

maze-action(s)

Clark Hull: **actions are ideas** – thinking itself, ..., could be built and humans even in their highest functions could be engineered to reflect outside influences – **action patterns** – ... **behavioral engineering** ...
world as laboratory / evolution(s)

maze-afraid(s)

Orval Hobart Mowrer: the things subjects were afraid of harmed them less than their anticipation of it ...
... **discomfort became a conduit for the subject to undergo change** ...
world as laboratory / evolution(s)

maze-anxiety(s)

... **anxiety** – ... an environment that makes mild and unpredictable **shocks** seem imminent can stimulate a range of subtler change(s) ... – ... **transformative experiments** ...
world as laboratory / evolution(s)

maze-artist(s)

... divine inspiration in artist(s) – [Aristotle]: profile(s) of the melancholy genius whose solitary discontent fired his imagination to produce work(s) of originality ...
[Shakespeare]: the lunatic, the lover, and the poet are of imagination all compact ...
history of madness / evolution(s)

maze-asylum(s)

... **asylum** ... not a free realm of observation, diagnosis and therapeutics, ... it is a judicial space, where one is accused, judged, and condemned ...
... **imprisoned in a moral world** ...
madness and civilization / evolution(s)

maze-attitude(s)

... **attitude change** – mind control to promote the cause of freedom – ARTCHOKE/MK-ULTRA – (scientists) examining the way **controlled environments** affect the mind's circuitry or the body's behavioral patterns ...
world as laboratory / evolution(s)

maze-blind(s)

distinctive characteristic(s) of madness – where all the derangements of our mind, all the illusions of self-love, and all our passions are carried to the **point of blindness** ...
madness and civilization / mission(s) / evolution(s)

maze-brain(s)

Alpert/Laing: (critical psychology) – merely living one's life according to the norm(s) and demands one was born into was already a form of brainwashing ...
world as laboratory / evolution(s)

maze-break(s)

... **madness** ... **need not be all breakdown, it may also be a breakthrough** ...
history of madness / attack(s) / evolution(s)

maze-brick(s)

... **external coercion** could be supplanted by **inner self-control** – positivists, bureaucratic utilitarian and professional mentalities vested great faith in **institutional solutions** in general – indeed quite literally in **bricks and mortar** ...

history of madness / evolution(s)

maze-broken(s)

[”Jolly” West]: (clockwork orange) – essential processes that produce a coherent sense of person and self – the **psychophysiology of conditioning** – if one understands how people are broken, one could also understand how they are made and therefore how to change and control these processes ...

world as laboratory / evolution(s)

maze-cage(s)

... an animal within a maze was faced with choices, confusions, blind alleys, and difficulties ...

world as laboratory / scratch / evolution(s)

maze-cause(s)

... social causes – how hard it was for people to adjust to a rapidly changing technological civilization, the stresses of urbanization, and the increasingly competitive business environment ...

saving normal / evolution(s)

maze-communication(s)

Harold Lasswell: merged Freud’s theories into experimental social science – qualitative data – charts, equations, numbers and graphs – the art of its interpretation could be reduced to twitch-recording machines ... – for midlevel social and human engineers – admen, workplace counselors, personality testers, pollsters, market researchers, behavior modification clinicians, sex education specialists and human resource managers ...

world as laboratory / evolution(s)

maze-concern(s)

... as a patient may have found that his/her pain habit elicits sympathy, feelings of concern, or even approval – rewards s/he is willing to purchase at the expense of being in pain ...

the pain game / evolution(s)

maze-construct(s)

... reality is made, not given – the situation gets perpetually *re-constructed* – and this reconstruction is the process of which all reality consists ...

world as laboratory / evolution(s)

maze-conversion(s)

environmental stimulus-response reaction – conversion(s)

- **drive** – the person must want something
- **cue** – notice something
- **reward** – and get something

world as laboratory / evolution(s)

maze-core(s)

