

Is there a Conflict Between General Digitalization and Sustainability and Humanity?

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ABSTRACT

We are in a development phase in which analogue subjects such as humans and nature are increasingly being replaced by the technology of digitalization. Analog scalar waves are natural, digital Hertzian waves are unnatural, but they have conquered the market for themselves. Analog products of life are increasingly disappearing. This raises the question of durability and reparability, where analog products are superior. Consumption of resources and limited recycling options create a conflict between digitalization and sustainability. We should save or revive as many analogue products as possible for the benefit of people and nature, because a fully digitalized world would not only be unnatural, but also inhumane.

Keywords: Digitalization, Analog waves, Scalar waves, Sustainability, Transhumanism.

INTRODUCTION

It can be stated that nature and humans are organized analogously and in logarithmic form. In physiological form, human regulation moves back and forth between order (sympathetic tone, performance) and disorder (vagal tone, relaxation) in a sinusoidal curve, in fact trinary, with its center in the form of the golden ratio. If order is exaggerated in a pathological way, rigidity develops, which is associated with diseases (examples: sclerosis, Parkinson's disease). If disorder is exaggerated, chaos is created, which also leads to illness (examples: burn-out, adeno-carcinomas). (1)

The human sensory organs have to work logarithmically in order to be sensitive enough at low intensities on the one hand and not be overwhelmed at high intensities on the other. Accordingly, the decibel scale of sounds and noises in the ears is logarithmic, and this also applies to the eyes with regard to light intensity. This is described by Weber-Fechner's law (2). If nature works analogously, what does this mean? Waves are used that require a medium (e.g. sound waves that oscillate longitudinally) and waves that do not require a medium. These are, for example, electromagnetic waves of the Hertz type, which oscillate transversely, or scalar waves of the Tesla type, which oscillate longitudinally. Their basis is always sine and cosine waves, which are superimposed, have frequency patterns, are modulated and can therefore transmit information. Analog waves are always round, digital waves are always square. The analog radio waves used for a long time, such as FM, short, medium and long waves, have been and are increasingly being replaced by digital waves. Humans do not have a sensory organ capable of registering these waves, but they do have various receivers such as the pineal gland and many magnetites. These feel overloaded in today's radiation chaos and react first with insufficiency, then with rigidity.

Not so in nature. It requires and uses a variety of communications that can also be measured with sufficiently sensitive measuring devices. Plants, trees, animals and the cells of organisms communicate with each other via analog waves and photons (wave-particle duality). The "language" of whales has become best known in the form of modulated sound waves, which can propagate over great distances in water. Scalar waves are not yet scientifically recognized (although they are used for military purposes) and are mainly generated by potential vortices (3). Nikola Tesla (4,5,6,7,8) and Konstantin Meyl (9) are their protagonists.

The scalar waves used by nature are harmonic or "properly" modulated. They contain a huge number of information possibilities with which organisms and cells exchange, coordinate, support or warn each other (10).

ANALOG VERSUS DIGITAL

Until a few years ago, analog devices were the standard for mankind. Just think of the record player, which gave us the wonderful pleasure of listening to music on records. Then came a wave of digitization, so that records went out of fashion and were replaced by digitized storage and transmission. These have advantages, undoubtedly: they can be computerized, transferred electronically and sent, e.g. as e-mail attachments or uploaded to social media. But why do live orchestral concerts continue to exist, why do fans flock to live performances by their singers, which are undoubtedly analog?

Could it be that the analog form of communication that has existed on earth since the beginning of life has advantages as its natural way of communicating that cannot be substituted digitally? Why is it an experience to sit in a concert hall and listen to the instruments and singers? Why has the often predictable end of the book not materialized? Why do people prefer to read on printed paper rather than on a screen? Because it is natural. People can be exposed to a wide variety of digital media, but they intuitively sense that this is unnatural. The end of the analog age has often been predicted, but so far it hasn't happened.

The hype surrounding digitalization (11,12,13) also affected schools, for example. Progressive teachers banned blackboards, books and exercise books and relied entirely on computers and tablets. Instead of the low-radiation fiber optic networks, the radiation-polluting WLAN was brought into the classrooms. What did critical teachers notice after a while? The pupils' performance dropped and they became increasingly unfocused (14). Surprising? No, because children are by nature analog beings who have (and should have) intuition, inspiration and creativity. Banning cell phones from school classes certainly makes sense (15).

