

Chapter 17

Industrialism: Reduction Either Complexity Patterns

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ABSTRACT

The chapter discusses the wealth generation mechanisms of the industrialism from its intrinsic cultural start, associated with the western-world stile. The prospected remarks single out several characterising features, in opposition to the east-Asia habits and cultural marks. Among other points, noteworthy remarks lead to prise complexity, instead of exploiting the reductionism. This is recognised as the robot age sign, opposed to the industry age patterns. The all discussion does not provide full solutions, rather suggests looking at the industrialism founding motivations (up to the cultural backing), in view to devise worthy alternatives.

INTRODUCTION

The nations' wealth build-up is conquest (or myth) brought forth with the industry patterns, when the transformation efficiency applies to the natural resources, obtained from earth fields, extensively changed in marketable goods, for widespread enjoyment, but at the expenses of waste and pollution increase. The designation conquest leads to the *affluent society*, founded on ceaselessly replacing items, to always remain at the front edge of technologies, and brings to distinguish the communities on their

innovation rates, still assuming the *industrialism* as the wishful target, towards which the *developing* countries should aim. The definition myth is frequent criticism of sceptical guesses, emphasising the irreversibility of the material transformations, making illusory the linked affluence, or, more correctly, predatory, turning the profit to temporary elites, with impoverishment of all the others (future generations, included). The picture leads to the *thrifty society*, founded on resources sparing and consumption lessening, through the *parsimony* way, or pace-wise decrease of waste and pollution.

Actually, the development defines as “the process through which the men achieve their per-

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Figure 1. Typical industry deployment features

- the «industry» revolution beginning, within the tangibles transforms efficiency minimalism, out of decay bookkeeping;
- the complexity/reductionism dilemma, showing the alternative approaches to make out describing causality relationships;
- the conceptualisation habits in inferring classifications, to single out ordering taxonomies, also, in the current languages;
- the community/individuals relationship, and the social-political appreciation of competition and democratic confrontation;
- the preference of abstract reasoning, up to “physical laws” or “scientific work organisation”, as *static* reference patterns;
- the opponent logic to single out sharp statements, and to eliminate the knowledgeable fuzziness of entangled situations;
- the competition, up to the *free market* axiom, as self-explaining idea, to *simplify* the lawful ethical behaviour of people.

sonal upgrading, with benefit in enhanced life conditions”. The wealth expansion is the material side; the successfulness, nonetheless, should deal with the humanity in its integrity, and this is not the case, if the natural capital shrinks, while the waste and pollution amplify. The industry patterns wellbeing (even out of political implications) is temporary, and the growth for ever is cheating prospect. Then, affluence decrease is the only non-swindling scenery, while the conscious ecologic behaviour shall turn to parsimony habits. That attitude leads to better *safe* than *sorrow*: the safety needs to refrain from pollution (and genetic modified organisms); the sore is subtle question, as *a contented mind is a perpetual feast*, notably, if the spendable riches are taken away from the yet-to-be generations.

The industrialism economics, on that picture, today is, perhaps, looking for relief from value chains in intangibles, with resort to the to de-materialise axioms of the knowledge entrepreneurship. The way out, most obviously, does not build on *contented mind*, or totally risk-safe *cautious headway*. It comes from the pioneering spirit of adventure, to discover new transformation economy processes, perhaps, with resort to the *cognitive* breakthrough, exploring the to re-materialise axioms, based on *bio-mimicry* and the genetic engineering.

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In the present chapter, we intend to study the industry patterns conquest (or myth) as specific and localised happening in the mankind history, to figure out lessons about likely breakthroughs, at any rate, as cultural phenomenon. Within the sketched premises, the chapter organises discussing topics, such as the ones collected in the Figure 1, which help understanding some industry features, through roughly arbitrary choice of characterising operations.

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