

# Humanism – Bad and Good

## What is Bad and where did it come from?

Humanism Processes Supported:

1.Observe 3. Manage Issues

1.3 Frame, 1.4 Structure, 1.4 Analyze, 1.7 Hypothesize

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# Frame

Hypothesis: Bad was first then come the complexity of Good

## Questions

1. Where did Bad come from?
2. Is Good more complex?
3. How are Bad and Good related?

Population: Individual Humans, Groups

Measure: Supporting model for – Frame, Manage Issues, Agree

Assumption: Individual Humans and Groups can choose what actions to take.

Information Sources and Topics: Language development, WWW - including those links provided.

Motivations: Develop a common language and understanding for Humans

Initial Conditions, Self reference: Events and Choice



# Terminology

- “Bad apple.” - Apple is the first word for Fruit in many languages - Frame, Context - <https://blog.oxforddictionaries.com/2013/10/18/apple-linguistic-history/>
- “Bad or Evil” - Frame - <https://en.wiktionary.org/wiki/bad>
- “Evil” - as moral choice - <https://www.etymonline.com/word/evil>
- “That food has gone bad”

Both Bad and Evil have multiple meanings and no clear etymology. One main difference is that Evil is about Choice whereas Bad is about being Evil with out choice.

A tree that falls on someone and kills them can not be evil.

A poisoned apple that kills someone can not be evil.

Choosing to eat a forbidden apple from the tree of knowledge - the first message for choice. [https://en.wikipedia.org/wiki/Apple\\_\(symbolism\)](https://en.wikipedia.org/wiki/Apple_(symbolism))

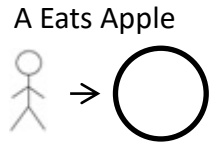


# A Story – (Not even a hypothesis)

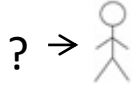
1. A parent, on seeing their child choose a bad apple which they were about to eat lets out an explosive noise from its mouth – the child being some distance away.
2. The noise is not like the high pitched squeal of a child in danger – instead the lips burst open with a blast of air and loud, low, threatening growl (guttural) erupts and ends with a hard tongue sound for emphasis.
3. This noise is to get the child's attention and to warn of the danger and uses a threat of violence and death as its source.
4. The child chooses another fruit and looks at the parent who then makes soft cooing and a higher pitched noise to indicate the fruit is good to eat.



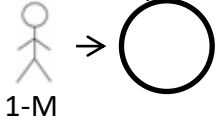
# Bad Apples



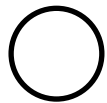
? Kills A



Eats Apple



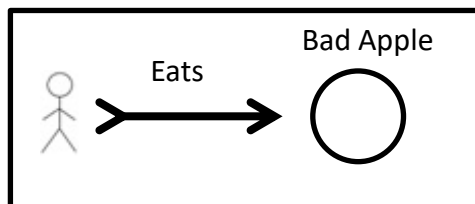
Bad Apple



1. Tribe member named A eats an Apple
2. Tribe member A Dies (is killed)

Who or what killed A? This is a difficult question and can remain unknown for a long time until tested or a pattern emerges. Was it the D\_evil?

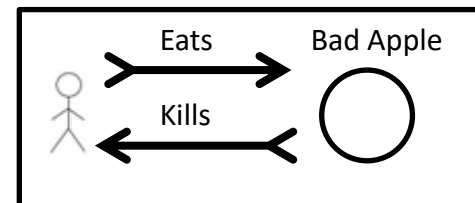
3. Many Humans eat apples and die.
4. This Apple is a different type of Apple – one which kills people. Its called a bad apple.
5. A New hypothesis is formed.



Kills

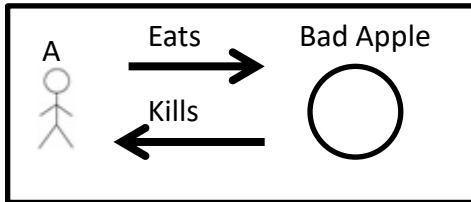


OR



# Bad Bias

Story of the Bad Apple which killed A



The new hypothesis is shared as a story.

