

**Work abolition is twofold: quantitative and qualitative.**

First of all, quantitatively speaking, we need to cut down on the amount of work being done, by a significant margin. David Graeber identifies the problem in the provocatively titled *Bullshit Jobs*: most work today is simply useless, if not actively damaging, serving the purpose of commerce or social control as opposed to actual human needs. We don't need to salvage the tedious white-collar work that now dominates post-industrial societies. We can get rid of all the real estate, insurance, banking, marketing, finance, advertising, lawyering, and other jobs, including all those who work under them, that exist simply to maintain capitalism and the state. We can get rid of a lot of the more "productive" work too, particularly the work that exists to supply the appetite of mass consumerism and the shrine of car centrism. We can also automate much of the productive work that needs doing too, and though I don't believe we need total automation in order to pursue the goals of anti-work, we can use labour-saving technologies within reason to actually save us our time and labour.

And by abolishing wage labour, we can also dismantle the whole sexual division of labour, liberating women from the burden of housework and approaching the vital task of abolishing the patriarchy. See my video on *Rethinking The Family*. Also see my videos on *Education*. Schools exist to create workers, and thus the abolition of work will also involve the abolition of schools as we know them.

If we wish to reorganise our society from one built on work to one built on play, children must absolutely be involved, as teachers and students in the ludic revolution. This revolution will require a transformation of whatever useful labour remains into games, crafts, and creative pastimes. This is the qualitative aspect of work abolition. No more "jobs." Fun activities usually lose their fun when they become jobs anyway. That's why farming is a job and gardening is a hobby. Instead of jobs, there are things to do and people who do them.

We can take the useful activities we enjoy and do them just as much as we enjoy them and in the ways we enjoy them. We can actually have a say in what we do. We can rest when we need to. There are some things I can do for hours nonstop and other things I can only do in short bursts every once in a while. What these specific activities are will vary from person to person. Many people enjoy spending time with kids, but it becomes draining and tedious when, for example, you're a single parent with no support network or you have to teach them all day every day with no say in the what/when/where/why/how. Many people enjoy cooking for others, just not in the hostile and frantic environment of a restaurant or in the isolated and unappreciated setting of domesticity. And as for the things we don't like doing but need to be done? They can be rotated, gamified, or transformed in