... at the secret heart of madness, at the core of so many errors, so many absurdities, so many words and gestures without consequence, we discover, finally, the hidden perfection of language ...

madness and civilization / tool(s) / craft(s) / evolution(s)

maze-cult(s)

[Kant]: the labyrinth of evil into which our species has wandered – cult of the machine – ... to remake the world to human specifications

world as laboratory / evolution(s)

maze-cycle(s)

pain/cycle(s) – one would observe the ultimate demoralization of behavior – ... symbols were especially potent ... / ... break someone down / or / install a new pattern of behavior – using mostly words, images and **social incentive(s)** ...

world as laboratory / evolution(s)

maze-delusion(s)

... [materialist]: human action as moved entirely by external sense-input – ... madness is thus neither diabolical nor humoral, but essentially delusional ...

... **idiots make very few or no propositions** ...

history of madness / evolution(s)

maze-demon(s)

... gods & demons – psychic civil war becomes endemic to the human condition – ... theatre served as therapy ... – ... blindness could lead to insight ...

history of madness / evolution(s)

maze-desire(s)

ethic(s) of desire – all life was finally judged by this degree of irrationality ... thus the rich are punished for the deplorable use of their fortune ... by the capital distinction between **sensibility** and **sensation**, they enter into that domain of unreason, which we have seen was characterized by the essential moment of error and dream, that is of blindness ...

madness and civilization / evolution(s)

maze-diagnosis(s)

... **rampant diagnostic inflation** – psychiatric diagnoses have come to far, too fast, and wss changing too rapidly – there were too many categories and too many people being diagnosed – **false epidemics** – autism / attention deficit / childhood bipolar disorder ...

saving normal / evolution(s)

maze-doctor(s)

... rare is the physicist who will try earnestly to come to grips with the patient's problems ... the patient may wish to avoid the issue too ... or he may simply be unable to identify legitimate causes ...

the pain game / evolution(s)

maze-dream(s)

... it is madness which takes its original nature from the dream and reveals in this kinship that it is a liberation from the image in the dark night of reality ...

... the dream deceives, it leads to confusion(s), it is illusory, but it is not erroneous ...

madness and civilization / engine(s) / evolution(s)

maze-drift(s)

... as we drift ever more toward the wholesale medicalization of normality, we lose touch with our strong self-healing capacities – forgetting that most problems are not sickness and that only rarely is popping a pill the best solution ...

saving normal / evolution(s)

maze-dsm(s)

[DSM-IV]: more people seem to be diagnosed as suffering from psychiatric disorders than ever: **is that progress?**

... proliferation of psychiatric syndromes in a *victim culture*, in which benefits may seem to lie in bying into the **psychiatric paradigm** ...

history of madness / evolution(s)

maze-dynamic(s)

... microdynamics of inner life – ... scientists believed that people who did not cooperate and conform to prevailing norms were simply afraid to do so – the solution was to make them obey authority not by force but by desire ...

world as laboratory / evolution(s)

maze-edge(s)

Gerald Heard: the **closing edge** – a collective change in thinking and consciousness ...

... **paranoia** & **metanoia** – the reorganization of mental-physical patterns – ... each is susceptible of being multiplied within different experimental environment(s) ...

world as laboratory / evolution(s)

maze-effect(s)

side-effect(s) – mood-stabilizing drugs

- weight gain
- diabetes
- heart disease

saving normal / evolution(s)

maze-elite(s)

... **nerve(s)** – (english disease) – disorder of the elite, in an advanced, prosperous, competitive nation – ... the pursuit of affluence, novelty and elegance, and the enjoyment of the *good life* – excessive eating and drinking – exacted a heavy toll – **hypochondriac(s)** ... might console themselves with the knowledge that their very misery also marked their superiority – ... **glamorization of the gloomy genius** ...

history of madness / scratch / evolution(s)

maze-embrace(s)

... embracing the real – measuring and engineering – social science-bred techniques take the measure of what is human and in so doing they change it ... / ... getting closer to the reality of life so that one might rebuild it to better specifications ...