- Why do we think avoidable death is so Bad? It invokes a very strong response from most humans when they see someone risking death. (Carnivals, Circus, Entertainment, etc)
- Parents do not want their children to choose things which lead to avoidable death.
- Early and untimely death is not good for the group.
- Creating human beings is costly and in a world where death is common, the tribe will die if too many humans die.
- Avoidable death also stops the Potential for that Human to contribute to the tribe in greater ways than any other human has previously done. Jordan Peterson (Potential is one of his main concepts) <https://www.youtube.com/watch?v=tLteWutitFM>
- Although we have a strong reaction to avoidable death – the opposite concept of Bad is not so obvious.
- Bad and Good is a continuum and may have been the First example of a range of values and complexity of definition. From this continuum an enormous amount of Human effort and discussion has emerged over time.



# Bad Versus Good

- Bad came first – then Humans tried to think what was opposite.
- A Confusion Matrix of Knowledge (Certainty) and Different (Not Same) illustrates why the discussion of good and bad is complex and sometimes confusing.
- Finding out that some things can kill you is an important learning experience for humans.
- Dealing with the knowledge that there is an unknown number of unknown things that can certainly kill you is an important next step in development.
- Avoidable death is at one extreme – all the other types could be anything.
- This is where Relativism comes in. Everything becomes relative to not killing you.
- Disabled, Slow death, affecting the tribe- Killing others, etc
- NOTE: The null hypothesis difficulty – While Killing yourself by eating a Bad Apple is clear the other dimensions are not as clear.

		<b>Not Different Same</b>	<b>Different Not Same</b>
Certainty	Known	Bad – Eating Bad Apple – kills you	Good – Not Eating Bad Apple – Does not kill you?
	Not Known	All as yet unknown Bad Things that kill you?	All as yet unknown Good Things – equivalent to not killing you?

