

MET
Surplus use

how do techs acquire ec. significance
(wezhe)

Selection process

"Evolutionary Hierarchy":
1. Variety (invention)
2. Selection (ecov. signif.)

Differences.

- 1. Possession behavior of Organism
- 2. Learning on line, what memory.

"Lamarckian drift"

- 3. Influence of Organism on environment,

Replicational Dynamics

Evolutionary Game Theory.

Deterministic Chaos

not repeatable events

Increasing returns \leftarrow "lock-in state"

learning by using for doing!

- 1. founder of technology \rightarrow artifacts which do, how made
- 2. Reproduction \rightarrow social feedback perf./usage - how they change
- 3. Selection environment \rightarrow projectors of character

maps technology

a) Knowledge Base
 in requirements for growth of
 organism structure
 institutions
 for form invisible asset
 highly structured