Hard Determinism

"Everything that happens is caused to happen" **Principle of universal causation**

Physical Determinism – we're made of matter which obeys the laws of physics *eg gravity, conservation of momentum & energy* (Laplace's demon, Holbach)

Biological Determinism – our characters are determined by our genes *eg IQ, addictive susceptibility* (**Brave New World, Muller, Fletcher**)

Psychological Determinism – our characters are determined by our upbringing and experiences *eg conditioning, childhood trauma* (**Watson, Darrow, Skinner**)

Theological Determinism –

a) God knows what we're going to do b) God controls what we're going to do

God has determined in advance who will choose salvation – 'irresistible grace' Pre-election (**Calvin**)

Hard Determinists might argue any of the following:

- There are no un-caused (free) events.
- All events are caused by prior causes; same cause, same effect.
- All events are predictable (at least theoretically) and therefore not free
- All our actions can be explained by genetic and environmental factors (as explained above under types of determinism) therefore we are not free
- Even if there are uncaused events (the random events of quantum physics) we still have no control over events
- Without freedom or choice there is no moral responsibility (ought implies can, so if I couldn't do otherwise because I was determined, then it makes no sense to say I *should* have done otherwise)
- Any feeling of choice, freedom or control is a delusion; we can understand why people feel free, but we can see that they are not
- Choice implies at least two options, but there is only one way that things can turn out
- The idea of a free choice makes no sense how would someone make a choice? Either they make it because one course of action is more logical, desirable, attractive to that individual etc. (which means they had to make that choice), or they made a random choice. Neither of these can be 'freedom'
- Whatever is going to happen is going to happen
- What happens next is entirely determined by what happened before