

Review of: "Actual problems of creative activity and new cognitive possibilities: a transdisciplinary approach"

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The three issues stated at the start of the conclusion of the first version, which included mention to the ecological crisis, are highly relevant. I would like to suggest to the authors to include in their models the problem of movement, as it features in embodied and enactive cognition, whereby loss of movement plasticity is described by Del Val 2022 <https://journals.tplondon.com/jp/article/view/1876> as the core problem underlying both algorithmic control society, human health and sociality problems and the ecological crisis. This also implies having a broader look at digital technology in all its aspects, from the extraction of rare metals and associated wars, the microchip industry or the cloud infrastructure and the unsustainability of AI, to interface design, and to the way in which digital design implies by principle movement reduction foregrounding abstractions. This is important in understanding that movement itself is more important and broad as practice and concept than digital design. Movement needs to be incorporated into digital design as well as be core to new kinds of practices beyond digital design.