2002, are the technology pro's and con's that I will be commenting on. In debating the impact of technology, historians often cite something called " technological imperative" : that if something can be done, it will be done – that human beings lack the discipline needed to turn our backs on a tempting but dangerous technology; there are both positive and negative aspects to this phenomenon.

The Inventors inventions described in the three articles in the passages are explaining three great but different types of inventions found in various parts of the world and at different times. They are several pros and cons to the first point of this thesis , ' if something can be done, it will be done'. The first article called The Flying Machine, written by Ray Bradbury tells the story of the invention of a machine. It describes a Servant that runs to tell the Emperor of his new invention of flying but when asks, does not know why he invented it.

Here is the man who has made a certain machine, and yet asks us what he has created. It is only necessary that he create, without knowing what ", (Bradbury, page 209). It was created but there was no reason to create it. It was a great invention but he did not know why he did it. " I have found beauty. I have flown on the morning wind…I can't say how beautiful it is up in the sky… That is beautiful, Emperor, that is beautiful, too! ", (Bradbury, page 209). The ability to be up in the air and to experience many different new senses and discover something new is good and educational.

The article Clocks, Computers and Why we Play God, by Jay Bookman, the author compares the invention of computers and their usefulness to synchronize humans as clocks (time) has from the beginning of time. He compares the invention of the computer to be similar to the invention of time that is worldwide as a way to keep people synchronized and connected (email, internet, cell phones etc). " It's unique power lay in its ability to synchronize many independent individuals one smoothly functioning organism", (Bookman, page 214). Computer technology is limitless and so it is unknown what can be invented.

In the article Zap! It's the future, by Chris Wood, the author discusses that as scientist experiment with atoms, neutrons and molecules, anything is possible. In the article Zap! It's the future, by Chris Wood, the author discusses how inventions can may our lives easier and more flexible by completing day to day regular chores. " Reseachers here made giant strides in identifying, purifying and in a number of cases, manufacturing complex materials that can sense, adapt to – or even act upon – their environment", (Wood, page 229-230).

He states that new inventions are always making things they use less resources which is good for the environment. Their inventions are smaller in size and more efficient like some are the size of a Smartie or a few grains of sand. The second point of this thesis: that human beings lack the discipline needed to turn our backs on a tempting but dangerous technology refers to the harm that can be caused by too much technology and the lack of human control.

The article called The Flying Machine, written by Ray Bradbury, the Emperor was not pleased with the invention of flying as he was able to foresee danger for his kingdom. "…who is to say that just such a man, in just such an apparatus of paper and reed, might not fly in the sky and drop huge stones upon the Great Wall of China", (Bradbury page 210). In the article Clocks, Computers and Why we Play God, by Jay Bookman, the author discusses that scientists are increasing the power, ability and intelligence of the computer to almost be human. Most scientists are seeking to create some form of artificial intelligence in relatively practical, non threatening terms, (Bookman, 215). But he says that while scientists create smarter more powerful computers, they are taking power away from humans by making them smarter than humans. With the prediction of the future of biotechnology, genetics, cloning and robotics, computers will take over our species "…scientists could, eventually could enable the construction of the technology that may replace our species", (Bookman, page 216).

That giving computers to act like God could wreck our species In the article Zap! It's the future, by Chris Wood, the author discuss that as scientists create things that are smaller and more efficient, they can also be harmful to

humans. "…his ' smart dust' – working models are closer in size to Smarties-could also spy on other things, such as when people get up or go to bed, by sensing movement and temperature changes", (Wood, page 232). There could be lack of privacy as anyone could spy on anything you do.

In conclusion, we do know that the technological imperative shows us that once something is created, it could become a force that is unstoppable and sometimes irreversible. As computers intelligence increases, so does its power. It also means that just because something can be created, it does not mean it should be created. New technology is always created. We as humans must decide which inventions are helpful to our species and which can be dangerous. We must try at all times to remember that computers are only machines and that humans have emotions and an actual living mind and soul.