world as laboratory / evolution(s)

maze-engineer(s)

... controlled situations – free of agency and ideas – creating states of anxiety and fear as triggers to bring about new behavior patterns ... – true science – for micro-engineering human emotions, mental states and behavior ...

world as laboratory / evolution(s)

maze-environment(s)

Chicago School of Pragmatism: emphasis on recouplings, interactions and progress – environment(s) ... a constant interplay between things-as-they-are and things-as-they-are-becoming – ... philosophy of possibility ...

world as laboratory / mission(s) / evolution(s)

maze-ethic(s)

... in the classical age – madness was perceived through a condemnation of idleness and in a social immanence, guaranteed by the community of labor ...

... the community acquired an ethical power of segregation, which permitted it to eject, as in another world, all forms of social usefulness ...

madness and civilization / evolution(s)

maze-evolution(s)

[darwinian evolution]: haunted by the survival of the unfit in modern society – ... civilization made demands on nervous systems that nature had never anticipated ...

history of madness / evolution(s)

maze-experiment(s)

... laboratorium imagination(s) / (american) experiments ... in controlled spaces led to a core insight: ... the process of observing and measuring reality as it unfolds within an experimental design will itself bring about all kinds of change(s) ...

world as laboratory / experiment(s) / evolution(s)

maze-fable(s)

... the seductiveness of clinical confabulations – ... social phobia has turned everyday shyness into the third most common disorder ... – ... the transformation of expectable sadness into clinical depression has turned us into an overmedicated, pill popping population ...

saving normal / evolution(s)

maze-factor(s)

Hawthorne effect: putting the *human factor* back in the industrial equation, where scientific management had factored it out, via *human relations* ...

world as laboratory / evolution(s)

maze-fate(s)

... **rational thought & action(s)** – attest what dangers they saw in the passions and in the blind destructive force of fate – ... only the calm pursuit of reason could rescue humans from catastrophe ...

history of madness / evolution(s)

maze-fear(s)

Orval Hobart Mowrer: **avoidance learning conditions** – ... (housewives) ... could be subjected to his coercive environments and emerge different from the way they were before ... – ... **conditioning theory & practice** ...

world as laboratory / evolution(s)

maze-focus(s)

Elton Mayo: focus on psychodynamics / adjustment paradigm – the work environment could be scientifically calibrated to bring about maximum adjustment of the worker to his role(s) within the industrial process ...

world as laboratory / evolution(s)

maze-form(s)

[Jung]: **collective unconsciousness** – constituting the **spring of creativity** ... / ... need for **social harmony** as the means to avoid neuroses ... / ... a vision of **social integration** and **stability** based on **individual adjustment** and **adaptation** to healthy **social forms** ...

history of madness / evolution(s)

maze-fruit(s)

John B. Watson: (breathtaking shortcut) – focus on what we can know scientifically and ignore the rest ... the ubiquitous use of behavioral conditioning within shopping environments, office-parks, managed-care-outlets, and multiplex coffee shops is a direct fruit of behaviorism(s) ...

world as laboratory / evolution(s)

maze-goal(s)

... **goal(s)** – drive / cue / reward – the endless staccato of life – to run the social maze and so to feed the smooth running of the **social machine** ... – it was a social science of dull despair, clothed in garments of optimism ...

world as laboratory / evolution(s)

maze-habit(s)

Frank & Ruml: sponsored experimental classes in parental education to introduce methods of positive conditioning and formation of good habits – ... bringing behaviorism into the home ...

world as laboratory / evolution(s)

maze-human(s)

... the design of the new human maze – the prediction and control of behavior – ... its practice would lead to the engineering of all that humans do ... – behaviorism would be the avenue for bringing about true social and behavioral change ...

world as laboratory / evolution(s)

maze-hypothesis(s)

... **machine age hypothesis** – coincided with the proliferation of social scientists who announced themselves as **experts** at *tuning* the population ... – paving the way for a practical **science of behavioral engineering** ...

