

BIOLOGY 03

Arkism claims that the digital era and overall the industry generating the wealth that makes the ship going have as their primary focus the exploitation of human nature itself. In the pre-digital era the industry undertook a process of mono-cultivation which has completely ripped the environment of its resources. This process has *de facto* debilitated nature of the possibility to regenerate herself but with the heavy boosting of the industry. Under the digital era what has occurred to the environment in the previous era is now occurring to the human nature of each individual who subjects himself to the new mechanics of the digital electronic system in power.

The digital system dominating life on board of the ship cannot be escaped. Along with security and longevity it promises something that is too persuasive to renounce: personal fame. It is therefore a highly narcissistic construction in which members of the crew believes to contribute to the general well-being while in fact heightening their social prestige. In all this dangerous patch of cults of personalities camouflaged by a hypocritical solidarity, the winner is really the new industrial society *per se*, the game it has more or less voluntarily actuated as a casino on the ship, a casino keeping the crew busy and distracted spending and risking their social credits gambling their reputations and winning or losing likes and followers.

The crew has very little idea of what is happening outside the ship casino or what is happening to the ship itself. Like flies they are all attracted to the lights and noises and the sexual appeal and the shiny success they can get hold of at the casino open and 24/7 and accessible to everyone. Meantime the casino is fully analyzing them, analyzing every bit of the biology, sampling the social constellation they have themselves recreated within the casino. Eventually, once their biology will be fully replaceable they will be turned into mere donkeys as Pinocchio and his fellows in the land of toys.

Arkism then reflects on the ship in which human society is tricked to live in and the entertainment it has devised to voluntarily give up one's own self. There is therefore a highly rewarding and addicting set up in place. People are not chained to a hospital bed with a machine attached to their bodies to suck life out of them. Everyone on the contrary consumes every drop of their lives in exchange for a most ephemeral type of fame. The more people comply with the rules the more they gain their

credits and the more the ship is set to keep afloat without any internal obstacles.

There is therefore a general numbing underway, a numbing that doesn't see the crew members as passive entities onto which content is projected to them. They are active players of a highly determined game that digital technology just makes more interesting and less predictable yet either way artificially conceived. Trapped in this maze there is no possibility to emerge from it and recover the understanding that while all this is happening the possibility for an organic and self-regenerating life are coming less.

Arkism invites the crew to a different game, a game of disobedience and a game that despite the challenge can bring life back to the people and by doing so also give a hope to recover the lost environment under the yoke of the ship. The game is that of making a whole new ship all together, a ship that is down-scaled to a lifeboat and is in itself fully autonomous as a sort of creature with all its organs but no artificial intelligence nor a system that automatically enslaves other people or the environment.

Any of the ship representing modern nation states can by now run without any human figure, like a monster that has taken an artificial life of its own and that only uses these human figures as mere representatives without any actual power but that of complying with the ever growing power of the technology governing it. The arkists' lifeboat on the contrary is highly dependent of their human creators, it is therefore the extension of a recovered humanity while the ship is but the extension of a machine who is set to crash humanity as it has crashed nature.

Even if the lifeboat makes use of technology this technology is but the direct extension of its human creator and not a technology which in its evolution has become a monster being of its own. While the capitalistic greediness is unleashing ever more artificially intelligent and human independent machinery, arkism doesn't go backward advocating for any naive type of agrarian or primitivist scenario but goes forward in maintaining that technology, especially the one used to govern ought to be redesigned for individuals and their communities.

Even if the more modern and wealthy ships see that there is a future for them in maintaining their nation state hegemonies and even if they see a future for the crew on board they do so at the expense of all the many other poor ships made so dependent on them. Only sinking all ships can the crew reorganize into

self-organizing communities where the sole form of administration is a federalist getting together to help one another and exchange surplus as well as commemorate the importance of not turning back into a centralized type of ship.

The mutual aid that future communities will spontaneously give to each other is of a particular importance considering the destruction that centuries of centralized governance have brought about. If there is no place on board of the ship where to train arkists autonomy there is however the possibility for them to prepare for it and this is what arkism defines as lifeboat making.

In other words if members of a crew decides to become arkists, they pull out of the system so much speculating with their lives and begin to understand their own nature in relation to the surrounding and begin to second it and cultivate it and fully manifest it in all its various and possible manifestations. By doing so they begin to build an alter-ship, the very vehicle with which to make it out of the ship and facilitate the building of a whole new life in the name of life.