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# Moralizing Technology Understanding And Designing The Morality Of Things

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Moralizing Technology and the ethics of things | Peter-Paul Verbeek | TEDxTwenteU Moral, social and cultural issues in Design  
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Handbook of Ethics, Values, and Technological Design

*Moralizing Technology  
Understanding And  
Designing The Morality  
Of Things*

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**LAYLA DUKE**

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Classical Ethics: East and West

Bloomsbury Visual Arts

This collection of essays represents the work of fifteen scholars in four disciplines: philosophy, theology, sociology, and cultural studies. It offers an interdisciplinary reflection on the role and impact of technology in society, focusing on the i

**Design for Dasein** University of Chicago Press

Blending social analysis and philosophy, Albert Borgmann maintains that technology creates a controlling pattern in our lives. This pattern, discernible even in such an inconspicuous action as switching on a stereo, has global effects: it sharply divides life into labor and leisure, it sustains the industrial democracies, and it fosters the view that the earth itself is a technological device. He argues that technology has served us as well in conquering hunger and disease, but that when we turn to it for richer experiences, it leads instead to a life dominated by effortless and thoughtless consumption. Borgmann does not reject technology but

calls for public conversation about the nature of the good life. He counsels us to make room in a technological age for matters of ultimate concern—things and practices that engage us in their own right.

*Responsible Innovation* Createspace Independent Publishing Platform

Any design process involves an imaginative act, a picturing of the world as other than it is. Fiction has long played a part in design research in the form of scenarios, personas, sketches, paper-based prototypes, simulations, prototypes, and speculative design. The term "design fiction" has been recently adopted to

describe more elaborate and detailed representations of products and services that do not exist yet. Design fiction is an emerging practice and there are several competing definitions and forms. Research Fiction and Thought Experiments in Design traces design fiction from the Italian radical design of the 1960s through British Art Schools in the late 1990s to contemporary adaptations of the practice by companies like Google, Microsoft and Facebook. Design fiction is now produced regularly by individuals launching Kickstarter campaigns, corporations selling visions of future products and governments imagining new digital services. But there is little agreement about the status of such fictions: what constitutes a good fiction? How does fiction relate to research? In what sense does fiction contribute to existing knowledge? Although fiction can sometimes result in accurate prediction, this is not its main value. It is rather the creation of ambiguous artefacts that help us think carefully about emerging technologies and their potential impact. Fiction may seem to be the antithesis of empirical enquiry but it is

often employed in the form of "thought experiments" in Physics, Mathematics, Ethics and Philosophy. Research Fiction and Thought Experiments in Design argues that design fiction can also be considered as a form of thought experiment. Excerpts from a fictional Wikipedia article about Valdis Ozols, a Latvian historian and author writing design fiction in the 1940s, precede each section as think pieces about the nature and value of fiction. The text is illustrated with pages from a fictional design workbook written in an invented language.

### **BETWEEN REASON AND EXPERIENCE**

University of Chicago Press

This book gives an in-depth philosophical analysis of moral problems to which information technology gives rise, for example, problems related to privacy, intellectual property, responsibility, friendship, and trust, with contributions from many of the best-known philosophers writing in the area.

### **The Oxford Handbook of Philosophy of Technology** Nownext Press

How digital technology is profoundly renewing our sense of what is real and

how we perceive. Digital technologies are not just tools; they are structures of perception. They determine the way in which the world appears to us. For nearly half a century, technology has provided us with perceptions coming from an unknown world. The digital beings that emerge from our screens and our interfaces disrupt the notion of what we experience as real, thereby leading us to relearn how to perceive. In *Being and the Screen*, Stéphane Vial provides a philosophical analysis of technology in general, and of digital technologies in particular, that relies on the observation of experience (phenomenology) and the history of technology (epistemology). He explains that technology is no longer separate from ourselves—if it ever was. Rather, we are as much a part of the machine as the machine is part of us. Vial argues that the so-called difference between the real and the virtual does not exist and never has. We are living in a hybrid environment—which is both digital and nondigital, online and offline. With this book, Vial endows philosophical meaning to what we experience daily in our digital age. In *A Short Treatise on Design*, Vial

offers a concise introduction to the discipline of design—not a history book, but a book built of philosophical problems, developing a theory of the effect of design. This book is published with the support of the University of Nîmes, France. **Metaethics** Oxford University Press