world as laboratory / evolution(s)

maze-idiom(s)

... **psychological and psychiatric idiom(s)** ... – (seem to) replace christendom and humanism as ways to make **sense of self** – to oneself, one's peers and the authorities – ... **yet, public confidence in the psychiatric profession is low** ...

history of madness / evolution(s)

maze-illusion(s)

... illusion can appear as true as perception, perception in its turn can become the visible, inchallengeable truth of illusion ...

madness and civilization / idiot(s) / pattern(s) / evolution(s)

maze-invent(s)

... to treat life not as something given, but as something to be shaped – build systems of control, adjustment, and persuasion, escape from which would be ever more unlikely ...

world as laboratory / evolution(s)

maze-itch(s)

... **writer's itch** / cacoethes scribendi – ... all humans, since the fall, lived at the risk of reason's shipwreck ... – **madness & genius** – ... **but I will not go mad to please you** ...

history of madness / evolution(s)

maze-know(s)

... it is more important to know what sort of person has a disease than to know what sort of disease a person has ...

Hippocrates
saving normal / evolution(s)

maze-knowledge(s)

... the more abstract or complex knowledge becomes, the greater the risk of madness ...

madness and civilization / idiot(s) / scribble(s) / evolution(s)

maze-labor(s)

ethical consciousness of labor – difficulties of the economic mechanisms lost their urgency in favor of an affirmation of value ... labor's effectiveness was acknowledged because it was based on ethical transcendence ...

madness and civilization / evolution(s)

maze-laboratory(s)

Orval Hobart Mowrer: created a laboratory facsimile of subjection and a prototype of modern brainwashing – a state in which the incentive to avoid anticipated punishment resulted in a willingness and even a desperate eagerness to assume new attitudes in the hope of deterring or alleviating the threat(s) ...

world as laboratory / evolution(s)

maze-lesson(s)

... the lesson is clear – we have too much faith in pills, far to little trust in resilience, time, and homeostatis ...

... **normal if fuzzy and therefore fragile** ...

saving normal / evolution(s)

maze-level(s)

... psychopharmacology certainly brought a therapeutic boost to the psychiatric profession – **prozac** – which raises serotonin levels and so enhances a **feel good** sense of **security** and **assertiveness**, was being prescribed almost ad lib for **depression** ...

... **organic psychoatry is arguably in favor of becoming drug-driven** ...

history of madness / evolution(s)

maze-limit(s)

... death is the limit of human life in the realm of time, madness is the limit in the realm of animality

... the habit of perceiving ... in madness a fall into determinism, where all forms of liberty are gradually suppressed ...

madness and civilization / evolution(s)

maze-machine(s)

... **philosophy of possibility – ethic(s) of treating living things as machine(s)** ...

world as laboratory / evolution(s)

maze-madness(s)

animality of madness – is sought to avoid the scandal inherent in the immorality of the unreasonable ...

... unchained animality could be mastered only by discipline and brutalizing ...

madness and civilization / evolution(s)

maze-manage(s)

... scientific management of needs – [suffering] – people suffer – tend to magnify impulses of self-satisfaction, self-doubt, anxiety, and desire ...

world as laboratory / evolution(s)

maze-mark(s)

... **psychiatrization of everything** – complexes and neuroses run like a watermark through the population at large – ... housewife blues, family conflicts, alcoholisms, adolescent adjustment problems, generational tensions, and so much more ... – the precursors of **depression**, **eating** and **sexual disorders** were ubiquitous by the close of the (previous) century ...

history of madness / evolution(s)

maze-mask(s)

Grace Elizabeth Hale: in a dizzying circularity – the mask becomes real to those who observed it – the only way a person can gain even an illusion of *ease* is accomodation ... – therapeutic situation(s) – reengineering human behavior on a mass scale ...

world as laboratory / evolution(s)

maze-master(s)

[psychoanalysis]: ... **self** – which was **divided** and **not master in it's own house** ...