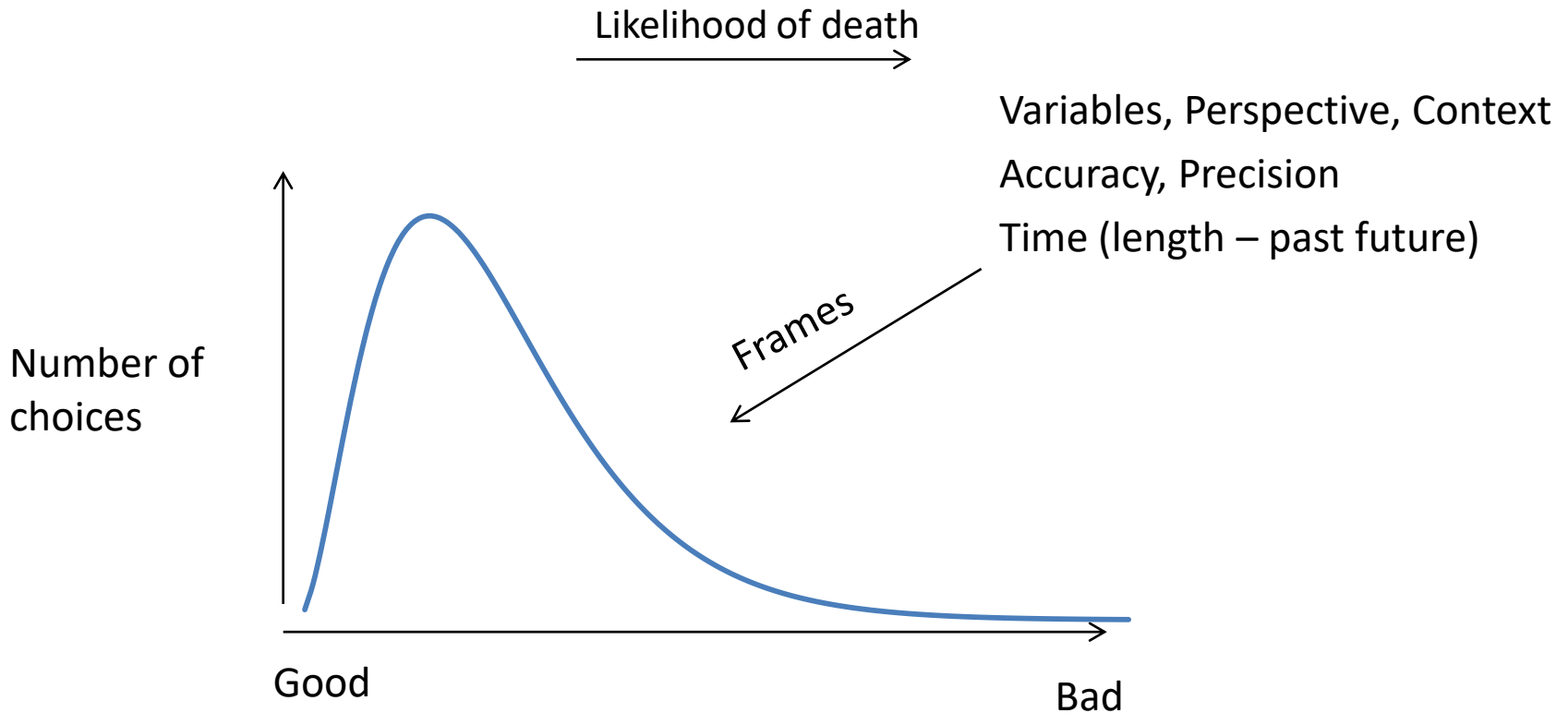


# Is Good and Bad the Same variable?

Good and bad choices

Hypothesis - It might look like this ?

(maybe a Gamma Distribution 1-100, Alpha=3, Beta=8)?





# Hypothesis

1. It is easier to define Bad at the extreme – death to all humans.
2. It is difficult to define Good in any other terms than Not Bad.
3. Individualism, Relativism and “[Moral Superiority](#)” arise Inevitably (Fat, Dumb and Lazy Humans) from the complexity of choices using a Frame of Bad and Good.
4. Humans who claim to know what “Good” is better than anyone else does are ignorant of the complexity of life, need to see themselves as better than others or do not want to be exposed to the complexity of choice.
5. Group decisions based on “Moral Superiority” or a better knowledge of “Good” or “Bad” are Not likely to lead to the best outcomes (Virtue signaling, Insecurity/Inferiority Complex, Constant Victim, mental disorders, etc)



# Additional References

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(Necessary Fiction, Fear of complexity and the unknown) -  
“4. The falseness of an opinion is not for us any objection to it: it is here, perhaps, that our new language sounds most strangely. The question is, how far an opinion is life-furthering, life-preserving, species-preserving, perhaps species-rearing, and we are fundamentally inclined to maintain that the falsest opinions (to which the synthetic judgments a priori belong), are the most indispensable to us, that without a recognition of logical fictions, without a comparison of reality with the purely IMAGINED world of the absolute and immutable, without a constant counterfeiting of the world by means of numbers, man could not live--that the renunciation of false opinions would be a renunciation of life, a negation of life. TO RECOGNISE UNTRUTH AS A CONDITION OF LIFE; that is certainly to impugn the traditional ideas of value in a dangerous manner, and a philosophy which ventures to do so, has thereby alone placed itself beyond good and evil.”  
“The power of moral prejudices has penetrated deeply into the most intellectual world, the world apparently most indifferent and unprejudiced, and has obviously operated in an injurious, obstructive, blinding, and distorting manner.”
- The Game Of Life - John Horton Conway [https://en.wikipedia.org/wiki/Conway%27s\\_Game\\_of\\_Life](https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life)