

Joseph C. Pitt

Doing Philosophy of Technology

Essays in a Pragmatist Spirit

4y Springer

Contents

Part I Society, Ethics and Values

1	Human Beings as Technological Artifacts	3
1.1	John Dewey and the Aims of Education	4
1.2	The Design Process	5
1.3	Students as Self-Designers	6
1.4	Active Versus Passive, Redux	7
2	Technology and the Objectivity of Values	11
2.1	Introduction	11
2.2	Types of Judgments	13
2.3	Epistemic Values as Objective Values	14
2.4	Problems with Ethics	17
2.5	The Methodology of Technological Decision-Making	19
	References	21
3	Anticipating the Unknown	23
3.1	Introduction	23
3.2	Pragmatism	24
3.3	Ethics	25
3.4	Philosophy and Pragmatism	27
3.5	The Law of Unintended Consequences (LUC)	29
3.6	Way of Going and the Good Life	30
3.7	Common Sense Pragmatism	31
3.8	Common Sense Pragmatism as an Ethical Theory	31
3.9	Common Sense Pragmatism, Ethics, and Nanotechnology	33
3.10	A Different Approach	34
	References	38
4	Don't Talk to Me	39

Part II Methodological Issues

5	Against the Perennial	45
5.1	Continents	45
5.2	Tectonics	46

5.3	Meaning	49
	References.	53
6	Philosophical Methodology, Technologies, and the Transformation of Knowledge	55
6.1	Introduction.	55
6.2	What's Wrong with the Philosophy of Technology?.	56
6.3	The Aim of Philosophy.	56
6.4	Changing Knowledge.	58
6.5	Galileo and Mathematics.	60
6.6	Galileo and the Telescope.	63
6.7	Space and Beyond.	64
6.8	Standard Conditions.	68
6.9	Conclusions.	68
	References.	71
7	Working the Natural/Artificial Distinction	73
	References.	83
8	Discovery, Telescopes, and Progress	85
8.1	Introduction.	85
8.2	Discovery.	87
8.3	Definitions.	88
8.4	Galileo and the Telescope.	90
8.5	Sicilian Realism and Technological Infrastructures.	93
	References.	94
.9	Explaining Change in Science	95
	References.	101
10	The Dilemma of Case Studies.	103
	References.	110
11	Technological Explanation.	111
11.1	Relevance.	112
11.2	Technological Versus Scientific Explanation.	112
11.2.1	The DN Theory.	113
11.2.2	Other Theories of Explanation.	114
11.3	Questions and Internal and External Audiences.	116
11.4	Terminology.	117
11.5	Systems.	117
11.5.1	System and Design.	120
11.5.2	System and Function.	121
11.5.3	System and Structure.	121
11.6	The Social.	123
11.7	Explaining Failures.	124
11.7.1	The Challenger Example.	125
11.7.2	The 2000 US Presidential Election Example.	126
11.7.3	The Ladbroke Grove Railroad Crash Example.	126

11.8	Conclusions and Objections.127
11.9	Failure, Success, and Symmetry.127
	References.129

Part III Design and Engineering

12	Successful Design in Engineering and Architecture.133
12.1	Engineering Design.133
12.2	Architectural Design.135
12.3	The Role of Creativity.138
12.4	Creativity and Freedom.141
12.5	Engineering and Creativity.141
12.6	Conclusion: Architectural Failures and Successes.143
	References.146
13	Design Criteria in Architecture.147
13.1	Introduction.147
13.2	Architectural Design and Philosophy of Technology.148
13.3	James and Common Sense.149
13.4	A Common Sense Proposal.150
13.5	Common Sense Design.152
13.6	Conclusion - Graves Reconsidered and the Mystery of the Guggenheim Finally Solved.153
	References.155
14	Philosophy, Engineering, and the Sciences.157
	References.163
15	What Engineers Know.165
15.1	A Pragmatic Theory of Knowledge.166
15.2	Scientific Knowledge.166
15.3	Engineering Knowledge.168
15.4	Philosophical Problems.172
	References.174
16	Design Mistakes.175
	References.186

Part IV Nano

17	The Epistemology of the Very Small.189
17.1	Introduction.189
17.2	Seeing the Unobservable.189
17.3	The Role of Metaphor.190
17.4	Learning to See Through Microscopes.191
17.5	Learning to See with Electron Microscopes.193
17.6	The Nano Scale and Nano Technology.195
	References.197

18 When Is an Image Not an Image?199

References.206

19 Small Talk: Nanotechnology and Metaphor.207

19.1 Introduction207

19.2 An Example of an Early Use of Metaphor to Facilitate
Theory Change.208

19.3 NANO - Do Mixed Metaphors and a Lot of Mathematics
Constitute a Proof?.210

References.214

Index.215