history of madness / evolution(s)

maze-math(s)

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maze-matrix(s)

Jacques Loeb: experiments on tropisms sketched out a vast matrix of stimulus-response mechanisms that later brought the engineering of human fears and desires within the realm of possibility ...

world as laboratory / evolution(s)

maze-moral(s)

York Retreat: **moral therapy** – with its emphasis on **community life** in a domestic environment designed to **recondition behavior** – (viewed) ... madness as a breakdown of internal **rational discipline** on the part of the sufferer ...

history of madness / evolution(s)

maze-name(s)

... we need a name and an explanation as a way of gaining control over actions that threaten the individual and the social group ...

saving normal / evolution(s)

maze-norm(s)

... **normalization** – to define, support, calculate, re-calibrate and reinforce the norms by which people should live ... – **bureaucratization of the spirit** – ... due to **behavioral scientists** ... with unnameable but certain potency .. which coincided with the general tendency (in the postwar years) to think a great deal of the **experts** and their **expertise** ...

world as laboratory / evolution(s)

maze-order(s)

... madman ... come(s) from the world of the irrational and bears its stigmata ... because he crosses the frontiers of bourgeois order of his own accord, and alienates himself outside of its ethic ...

madness and civilization / evolution(s)

maze-pack(s)

... fashion influences every part of our behavior, and following the pack is part of human nature ...

saving normal / evolution(s)

maze-pain(s)

... our capacity to feel emotional pain has great adaptive value equivalent in its purpose to feel physical pain – a signal that something has gone wrong ...

saving normal / evolution(s)

maze-patient(s)

... unfortunately the patterns of pain behavior are very self-destructive – regardless of the origin of his/her pain, the patient may discover that there are coincidental, secondary rewards for suffering or that his/her pain provides a handle with which s/he can manipulate others ...

the pain game / evolution(s)

maze-physics(s)

... (medical physics) – pictured the body machine as a hydraulic system of piping or as a neurological circuit wiring the limbs to the brain and conducting sensations and motion electrically ...

history of madness / evolution(s)

maze-pill(s)

... pill popper(s) – because of diagnostic inflation, an excessive proportion of people have come to rely on anti-depressants, anti-psychotics, anti-anxiety agents, sleeping pills and pain medications ...

saving normal / evolution(s)

maze-pitch(s)

... most people have some degree of mental illness at some time ... – (cynics might say) – psychiatry was thus making a pitch for the entire population – ... madness has a truth of its own: **psychosis** could be a healthy process and thus should not (ordinarily) be pharmacologically suppressed ...

history of madness / evolution(s)

maze-placebo(s)

... the placebo effect ... is a kind of medical magic and gives doctors an undeserved authority ...

saving normal / evolution(s)

maze-popular(s)

precondition(s) for popularity

- pressing need
- influential prophet(s)
- engaging story

saving normal / evolution(s)

maze-power(s)

... work ... possesses a constraining power superior to all forms of physical coercion ...

madness and civilization / evolution(s)

maze-presence(s)

... [pattern\(s\) of consumer behavior\(s\)](#) – ... the presence of social science techniques in your neighbourhood (***-bucks**), among other places, where employees or statisticians carry out observations, record data, and quantify results, all in an effort to modify patterns, change behaviours, monitor attitudes, and deliver **gratification(s)** ...

world as laboratory / engine(s) / evolution(s)

maze-profession(s)

... professional imperialism – self-serving manufacture of madness – ... by affixing psychiatric labels to people who are social pests, odd, or challenging ...

history of madness / evolution(s)

maze-quote(s)

Nathaniel Lee: ... **they called me mad, and I called them mad, and damn them, they outvoted me** ...

history of madness

/ impact(s) / evolution(s)

maze-rage(s)

... it is the animality that reveals the dark rage, the sterile madness that lies in men's heart ...

... at the opposite pole to this nature of shadows, madness fascinates because it is knowledge ...