A leading philosopher of technology calls for the democratic coordination of technical rationality with everyday experience. The technologies, markets, and administrations of today's knowledge society are in crisis. We face recurring disasters in every domain: climate change, energy shortages, economic meltdown. The system is broken, despite everything the technocrats claim to know about science, technology, and economics. These problems are exacerbated by the fact that today powerful technologies have unforeseen effects that disrupt everyday life; the new masters of technology are not restrained by the lessons of experience, and accelerate change to the point where society is in constant turmoil. In *Between Reason and Experience*, leading philosopher of technology Andrew Feenberg makes a case for the interdependence of reason—scientific

knowledge, technical rationality—and experience. Feenberg examines different aspects of the tangled relationship between technology and society from the perspective of critical theory of technology, an approach he has pioneered over the past twenty years. Feenberg points to two examples of democratic interventions into technology: the Internet (in which user initiative has influenced design) and the environmental movement (in which science coordinates with protest and policy). He examines methodological applications of critical theory of technology to the case of the French Minitel computing network and to the relationship between national culture and technology in Japan. Finally, Feenberg considers the philosophies of technology of Heidegger, Habermas, Latour, and Marcuse. The gradual extension of democracy into the technical sphere, Feenberg argues, is one of the great political transformations of our time. *Technology and Transcendence* University of Chicago Press

This book brings together international experts from a wide variety of disciplines, in order to understand the impact that

digital technologies have had on our well-being as well as our understanding of what it means to live a life that is good for us. The multidisciplinary perspective that this collection offers demonstrates the breadth and importance of these discussions, and represents a pivotal and state-of-the-art contribution to the ongoing discussion concerning digital well-being. Furthermore, this is the first book that captures the complex set of issues that are implicated by the ongoing development of digital technologies, impacting our well-being either directly or indirectly. By helping to clarify some of the most pertinent issues, this collection clarifies the risks and opportunities associated with deploying digital technologies in various social domains. Chapter 2 is available open access under a Creative Commons Attribution 4.0 International License via [link.springer.com](http://link.springer.com). **Masked by Trust** Columba Press (IE)

Sustainability is now a buzzword both among professionals and scholars. However, though climate change and resource depletion are now widely recognized by business as major challenges, and while new practices like

'green design' have emerged, efforts towards change remain weak and fragmented. Exposing these limitations, Design Futuring systematically presents ideas and methods for Design as an expanded ethical and professional practice. Design Futuring argues that responding to ethical, political, social and ecological concerns now requires a new type of practice that recognizes design's importance in overcoming a world made unsustainable. Illustrated throughout with international case material, Design Futuring presents the author's groundbreaking ideas in a coherent framework, focusing specifically on the ways in which concerns for ethics and sustainability can change the practice of Design for the twenty-first century. Design Futuring - a pathfinding text for the new era - extends far beyond Design courses and professional practice, and will also be invaluable to students and practitioners of Architecture, the Creative Arts, Business and Management.

### **A THEORY OF JERKS AND OTHER PHILOSOPHICAL MISADVENTURES**

Wm. B. Eerdmans Publishing

Moralizing Technology University of Chicago Press

Penn State Press

When first published, Marshall McLuhan's Understanding Media made history with its radical view of the effects of electronic communications upon man and life in the twentieth century.

**Future Ethics** MIT Press

From the castigation and stigmatization of victims of AIDS to our celebration of diet, exercise and fitness, the moral categorization of health and disease reflects contemporary notions that disease results from moral failure and that health is the representation of moral triumph. Ranging across academic disciplines and historical time periods, the essays in Morality and Health offer a compelling assessment of the powerful role of moral systems for judging the complex questions of risk and responsibility for disease, the experience of illness, and social and cultural responses to those who are sick. Contributors include Keith Thomas, Charles Rosenberg, Richard Shweder, Arthur Kleinman, David Mechanic, Nancy Tomes and Linda Gordon.

