Transcript: Chapter 10
Computers and the Computer Chip

The 2nd Industrial Revolution is considered the advent of Electricity, the Light Bulb, and Television, and in this section we'll be talking about what's now called the 3rd Industrial Revolution, which was the invention of the Computer, and the use of Computer chips in almost everything.

Thus begins the rise of a new religion to ease the pain of man's self-imposed aloneness in atheism. This religion is one that doesn't need a higher being, it's man through science becoming his own god. Some have called it a religion of technology, where instead of relying on God for our health, our defense, our daily bread, our livelihood, our sense of well-being, we run to experimental vaccinations of unknown efficacy, missiles that may or may not protect us, GMO foods; either working hard or depending on the government, and drugs to make us feel better. The white lab coats are the ceremonial robes of these new priests, and we bow to their vast knowledge and expertise in every aspect of our lives.

I'm convinced if the Bereans were praised for making sure that what the Apostle Paul was saying matched Scripture—for which they were considered more "noble"—we need to do the same with these new techno-priests. It takes a lot of research among sources we trust, and Covid should have taught us we can't always trust the "experts" in government institutions, but there are voices of credited scientists that can and should be heard.

But we'll talk more on that later. For now let's concentrate on the Computer and its impact on art and culture.

I hope you remember what Thomas Edison about not inventing something that no one wants. Well, Derek Schuurman said in his "Shaping a Digital World" that all technology is an extension of what man does naturally. Man has a need for having math done correctly—particularly in business—and *violá*, computers are excellent at math. In fact, as they have evolved—and I think I can use that word as something changing as a result of design—the computer is taking over all kinds of things that man is lazy about doing properly. Most of us do not feel shame about not checking our spelling unless there's that dreaded red line under a word,

especially with the more evolved chips and programs that auto-check your spelling, but we're getting ahead of ourselves.

The absolute biggest steps toward finding a way to create the computer came about as a result of war, whether immediate or impending. World War 2 was the inspiration on both sides of the war and the first functioning computer was designed and built by the German war effort. US university professors were thrown a lot of money to develop a computer on this side of the Atlantic, and MIT, Harvard, and even Iowa State were a part of that.

After the war, the first non-military use of the computer was—are you ready for this?—the J. Lyons & Co., which was a catering company in London. They used this monstrosity to manage tea shop orders. I won't go into detail about the rest. Apple provided the first commercial personal computer, and later the first icon-driven GUI. The spat between Apple and Microsoft is a fun one.

And speaking of fun, we'll talk briefly about 3D animation and Steve Jobs' buying the computer graphics division from Lucas Films to start Pixar. That revolution in animation has spawned 3D Animation Studios all through the industry.

Video games were something that started with a British professor creating *OXO* as a tic-tac-toe game in 1952, another created *Tennis for Two* in 1958, and a real breakthrough came when a bored graduate student at MIT developed *SpaceWar!* in 1962 while working on MIT's supercomputer.

It's embarrassing to compare *Spacewar!* with current video games, but then again, those games didn't need the graphics to detail all the blood, gore and sex of today's games.

 Now that we're getting into today's technology, the fun begins!

Read on!