... not a victim of the violence of desire but of the much more insidious lure of curiosity ...

madness and civilization / evolution(s)

maze-rational(s)

madness rationalized

- psyche's constituents – reason / spirit / passion(s) / soul
- order of things – nature / society / conscience

history of madness / evolution(s)

maze-react(s)

John B. Watson: ... advertising – to make your consumer react, it is only necessat to confront him with either fundamental or conditional emotional stimuli ...

world as laboratory / evolution(s)

maze-real(s)

... mad ... imprisons himself in the circle of an erroneous consciousness ... madness begins where the relation of man to truth is disturbed and darkened ... a rational hold over madness is always possible, and necessary, to the very degree that madness is non-reason ...

madness and civilization / evolution(s)

maze-research(s)

... laboratory research – was a preview – of the kind of reality that people (now) inhabit, that fits the subjects like a glove, so comfortably tailored, they rarely realize they are wearing it – an advance look at a stressful society in which people would seek small alleviations to dispell a looming but unknowable pain ...

world as laboratory / pattern(s) / evolution(s)

maze-respect(s)

teacher(s)/medical personage(s) ... to win the confidence of the sufferer(s) and to arouse in them feelings of respect and obedience, which can only be the fruit of superior discernment, distinguished education, and dignity of tone and manner ...

... old rites of ... order, authority and punishment ...

madness and civilization / evolution(s)

maze-revolution(s)

... **psychopharmacological revolution(s)** – turn no-hope asylums into true hospitals, and rescue psychiatry through *the knife*, and thus provide a lifeline for the discipline back into mainstream medicine ...

... half a million lost souls in (america's) asylums ...

history of madness / evolution(s)

maze-reward(s)

... the social man is the scared man who learns to satisfy himself by substituting small rewards – a piece of cake, a cigarette, some petty hatreds for a great and ,a href=@s5-maze-cycle.html;unrelenting fear ... – governed soul / managed self ...

world as laboratory / evolution(s)

maze-rise(s)

... the **rise of psychiatry** – (mechanizing madness) – **institutionalization** / **pervasive paternalism** – the idea that social and professional elites have the right and responsibility to treat unfortunates ...

history of madness / evolution(s)

maze-scenario(s)

... (young scientists) ... (busy) creating scenario(s) of ultimate demoralization likening them to what could be done in the classroom or on the therapist's couch ... – such states are ideal for bringing about greater uniformity of behavior in a given population ...

world as laboratory / evolution(s)

maze-script(s)

... pain is more than a hurt – it is to all too many a **way of life** – ... whereas it may begin as a short game, it sometimes becomes a **life script** ... – pain behavior is like a **mindless bad habit** that can be broken ... it is also an **addiction** ...

the pain game / evolution(s)

maze-self(s)

... for madness, if it is nothing, can manifest itself only by departing from itself, by assuming an appearance in the order of reason and thus becoming the contrary of itself ...

madness and civilization / evolution(s)

maze-sell(s)

... disease mongering ... is the fine art of selling psychiatric ills as the most efficient way of peddling very profitable psychiatric pills ...

a persistent pervasive and well financed ,a href=@s5-maze-drift.html; *disease awareness* campaign can create disease where non existed before ...

saving normal / evolution(s)

maze-set(s)

preparatory set – could become the basis for a **unified theory of learning** ...

world as laboratory / evolution(s)

maze-sign(s)

confinement(s)/hospital(s) – our philanthropy prefers to recognize the signs of a benevolence towards sickness, ...

