

## Duality Role of Computer in Human Life

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**Abstract.** This study examines the impact of using computer on the human mind and identity in order to present the duality role of computer in interaction with human being via using a hint toward Derrida's theory of deconstruction to dismantle computer as a powerful instrument in the contemporary period. The researcher aims to show that the importance and the key role of computer in human life is undeniable and vital and, on the other hand, wants to present what is more important in this interaction is to remind any individual must care about what they do not know and be aware that nobody can keep what they do not care about while human deserves a place better than the location he is in.

**Keywords:** Interaction, human, Knowledge, Culture.

### 1. Introduction

One of the most dynamic and significant fields of technical investigation is the study of the relationship between humans and computers that has quickly grown. Every zone of our life is under the influence of HCI. The HCI reflects a broad recognition in academic environment and industry of the need to meet the challenges faced by this rapidly evolving area of technological progress. Human interactions with based-computer technologies are going to rapidly change in near future.

Because human-computer interaction (HCI) is the study and design of the interaction between users and computers it must be regarded as one of the most important and influential sciences. Interaction between users and computers occurs at the interface which includes software and hardware together. The title (HCI) expresses the involvement of a machine and a human in a relationship via the knowledge from both sides. Creating a good human-machine relationship has special importance to an extent that a poorly designed relationship conducts to unforeseen problems. In fact, in this relationship the method of holding this interaction is significant. A user must be skilled enough to have the capacity of creating a relationship based on emphasizing on his ability without entering anxieties to his mind in this reaction which needs a high amount of experience.

Via expanding computer technology during 1970's and 1980', everyone is able to use computer in a world moving toward more development. The broad concept of HCI has been effective on the humanistic fields such as cognitive psychology, linguistics, anthropology, literature and some other fields. This branch of science permits people to manifests their skills and also their vision.

### 2. Manuscript

Time is passing by and Distance is not obstacle any more. Crossing countries and boundaries takes only a mouse click. Computers are changing societies and communities. In Fact, computers as the most important technological achievement of the time influence on people's lives. The possibility of making or solving difficult accounts is done by using computer as much as there is no need of using hands. Because of these different varieties of abilities, computers have been creating many noticeable achievements in most of societies' fields especially medicine, education, and usual life. Through this individual and social behavior any creativity will be expanded by HCI.

The most important feature of HCI is its usability in different fields which helps user learns more and easier. This usability shows itself through its welfare, the ability to produce the desired result, creativity and

also its support for development of human knowledge. But it is necessary to bear in mind that it is just one side of this interaction. Computer technologies, on the one hand, assist human to research and analyze the information he needs in his favorite field and on the other hand, they decrease human role and impact on the environment.

Today, we cannot imagine ourselves devoid of technological development of computer. Fortunately or unfortunately, technology will not stop at this present point, but develops further. As technology goes ahead, there are not only advantages, but disadvantages from them. A few advantages of upgraded technology are that one can save time and money and life will be made easier as a result of not having to do all the hard work. In contrast, the disadvantages of upgraded technology are that people would be constantly depending on technology with their lives and become lazy; the other bad things about computers referring to the physical position of people that can lead to wearing glasses and you will hardly ever move from the computer. It can also lead to being obese because you will be sitting around all day on the computer and not outside in the fresh air. But problems go further and include some psychological and mental problems with their destructive effects.

Nowadays, our lives are completely directed and influenced by technology which has changed people's lifestyles. The truth is that human needs technology for everything because they are used to living with the advantages that technology offers, of course it is not good to be dependent on a machine. However, this kind of technology is practically new as it started its development in last century. Although computer develops to impact every region and part of human life, but it is up to any individual to employ it moderately and in a wise manner as much as possible.

Here, I discuss the ways in which computer presence can contribute to mental processes in essential and conceptual ways, influencing how people think even when they are far removed from physical contact with a computer. Computers can be carriers of powerful ideas and the seeds of cultural changes, they are able to separate human from knowledge of the self, challenge current beliefs about who can understand what and at what age, and also question standard assumptions in the developmental psychology and in the psychology of aptitudes and attitudes. It must be solved whether the personal computers and the cultures in which they are used will continue to be just the creatures of sheer engineers or whether they can construct intellectual environments in which people who think of themselves as humans will feel part of, not alienated from, the process of constructing computational cultures not to be constructed by computers.

However, what remains as a question is which one is the master, human or computer? Nowadays, one cannot be imagined without computer in his house or office. What computer can do is not similar to what users want to do. What users want from computers to a large extent refers to their imagination they create programs of their needs. It seems that the relationship between human and computer is deep and friendly but in fact there is a dual purpose here; on the one hand, it is human who develops technology through computer by programming, on the other hand, it is computer which keeps human depend on itself.

