Signs of Design

What is design?

"When we say something is 'designed', we mean it was created intentionally and planned for a purpose." - J. Warner Wallace

8 Characteristics of design:



Dubious probability. It seems unlikely to have formed by chance.



Echoes of familiarity. It reminds us of something we know was designed.



Sophistication and intricacy. Design normally shows a level of complexity.



Informational dependency. Information comes from a mind.



Goal direction (and intentionality). Designs have purpose to them.



Natural inexplicability. It's unlikely that natural laws caused the design.



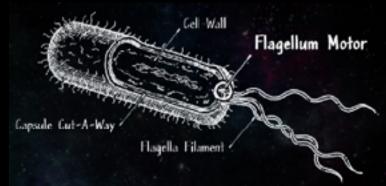
Efficiency/Irreducible complexity. The object does not work if some parts are removed.

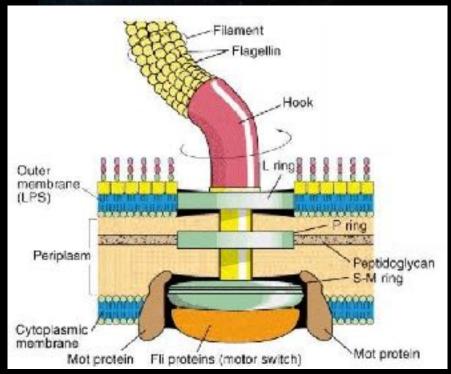


Decision/Choice reflection. The components of the design were deliberately chosen.

The Bacterial Flagellum

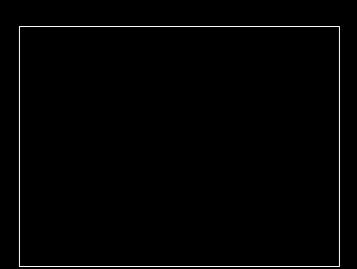
- A molecular machine made of around40 proteins that propels bacteria through liquid.
- It has a rotor, a stator, a drive shaft, bushings and bearings, and a whip-like tail that acts as a propeller.
- Can reach up to 100,000 RPM. In a quarter turn it can reverse direction and spin 100,000 RPM the other way.

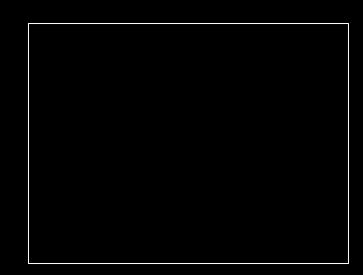




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The Bacterial Flagellum







The bacterial flagellum shows all 8 characteristics of design:

Dubious probability: It seems very unlikely that chance (even through natural selection) would be capable of resulting in such an amazing machine.

Echoes of familiarity: It bears a striking resemblance to a rotary engine (that was designed before the flagellum was even discovered).

Sophistication and intricacy: It is complex machine, even down to the order of assembly.

Informational dependency: The information in the bacteria's DNA contains the instructions in the proper sequence to make the flagellum.

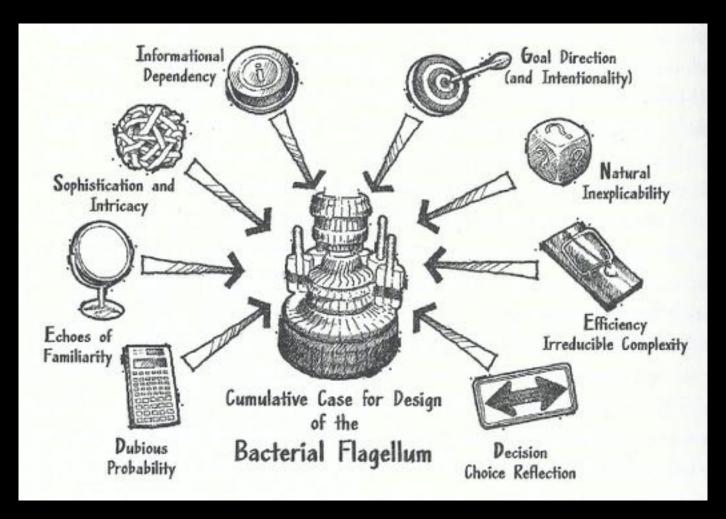
Goal direction (and intentionality): The flagellum is constructed in a particular sequence in a purposeful, goal-directed path.

