**HISTORY AND ANCIENT HISTORY**

Student Name

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Technology, in Skolimowski's opinion, is more than just a collection of tools or devices; it's also a way of thinking and existence in the world (Kaminski, 2017). Technology, in his opinion, is a crucial component of both human culture and existence. It includes not only the actual tools and procedures but also the mindset and principles that go along with them. Skolimowski believes that technology is intimately related to how people interact with the environment and the outcomes of those interactions (Kaminski, 2017).

On the other hand, Mario Bunge is a science and epistemology philosopher. Bunge has discussed technology in the context of science and society more generally. Technology is approached by Bunge in a more methodical and rational manner (Matthews, 2018). Technology, according to Bunge, is the methodical application of scientific knowledge and principles to resolve real-world issues and satisfy human needs (Matthews, 2018). He stresses the significance of a logical and empirical approach to the creation and application of technology.

Skolimowski applies the following criteria to distinguish between science and technology. Orientation and Purpose whereby understanding the natural world and discovering underlying principles and rules via methodical investigation are the main goals of science. On the other hand, technology is focused on real-world applications and the manipulation of nature to address human needs and solve issues (Kaminski, 2017).

Also, another criterion Skolimowski applies is values and mindset. An attitude of curiosity, inquiry, and the pursuit of information for its own sake is frequently linked to science. Technology involves a way of thinking that emphasizes problem-solving, creativity, and the use of information to accomplish useful objectives (Huntjens, 2021).

In addition, there are Environmental and cultural effects. In Skolimowski's opinion, science can have an impact on culture and the environment, but its main objective is the search for knowledge (Huntjens, 2021). Given that it entails the production of artifacts and the alteration of the natural world, technology has a more immediate and frequently profound impact on both culture and the environment.

On the other hand, Bunge approaches the distinction between science and technology in a more methodical and empirical way. The epistemological approach, which is a methodical investigation of natural events, is at the heart of science, is frequently driven by the scientific method and the search for empirical knowledge (Matthews, 2018). According to Bunge, technology is the practical application of scientific knowledge to produce tools, gadgets, and systems that are designed to do tasks.

There are also object and approach criteria where through observation, experimentation, the testing of hypotheses, and the creation of theories, science seeks to understand and account for natural events (Matthews, 2018). Technology strives to develop workable solutions based on scientific theories, frequently with an emphasis on resolving issues or reaching desired results.

Stanislaw Skolimowski approaches the interrelationship between science and technology from a broad perspective. He emphasizes that they are not independent disciplines and sees them as intricately interrelated facets of human life. Instead, he views them as essential to a greater human effort to comprehend and influence the world (Mitcham, 2019). He also emphasizes the importance of using technology in an ethical and responsible manner. He contends that people ought to carefully consider how their technological choices will affect society and the environment (Mitcham, 2019). Essentially, his viewpoint emphasizes the close connection between science and technology, seeing them as a component of a larger human framework that includes both ecological and ethical problems.

 Science and technology are distinguished by Bunge, based on their unique goals and methods. He clearly distinguishes between the two fields, highlighting their divergent epistemologies. According to Matthews (2018), science is the endeavor to learn more about the natural world. He emphasizes the importance of the scientific process, which entails stringent procedures including observation, experimentation, testing of hypotheses, and the creation of theories to comprehend natural events. He contrasts this by defining technology as the application of scientific knowledge in the real world. The distance between scientific discoveries and practical problems is closed by technology (Mitcham, 2019). It entails developing and producing workable solutions based on accepted scientific concepts.

Bunge recognizes that science and technology play complementary roles. Technology is crucial in using this knowledge to improve human lives and handle particular difficulties. Science adds to the body of human knowledge by pushing the frontiers of understanding. His viewpoint emphasizes the collaborative and symbiotic link between these two domains by underlining the epistemic differences between them.

The design process is a methodical and creative method for solving problems and coming up with solutions. To identify the problem's scope, context, and user needs, designers do extensive research, collect data, and frequently work in collaboration with stakeholders (Hokanson et al., 2019). Designers then carry out extensive investigation and analysis. They investigate current options, research market trends, look at user preferences, and think about best practices. They receive insights that will direct the design process in this step.

The following stage is ideation and concept development, when creativity is allowed to flourish. Designers engage in brainstorming and produce a wide range of concepts and ideas. Then, these ideas are carefully assessed (Hokanson et al., 2019). Designers evaluate each option's practicality, feasibility, and desirability while taking into account user preferences, financial constraints, and technical limitations. Based on this evaluation, concepts might be improved upon or abandoned.

Testing and prototyping are essential to improving the design. Designers build models or prototypes of the concepts they want to use and put them through extensive user testing. Improvements and revisions are informed by the feedback gathered during this period. The design moves on to the execution stage when it has been improved and approved. Whether by coding, manufacturing, or another method, this is the stage where the product, system, or experience is produced in depth (Hokanson et al., 2019).

To make sure the design adheres to the specifications, quality assurance is essential. To assure the quality of the design, designers and developers put it through rigorous testing, looking at functionality, performance, and user experience. The design is prepared for launch or deployment once quality assurance has been successfully accomplished. It becomes accessible to users or clients, whether as a tangible good, a software program, or a service.

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