



PHILOSOPHIE DES SCIENCES ET TECHNIQUES

PHILOSOPHY OF THE SCIENCES AND THE TECHNIQUES

Lecturers: Romain SAUZET

| Lecturers : 28.0 | TC : 0.0 | PW : 0.0 | Autonomy : 4.0 | Study : 0.0 | Project : 0.0 | Language : FR

Objectives

This course aims to clarify the nature of scientific and technological activities, that is to say, the standards that govern them as well as the tensions that drive them, to better understand their impacts on societies and different environments. The sessions will deal with fundamental questions in the philosophy of science (e.g. change in science; trust; the collective dimension of science; the role of values in science), in order to better study general issues in the technical and technological world (e.g. technoscience, technological evolution) as well as specific problematic objects (e.g. Big Data; Nano-technologies; etc.).

Keywords : Science, Technics, Technology, Epistemology, Technical objects.

Programme

- Science and technology?
- What is knowledge? The change in knowledge.
- General problems in philosophy of science
- The collective dimension of science
- Science in action
- Anthropology of techniques
- Technical evolution: technique and living things
- Big Data / AI / War and technology.

Learning outcomes

- Understanding the challenges of scientific activity
- Understand scientific evolution
- Understand the intertwining between scientific research and technological research
- Mobilize philosophical concepts to analyze specific cases

Independent study

Objectifs : This activity is not concerned with framed autonomy activities outside personal work.

Méthodes : This activity is not concerned with framed autonomy activities outside personal work.

Core texts

Alan Chalmers, *QU'EST-CE QUE LA SCIENCE?*, Livres de Poche, 1987
Barberousse A., Kistler M., Ludwig P. *LA PHILOSOPHIE DES SCIENCES AU XXIÈME SIÈCLE*, Flammarion, 2000
Séries, Jean-Pierre *LA TECHNIQUE*, PUF, 2013

Assessment

Grade = 100% knowledge
Grade Knowledge = 60% final exam + 40% ongoing assessment