PROBLEMATIC DIGITIZATION?

Is digitalization problematic for civilization? Common sense and practice suggest "yes". Charles Hugh Smith (16) described a number of points from his list "The 20 dynamics that will shape the next decade", referring in particular to point 13: Over-optimization.

The fundamental dynamics of any civilization are 1) the amount/scale of resources available to support the civilization, and 2) how those resources are invested/consumed. In general, it can be said that the analog world provides longevity in many ways. Before the age of digitalization,

the limited resources available ensured an optimized focus on longevity, as there were simply not enough resources available to waste on short-lived projects.

Based on the belief that "there are no limits", we assume that there will always be enough resources for everything we come up with. The possibility that using resources for things that constantly need to be replaced could deplete affordable resources to the extent required to constantly replace everything is not considered in a world without limits.

But this world is not the real world, it is a fantasy world made up of ideologies. The real world is inherently limited in many ways. People understood this in the pre-oil era. The core problem with digitalization is that it is optimized for short-term profits and accelerated product cycles that require a continuous flood of new innovations and updated models that make previous versions obsolete in order to increase sales.

This optimization of regular replacement instead of longevity also optimizes the minimization of reparability and the maintenance of spare parts inventories: If a product will be replaced after some time and is not expected to last more than five years, why spend money on maintaining costly inventories?

SUSTAINABILITY?

Sustainability was first mentioned by Hanns Carl von Carlowitz in 1713 (17,18) and concerned the regrowth of trees relative to wood consumption. It is a principle of action in the use of resources. The aim is to ensure that needs are met in the long term by preserving the natural regenerative capacity of the systems involved, especially living organisms and ecosystems. Today, sustainability is generally understood as a form of resource use that is based on the three-pillar model of simultaneous and equal implementation of environmental protection, long-term economic activity and fair coexistence so that future generations can also live well (19).

From a financial perspective, it does not make sense to sacrifice profits for reparability to maintain spare parts inventories or longevity. The problem with products that depend on electronics and digital components is that they can only be repaired with exactly the same component. This is in contrast to analog devices, which can be repaired even if the original parts are scarce or unavailable. We see this in the "3rd world".

An example from my own experience: In the 70s and 80s, I was able to repair my Volkswagen Beetle myself and did so. In more recent times, the inside of a car is no longer accessible to the layman, only to the expert. If the car breaks down, you can't repair it yourself. The same applies to all electronic devices. Analog repairs may be clunky, but they work.

A defective digital board cannot be replaced by a similar board - it must be the same board. There are so many connections that repairing the electronics to bypass the defective board is not an option. However, if this component is not available because supply chains are not working, the device is irreparable. It is a scrap product that must be disposed of at the recycling center. There will be no more repairs.

PROBLEMS WITH REPAIRS

If you have an old computer, you may still be able to boot it up, but its adaptations no longer work, see the development of USB ports. Modern vehicles are amazingly maintenance-free, but this positive argument is offset by the hidden reality that these vehicles are irreparable if certain components are no longer in stock and are unsuccessfully reordered.

A system optimized to maximize short-term profits through forced replacement cares little for the vulnerabilities inherent in long global supply chains: If critical parts are no longer available, so much the better, as consumers are forced to buy a replacement. If we carry on as we are, we may find that we have (in terms of cost) wasted irreplaceable resources (e.g. rare earths) because we have mistakenly focused on short-term gains made by replacing everything. A future littered with dysfunctional digitized products that we can no longer repair would be a problem.

CONCLUSIONS

In terms of sustainability, analog products are therefore clearly superior. There is a conflict between digitalization and sustainability. However, we are not talking about hostility towards technology here, as digitalization can no longer be slowed down or stopped. However, the yardstick should be nature and people, who function analogously and who are harmed by extensive digitalization. The motto should therefore be: as much digitalization as necessary, as many analogue devices and applications as possible.

The extreme form of digitalization is transhumanism, i.e. the combination of humans and computers or the integration of humans into an AI-determined computer (20,21). This would be the end of the analog human being and thus also the end of intuition, inspiration and soulfulness.

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