

# TRANSMUTING TECHNOLOGICAL MATERIALISM

(HOW TO HARNESS MOBILE TECHNOLOGY FOR HUMAN BENEFIT)

Proposals:

Southeast Asian Perspectives  
smith

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# What went wrong?

Over time, technology has evolved in ways that compete with “wisdom principles” embedded in robust spiritual systems. Efforts to reverse this trend have failed.

- ▣ Decline of philosophy
- ▣ Rise of scientism and consumerism
- ▣ Failure of global effort to “close Digital Divide”
- ▣ Failure of John Weiser’s Vision (PARC)
- ▣ Prototype-ism in Engineering
- ▣ NSF unable to find method to predict social impacts

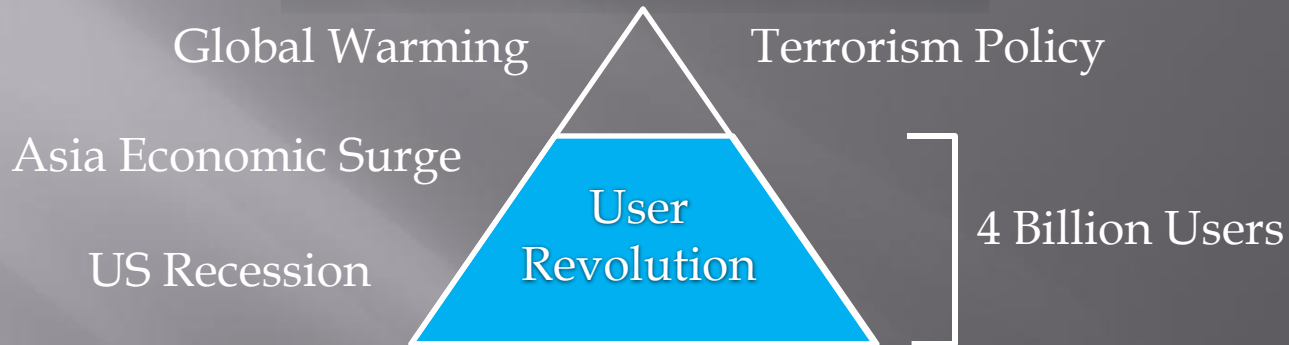
# Key Trend Factors

- ▣ Mobile phone revolution
- ▣ Asia-centric global economy
- ▣ Convergence of commercial finance and “development finance” (PPPs)
- ▣ Web 2.0’s spread to emerging markets
- ▣ Tumults in global investor institutions
- ▣ New social venture capital
- ▣ Rise of mindfulness (secular Buddhism) as factor in intellectual life of West
- ▣ Concern for global warming
- ▣ Obama-mania

# Asian Best Practices in Broadband

- China, Korea, Japan, Korea, India, SG
- Thailand at turning point
- Indonesia's readiness

# CLOSING THE DIGITAL DIVIDE



Infrastructure Ecosystem

Application Ecosystem

## MEANINGFUL BROADBAND

Affordable Usable

Empowering

Consumers



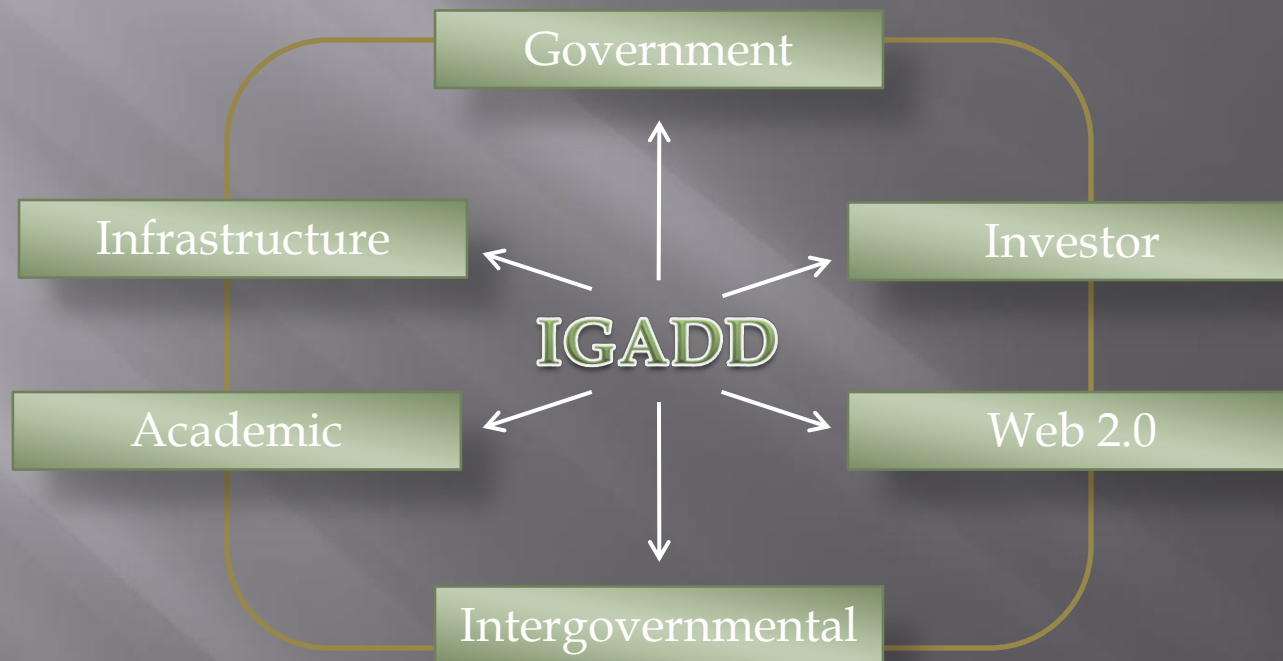
Government Reform

Business Reform

Academic Reform

Countries

# INDONESIA'S READINESS



# POLICY OUTPUTS

	Indonesia	International
Broadband Investment Policy	USO, etc.	ITU
CSR/Core Business Alignment	National Model	Global branding
Public Policy Alignment	DeTIKNas	World Summit on Information Society
Academic Innovations	University partnerships	MIT, Stanford, IITs, etc outreach to emerging market
DigitalDivide.org	Bahasa portal	Country portals
Democracy 2.0	Policy reform	Bottom-up economic models



# Proposals:

## 1. Indonesia Project

- ▣ How to mobilize ICT stakeholders to generate public policy, financial and academic innovations needed to alter market forces driving their digital revolution
- ▣ Public Private Partnerships in Mobile Supply Chains
- ▣ CSR/Core business alignments in Foreign Investments
- ▣ Generate new metrics for:

ICT regulatory policy: distinguishing between technologies that help and technologies that harm

Design metrics: How to draw from Indonesian content using First, Second and Third Person Measures.

# Proposals:

## 2. Thai Project:

DigitalDivide.org/Indonesia Operationalizing MUX (Meaningful User Experience) as a design methodology for emerging markets. Collaboration with UNESCO, Chulalongkorn University Center for Ethics in Science and Technology, King Monkut Technology University.

- First Person Science (Mindfulness Training)
- Second Person Science (ethnography)
- Third person science (neuroengineering)
- Applications in various user categories:
  - education, health care, and computer gaming
- New methods from neuroengineering
- Drawing insight from phenomenology, introspective psychology, and Buddhist abhidharma