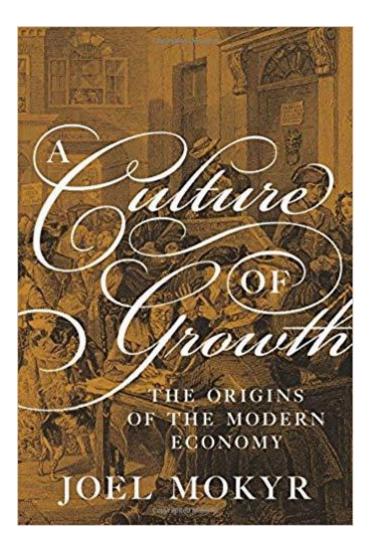
Chapter 2

Nature and Technology



Culture is a set of beliefs, values, and preferences, capable of affecting behavior, that are socially (not genetically) transmitted and that are shared by some subset of society



culture as something entirely of the mind, which can differ from individual to individual and is, to an extent, a matter of **individual choice**.

Institutions are socially determined conditional incentives and consequences to actions. Like trust, honesty, cooperativeness, law and order etc.

These incentives are **parametrically given to every individual and are beyond their control**.



Institutions can explain a great deal of economic performance,



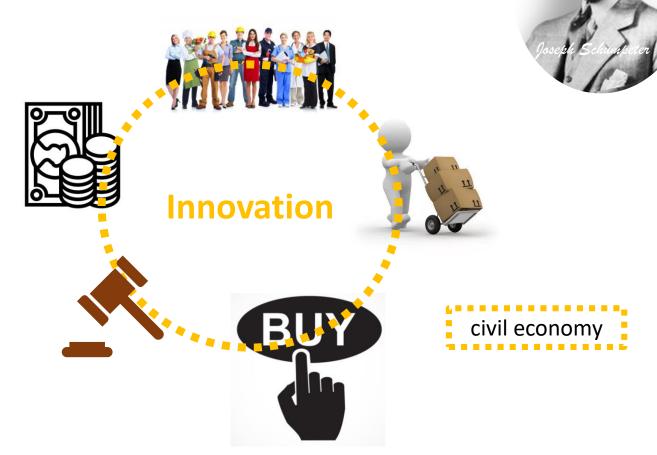


but not explain the miraculous explosion of science and technology in the past two and a half centuries



Exchange and cooperation based on trust or respect for the law A game between individuals

Manipulation of natural regularities and phenomema A game against nature





Society can reward or discourage innovation

Patents Patronage Prizes



Religion or incumbents protecting status quo



Individualist vs. collectivist cultural norm



Plausible if institutions encourage technological creativity

general vs. limited morality society

degree of general morality

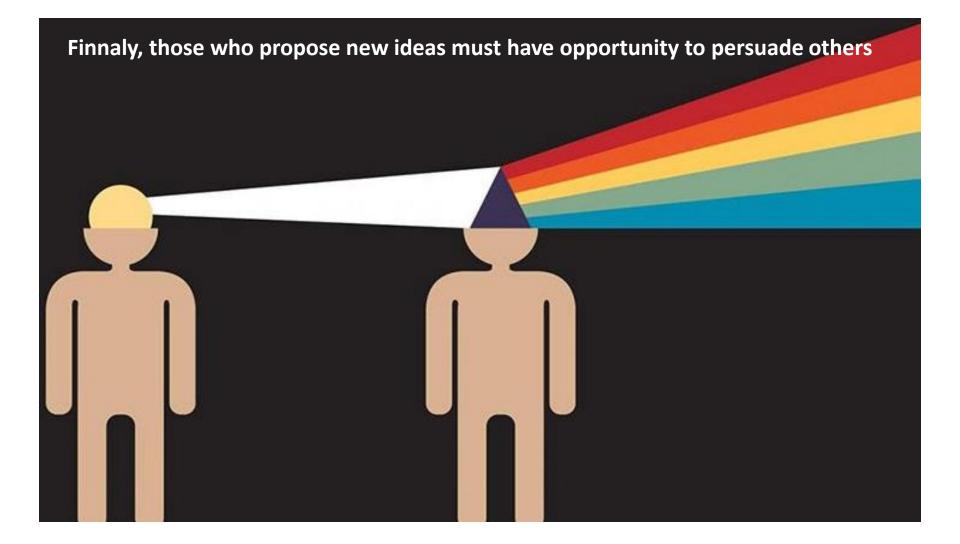


Benefits of innovation affect a large community. So, innovators tend to care about people

A Culture of growth includes:

- 1. Belief that material progress is possible
- 2. Normative component postulates that economic progress is desirable
- 3. A **concrete agenda** of policy measures and institutional change had to be formulated, elaborated, proposed, and implemented **for long-term progress**





It's possible with technology for communication to reach people and rhetorical rules suficient to convince them



Arthur Vieira de Moraes

Professor de Finanças, Consultor e Apresentador do programa Fundo...



Thank you!