... where there is only a condemnation of idleness ...

madness and civilization / evolution(s)

maze-signal(s)

... (**confused signals**) – did not the methods of the natural sciences prescribe observation and objectivity, not **interaction** and **interpretation** ... – ... **reason** has become infinitely elusive ...

history of madness / evolution(s)

maze-sin(s)

... being both **error and sin**, madness is simultaneously **impurity and solitude**, it is withdrawn from the **world** and from **truth**, ... and by that very fact imprisoned in **evil** ...

madness and civilization / evolution(s)

maze-situation(s)

... **therapeutic situations** – as a model for a new social authority – the focus group – and the most effective methods of coercive interrogation(s) ...

world as laboratory / evolution(s)

maze-space(s)

...(they dreamed of) ... **controlled spaces** – a social and cultural matrix, where people's **actions**, and eventually **thoughts** could be engineered ... – (their work) influenced **social patterns, individual activities** and **inner selves** ...

world as laboratory / spread(s) / evolution(s)

maze-speak(s)

... there is also a melancholia which permits the sufferer to predict the future, to speak in an unknown language, to see beings ordinary invisible ...

madness and civilization / evolution(s)

maze-spread(s)

... **spread of stimuli** – a function of the degree of readiness or preparedness of a given reaction system – **preparatory set** – ... (animals) could be observed to relax at the point the shock was delivered ...

world as laboratory / evolution(s)

maze-stigma(s)

... **stigma** ... – the situation of the individual who is disqualified from full social acceptance ... – demarcating self from others – insiders/outsideers, black/white, native/foreigner ...

history of madness / evolution(s)

maze-style(s)

... the basis of human engineering ... was a quality of observation, a style of looking and thus a style of inquiry ...

world as laboratory / evolution(s)

maze-taboo(s)

taboo(s) – subject to unspoken rule(s)

- hallucinatory drugs
- psychosurgery
- (prolonged) sensory deprivation

world as laboratory / evolution(s)

maze-tactic(s)

... what we call psychiatric practice is a certain moral tactic ...

madness and civilization / evolution(s)

maze-task(s)

Elton Mayo: program to adapt industrial workers to their tasks by deradicalizing them through psychological counseling ... (indeed politically not neutral) ...

world as laboratory / evolution(s)

maze-theme(s)

ethic(s) of desire

- dynamics of organism and morality
- physiology of corporal continuity
- ethic(s) of nervous sensibility

madness and civilization / evolution(s)

maze-therapy(s)

... therapeutic(s) / movement(s) .. corresponding to/with the prudent mobility of the world / travel(s) ...
effective because of the novelty of objects, acts directly on the flow of ideas ... arousing curiosity and learning
...

madness and civilization / evolution(s)

maze-time(s)

... unavoidable problems of every day life – our natural resilience and the self-healing powers of time ...

saving normal / evolution(s)

maze-trade(s)

... **trade in lunacy** ... – locking up the mad – the well-designed, well-managed asylum was a machine to restore the insane to health – ... **management did more than medicine** ...

history of madness / evolution(s)

maze-tradition(s)

... social and moral drift was to be replaced by control mechanisms that replaced tradition with order and purpose ...

world as laboratory / evolution(s)

maze-utopia(s)

... **spies and scholars** – with their own distinct visions of an immanent utopia – the tools of the ... **interrogator** ... could be used in a **strategic** as well as **therapeutic** manner ...

world as laboratory / evolution(s)

maze-violence(s)

... beneath the apparent violence of madness, which sometimes seems to multiply the strength of maniacs in considerable proportion, there is always a secret weakness, a lack of resistance ...

madness and civilization / evolution(s)

maze-vision(s)

... there is nothing quite so out of date as earlier era's visions of the future ...

world as laboratory / evolution(s)

maze-war(s)

... civil war – for the heart of psychiatry – fighting a mostly losing battle to protect normality from ... medicalization ...

saving normal / evolution(s)

maze-water(s)

... when civilization, life in society, the imaginary desire(s) aroused by novel reading and theatre going provoke nervous ailments, the return to water's limpidity assumes the meaning of a ritual of purification ...

madness and civilization / evolution(s)

maze-work(s)

... in the ... asylum ... **work** is deprived of any productive value: it is imposed only as a **moral rule**, a limitation of liberty, a submission to **order**, an engagement of responsibility, with the single aim of disalienating the mind lost in excess of liberty, which **physical constraint** limits only in appearance ...

madness and civilization / evolution(s)