

Title: If software is eating the world, will we all end up in shit?

Abstract:

Printing did not end hand-writing, photography did not end painting, AlphaGo did not kill Go championships, computer programs did not kill ... what exactly?

By focusing on the outcomes, products, processes or models, thinking about these things from an outside point of view, we are losing sight of the novel experiential aspects that our interactions with programs triggered, or unveiled. In this very time and age of cloud-scale computing, software industry, LLMs, global connectivity and massive so-called social networks, I argue one of the futures of program(ming) is as a substrate fostering deep and rich personal and intersubjective experience, in other words as Praxis rather than Poiesis.