Considering this process by using Derrida's theory of deconstruction makes it easier to understand. Analyzing computer as something with a high and special rank in human life gives it a kind of identity and characteristic which leads it to be much more effective than it seems. Therefore, this belief can be a general truth that computers will fall to a stage where they will enter everyday life in a huge numbers. It does not matter what is the usage of computer, it can be used for learning and educating, playing and having fun, for communication or anything else. If one tries to dismantle computer as a special phenomenon what can be considered significant is that computer as an instrument made by human has got a place that is able to have influential effect on human mind and identity during this interaction.

In most of situations when one comes to compute for creating connection what awaits him is providing some presupposed steps which have been produced by some sophisticated computer scholars. Indeed, before coming to computer, one is coming to a person behind computer that means there is thought behind thought. And when a person sits in front of a computer, a thought has sat in front of another thought. Which one is dominator and which one is dominated is not important what is considerable is the processes which one proceeds to reach to the aim. Psychologically considering, thoughts and feelings of man has effective role in his adaptation with the environment that surrounds him. Now, supposing the result of this position for a

person who has encompassed by computer is completely clear. It is the reason that causes to examine computer as a powerful apparatus that surrounds human thought. Although human thought has invented what we call and see as computer but the numbers of such persons are less, all other people are not inverter but they are users. This is an experience that anyone can obtain in his interaction with computer to comprehend how computer has captured human mind and characteristic with a firm grasp with its exemplary intelligent and power, the experience that anyone who has worked with computer can share with other members of computer society.

On the other hand, human culture is very rich in useful materials appropriate for constructing original and logical thinking that needs a good arrangement of matters in the mind. What a person must find to cultivate his mind is discovering the correct way of penetrating to computers devoid of being stuck in it. Otherwise, the computer will become the replacement material, and then the brain will be reduced to dull intelligence. Defeating computer as a preponderant power is dependent on putting one in a qualitatively new type of relationship to a significant area of knowledge, wisdom and initiation. This matter reflects the reality that human life involves a continuous struggle with processes of destructiveness as well as creativity, that is, constructed world by human may become stronger through the process of learning and defending against what computer renders.

This effectiveness of computer on human mind and culture and following the way it wants may result in considerable emotional and psychological consequences, that how a person can live without computer. Here, perhaps, calling computer itself as a virus cannot be irrelevant and as the name shows this virus can have destructive effect. The recognizing feature of a virus is the ability of making damage and destruction, so the created interaction between human and computer albeit has advantages for men but is moving to be against computer.

Human cannot remain still and reluctant against such a problem, as any virus needs to be identified for initiating a struggle with an anti-virus, professionals must make a program to be able to overcome computer. The self-replicating feature of virus is true of computer role in and effect on human life and culture, in a way that it is able to copy its influential effects to other people in different locations by its special power and attractive programs. As it mentioned, considering computer as a virus demands a technical program to prevent the spread of this virus among more people with a conscious motive behind that. The major drive for confronting with this phenomenon is providing accessible environment for those who have the ability to decenter computers as the main transmission medium that can be called the fundamental and attractive problem of the time. These flaws may guide to early detection of human's ability to know himself as the master of computer not accepting computer as the master of himself.

### **3. Conclusion**

However, it is not unlikely to control computer. Looking at human as God's transcendental creature with the mental power, the high quality given gift, the effects of computer can decrease by discovering the defections of computer that show its power is not perfect. Furthermore, finding a way for those who are intelligent enough can help and support the world and the culture human are living in. Human thought must reach to a position in which its ability finds unforeseen circumstances that arises in different and complex situations because there is no limitation and boundary for human mind. In human-computer interaction what should be considered cautiously and carefully is how this interaction must be looked at. It is important in this relation one can stay in a preponderance position and it is human duty and responsibility to access to such a position as the original maker of computer to show the power is in his hands and also no human made technology has the ability to undermine human as its maker. Suffice it to say that being human in itself provides such a position, what a man needs to be the principal and a superior one is having knowledge, wisdom, confident and sustainability in the way he has chosen because accessing to and penetrating in computer is not impossible.

It is a fact that human enchantment with computer as a virtual world disjoins persons from the real world they live in. Perhaps this attraction is pertinent to the reality that the actual world proceeds its events in a way that has to, but computer world is something rather under human control. The cost human pays to control the

virtual world in comparison with the real world, may be is alienation from what he wants to be. Finally, one may find that computers and living with computers have not been what they imagined in dreams.

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