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Earth

Meaning Of Technology

Technology is a science. It is how a process is designed and a machine is built to perform that process. It uses the laws of physics to do work in our universe. Technology is not anything else. A tradesman in a Technical Field is a ' Technician '.

What Is Not Technical

Any science, process or device that does not perform a task or produce work.

Any science, process or device not related to designing a machine to perform work.

Any science, process or device not related to physics or applying physics to perform work.

Way Of Technology

The Way of Technology is the Way of the Technician. It is the performance of a trade within a technical field. It is the design, manufacture and testing of devices and machines. Technology is the science of such designs and the work produced by the devices.

The Five Rings or Technology are :

Earth is the Foundation, the basis and the definition of your trade.

Water is the Adaption, the skills you must possess to perform in your trade.

Fire is the Production, the skills you must possess for specific purposes.

Wind is the Cooperation, the skills possessed by co-workers and management.

Void is the Union, performance as a team and unified efforts.

Study Methods

A technician must study the methods of those who perform work in his field. He must know these methods to do the work himself and to know what should not be done by those who fail in the same field.

Skills Are Not Commodities

A Technician does not sell his skills or abilities. He sells the performance or the goods produced by his knowledge, skills and abilities. He sells nothing else nor does he sell incorrect or inaccurate work.

Incompetence Leads To Injury

To lack skills or knowledge of technology leads to injury, property damage or death. A Technician should not knowingly cause injuries through his lack of understanding or knowledge to use skills or tools correctly.

Even an unknowingly caused injury, an accident, is caused by a lack of understanding or knowledge of tools or skills.

Know your trade.

Understand Plans

Understand the plans, schematics or designs for the work produced. Any misunderstanding will lead to low quality work. Any misunderstanding can lead to incompetence or injury. Do not cause incompetence or injury.

Understand Tools And Use

A Technician understands his tools. Knowing a tool and its purpose leads to better accuracy and higher quality of work perform. A misunderstanding of tools leads to inaccuracy and lower quality of work.

Advantage Of Tools

Tools are useful. To have a tool that is not useful is a waste of money to purchase and space to hold such a tool. Do not keep tools that are not used or you do not have the knowledge to use them. Occupying space with tools or materials that are not used reduces space for tools or materials that are used.

Maintenance Of Tools

Always keep tools in proper condition. Repair or Replace that which is broken or lost. Broken tools are like incompetence, it leads to injury.

Quality Tools

Maintain and use tools of highest possible quality. Tools that break less or less prone to misuse are of higher quality and value. Do not use value that is less to avoid paying what can be afforded. If the quality tool can be afforded then it is to be purchased.

Allocate Resources

Sort, catalog and assign resources such as materials, tools or personnel. Keep tools in their proper place, materials where they can be used and personnel to their assignments. Organization leads to quality work. Assigning and allocating resources leads to quality. A resource allocated cannot be used for another purpose. Use resources as allocated.

To use resources otherwise, takes value from the assigned process. This leads to lower quality. Resources that are not found will lead to incompetence or injury as personnel will have to make sacrifices to perform work. Misallocation leads to low quality or injury. Do not cause incompetence or injuries.

Quality Of Resources

Like tools, higher quality resources leads to higher quality work. Use materials and resources of the highest possible quality. Do not use low quality resources for work. Do not use quality resources that are better allocated to another process. Using quality in a process that does not require quality is a misallocation of resources,. Do not misallocate resources.

Quality Leads To Quality

Quality tools and resources used in a process leads to higher quality work produced by that process. Use quality resources as required by the process and no lower quality resource than the minimum to complete the process.

Low Quality Used For Process Not Work

When allocated a resource that is not quality, do not use it to produce work. Instead use the low quality for completing a process as you would a tool. Tools are not produced for a work but are instead used to complete it. A low quality material is not used for work but instead is used to complete the work. Keep the higher quality resources for the work produced.

Vigilance To Detail

Pay attention to process. Understand the performance of tools, materials, process and personnel. This leads to higher quality of work produced. To miss failures, errors or low quality; can lead to further low quality, incompetence or injury. Do not cause incompetence or injuries.

Rhythm Of Craft

Each process is completed at a set speed. This speed is determined by tools, materials and process. This speed is not determined by management, co-workers or documents. This rhythm is natural and inherent in the performance of the process. Know this rhythm and match it. To perform at another rhythm is to cause delays or build more work than is needed for the next process. To have more work than needed is waste. To not have enough work wastes the time of the next process. Be mindful of your rhythm and the rhythm of neighboring processes.