Morality and Health Springer Science &

Business Media

This book considers the question: to what extent does it make sense to qualify technical artefacts as moral entities? The authors' contributions trace recent proposals and topics including instrumental and non-instrumental values of artefacts, agency and artefactual agency, values in and around technologies, and the moral significance of technology. The editors' introduction explains that as 'agents' rather than simply passive instruments, technical artefacts may actively influence their users, changing the way they perceive the world, the way they act in the world and the way they interact with each other. This volume features the work of various experts from around the world, representing a variety of positions on the topic. Contributions explore the contested discourse on agency in humans and artefacts, defend the Value Neutrality Thesis by arguing that technological artefacts do not contain, have or exhibit values, or argue that moral agency involves both human and non-human elements. The book also investigates technological fields that are subject to

negative moral valuations due to the harmful effects of some of their products. It includes an analysis of some difficulties arising in Artificial Intelligence and an exploration of values in Chemistry and in Engineering. *The Moral Status of Technical Artefacts* is an advanced exploration of the various dimensions of the relations between technology and morality

### **BEING AND THE SCREEN**

Springer

Postphenomenology is a fascinating investigation of the relationships between global culture and technology. The impressive range of subjects to which Don Ihde applies his skill as a phenomenologist is unified by what he describes as "a concern which arises with respect to one of the now major trends of Euro-American philosophy--its textism." He adds, "I show my worries to be less about the loss of subjects or authors, than I do about [there] not being bodies or perceivers."

### **TECHNOLOGY AND THE CHARACTER OF CONTEMPORARY LIFE**

Indiana University Press

This book draws from philosophy,

psychology, object studies, and design theory to articulate the intersection of design thinking and human experience. When designers talk about related fields, they often mention anthropology, cognitive science, psychology, information science, etc., but philosophy is usually left out. Why? Why don't we talk about philosophy as a contributor to the understanding of design, especially when phenomenology, the philosophical study of human experience, has contributed so much to our understanding of the interrelation between humans and technology? *Design for Dasein* attempts to apply phenomenological thinking to design in order to further inform what designers (especially what we might call "experience designers") do in their day to day work. Many activities designers perform every day can be traced back to insights from phenomenology. Activities like user testing, prototyping, sketching, interaction models, personas, interviewing, ethnography, participatory design, and processes like design thinking and lean UX all have phenomenological roots. The book will highlight these connections and explore how they contribute to designing

better experiences, providing the reader with new ways of thinking about his or her work, and new strategies for designing systems for both present and future scenarios.

### **MORALIZING TECHNOLOGY**

Foundations and Trends (R) in Human-Computer Interaction

Friis and Crease capture

Postphenomenology, a new field that has attracted attention among scholars engaged in technology studies.

Contributors to this edited collection seek to analyze, clarify, and develop postphenomenological language and concepts, expand the work of Don Ihde, the field's founder, and scout into fields that Ihde never tackled. Many of the contributors to this collection had especially close ties to Ihde and have benefited from close work with him. This combined with the distinctive diversity of the contributors—18 people from 10 different countries—enables this volume to put on display the diversity of content and styles in this young movement.

### **Postphenomenological Investigations**

McGraw-Hill Education

Technology permeates nearly every aspect of our daily lives. Cars enable us to travel long distances, mobile phones help us to communicate, and medical devices make it possible to detect and cure diseases. But these aids to existence are not simply neutral instruments: they give shape to what we do and how we experience the world. And because technology plays such an active role in shaping our daily actions and decisions, it is crucial, Peter-Paul Verbeek argues, that we consider the moral dimension of technology. *Moralizing Technology* offers exactly that: an in-depth study of the ethical dilemmas and moral issues surrounding the interaction of humans and technology. Drawing from Heidegger and Foucault, as well as from philosophers of technology such as Don Ihde and Bruno Latour, Peter-Paul Verbeek locates

morality not just in the human users of technology but in the interaction between us and our machines. Verbeek cites concrete examples, including some from his own life, and compellingly argues for the morality of things. Rich and multifaceted, and sure to be controversial, *Moralizing Technology* will force us all to consider the virtue of new inventions and to rethink the rightness of the products we use every day.

**Philosophy and Design** Routledge  
How are all these things affecting us? How can their role in our lives be understood? *What Things Do* answers these questions by focusing on how technologies mediate our actions and our perceptions of the world.

**Information Technology and Moral Philosophy** Lexington Books  
Argues that human freedom is threatened

by systems of intelligent persuasion developed by tech giants who compete for our time and attention. This title is also available as Open Access.

[Values and Ethics in Human-Computer Interaction](#) University of Chicago Press  
This book brings together the philosophies of technology and nihilism to investigate how we use technologies, from Netflix and Fitbit to Twitter and Google. It diagnoses how technologies are nihilistic and how our nihilism has become technological.  
[Readings in the Philosophy of Technology](#) John Wiley & Sons

Through close analysis of the historical and conceptual roots of modern science and technology, Brian Brock here develops a theological ethic addressing a wide range of contemporary perplexities about the moral challenges raised by new technology.

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