

1. Record Nr.	UNINA9910342255103321
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Titolo	Environments of intelligence : from natural information to artificial interaction // Hajo Greif
Pubbl/distr/stampa	New York : , : Routledge, , 2017
ISBN	1-315-40809-0 1-315-40810-4
Edizione	[1st ed.]
Descrizione fisica	1 online resource (xii, 218 pages) : digital files(s)
Collana	History and philosophy of technoscience
Disciplina	153
Soggetti	Cognition Nature and nurture Humanities Philosophy of mind Philosophy of science Impact of science & technology on society Computing & information technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1. Preliminaries: ants and robots, parlour games and steam drills -- part I. Informational environments -- chapter 2. Resurrecting Dretskean information -- chapter 3. Varieties of perception -- chapter 4. The domains of natural information -- chapter 5. Making an environment -- chapter 6. What is an informational environment? -- part II. Environments of intelligence -- chapter 7. The extension of the extended mind -- chapter 8. The nature of cognitive artefacts -- chapter 9. The intelligence of environments -- chapter 10. Afterthoughts on conceptual analysis and human nature.
Sommario/riassunto	What is the role of the environment, and of the information it provides, in cognition? More specifically, may there be a role for certain artefacts to play in this context? These are questions that motivate "4E" theories of cognition (as being embodied, embedded, extended, enactive). In his take on that family of views, Hajo Greif first defends and refines a concept of information as primarily natural, environmentally embedded in character, which had been eclipsed by information-processing views

of cognition. He continues with an inquiry into the cognitive bearing of some artefacts that are sometimes referred to as 'intelligent environments'. Without necessarily having much to do with Artificial Intelligence, such artefacts may ultimately modify our informational environments. With respect to human cognition, the most notable effect of digital computers is not that they might be able, or become able, to think but that they alter the way we perceive, think and act.