Focus On Craft

You are a Tradesman, Craftsman or Artisan. This is your craft or your process. There is no other priority. Your trade is to be performed, the work to be completed. This is important to understand. If the trade is not performed, then you are not a Tradesman. If the craft is not made, then you are not a Craftsman. If the art is not produced, then you are not an Artisan.

Those who manage teams must understand this. It is the meaning of your Trade and the purpose the work is performed. There is no other Focus.

Lead A Team

Do not follow, do not stay behind. As a leader, supervisor or manager; guide your team in their process. Understand the process and the work produced.

Know Abilities Of Team

Know what your team can accomplish. Know their knowledge, skills or abilities. Understand each person as a component of a larger device. If this is not done then the 'device' breaks, the process fails. A broken team is like a broken tool. Broken team are like incompetence, it leads to injury.

Assign According To Ability

Assign personnel according to their knowledge, skills or abilities. This is allocation of resources. To not use the skills of an individual is like having a tool that is not used. This is waste, an individual cannot use skills learned and a team cannot complete a process at higher quality. Misallocating skills or personnel is misallocating resources. Misallocation leads to low quality or injury. Do not cause incompetence or injuries.

Retain Teams

Do not reassign a functioning team. Individuals who perform work to quality should not be replaced or reassigned. Removing an individual removes their skills and abilities. New assignments must learn the process and skills performed by missing individual. This is like misallocation.

Promotion or upgrade of positions is not an exception. Any such change in teams must be planned and allocate appropriate replacement.

Name Of Positions

There are two types of names; an immediate name and a true name or the job title.

The immediate name should only be used for the specific process being completed. It is temporary and represents the step or stage of the process to produce a work.

The true name is the name of the trade being performed. It is the title and name that represents what a tradesman has been trained to perform or work to produce.

Do not use the immediate name as the trade name or the trade name as the immediate name. These terms are not to be confused.

To hire a tradesman and ask they permanently perform an immediate process is a misallocation of resources. To not understand names and their definition is to not understand the skills required of the trade or process. This knowledge must be known to accurately allocate personnel and for the personnel to seek the training to give them the skills the trade requires.

To not do otherwise is incompetence.

Do not cause incompetence.

Know your trade.

The following lists are not complete.
In no specific order, the following modern names :

Anyone who performs in a technical field is a ' Technician ' .
Anyone who designs machines is an ' Engineer ' .
Anyone who designs a set of machines is a ' System Engineer ' .
Anyone who builds machines is an ' Assembler ' .
Anyone who repairs machines is a ' Mechanic ' .
Anyone who programs machines is a ' Programmer ' .

Anyone who uses the science of mechanical physics is a ' Mechanical Engineer' .

Anyone who uses the science of electrical physics is an ' Electrical Engineer ' .

Anyone who uses the science of internal components is an ' Electronics Engineer ' .

Anyone who performs with a science is a ' Science Engineer ' . See Electrical Engineer above; like ' Aerospace Engineer ' performs with the science of flight in atmospheres. Same can apply to Technician, Assembler and Mechanic.

Anyone who performs with internal components is an ' Electronics Technician ' or ' Electronics Engineering Technician ' .

Anyone who tests machines is an ' Test Technician ' .

Anyone who performs with radios is an ' Radio Technician ' .

Anyone who performs with a device is a ' Device Technician ' . See Radio Technician above; like ' Auto Technician ' performs on cars (automobiles). Same can apply to Engineer, Assembler and Mechanic.

Traditional names :

Carpenters process wood, build houses, shelter or furniture.

Smiths process metal, make tools and other goods.

Blacksmiths specifically process iron and other ferrous metals.

Tinsmiths specifically process tin and other soft metals.

Tanners process hide into leather.

Weavers can make either cloth or process cloth into clothing and other goods.

Basket weavers make baskets.

Draughters (Drafters) or Brewers make beer or other spirits.

Cobblers make shoes.

Tailors make clothes, specifically suits.

Seamstress make clothes, specifically dresses.

Tinkers make simple or small mechanical devices.

Coopers make barrels.

Shipwrights made ships and boats. A Wright is someone who made things, it comes from the word wrought; like a cartwright made carts, wagons and carriages.

Some jobs are named after the goods, Jewelers make jewelry and Clockmakers make clocks or watches.

There are a lot of classical jobs as every trade had their own name with no common definition except maybe the smith trades applying the metal they process into a prefix for the name.

Modern titles have been abused, please use them correctly.

Reputation

To follow the way as described thus far is to gain reputation. Any reputation is a favor or preference of your work and process. Retain this reputation, do no action to reduce the quality of work or process. Do no action to lose knowledge, skill or ability. To lose reputation is to lose the Way of Technology. Do not lose your way.

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