Natural inexplicability: The laws of physics and chemistry explains the relationships between the molecules, but not the structure and complexity of the flagellum as a whole.

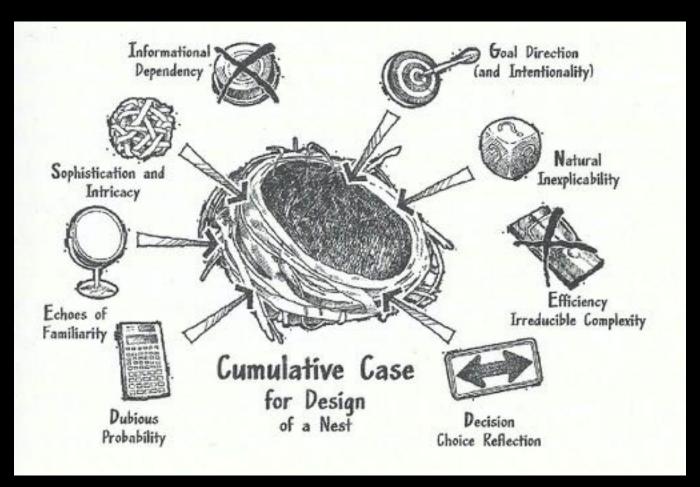
Efficiency/Irreducible complexity: One less part and the flagellum would not function.

Decision/Choice reflection: There are different types of flagella, each one specifically tailored to suit

The bacterial flagellum shows all 8 characteristics of design:



A bird's nest does not show all 8 characteristics of design:



But it shows enough to reasonably infer that it was designed.

Except for maybe this nest...

And the winner of this year's award for " worst nest ever " goes to



What best explains this apparent design?

We've already seen that natural explanations fail to account for the 8 characteristics of design.

When we see characteristics of design, the most reasonable inference is that an intelligent designer is responsible.

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Even atheists will admit that life looks like it has been designed.

"Biology is the study of complicated things that give the appearance of having been designed for a purpose."

— Richard Dawkins (evolutionary biologist)

"Biologists must constantly keep in mind that what they see was not designed, but rather evolved." – Francis Crick (molecular biologist).

"Organisms fit remarkably well into the external world in which they live. They have morphologies, physiologies and behaviors that appear to have been carefully and artfully designed to enable each organism to appropriate the world around it for its own life." – Richard Lewontin (evolutionary biologist)







The importance of design:

"When we say something is 'designed', we mean it was created intentionally and planned for a purpose." - J. Warner Wallace

Design implies intent, and intent creates purpose.

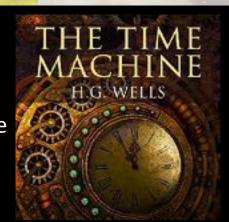
If we were not designed, then we have no ultimate purpose to our lives. We would just be complex organisms that exists due to a series of random events, no more significant than any other part of the universe.

Some might object and say that we can make our own purpose – we decide the meaning of our lives. But a meaningless creature cannot give their own life meaning, or give meaning to another meaningless creature's life. How can something meaningless generate meaning?

The importance of design:

William Lane Craig uses *The Time Machine* by H. G. Wells as an example.

In the book, a fellow known as the Time Traveller invents a time machine and travels to the far future to the year 802,701, where he has an adventure with some strange creatures.



The Time Traveller then travels forward in time 30 million years. The Earth is dying and only a few creatures remain on it.

He travels forward in time again, watching the Earth's rotation cease, the sun growing red and dim, and the Earth becoming a dead, frozen wasteland devoid of life.

The Time Traveller then returns back home to his original time. But what has he returned to? Just an earlier point on a timeline that ends in annihilation. Nothing he does changes Earth's fate. Every decision he makes simply melts away into a meaningless history on a pointless planet



The importance of design:

In our Tactics series, the Inside Out tactic uses intuitive knowledge that we all have in order to make a point.

We desperately yearn for meaning in our lives. We all want to know our purpose in life. Yet, by embracing naturalism, people remove the foundation for objective purpose. They then have to try to construct a subjective purpose some other way.

In reality, our purpose is to know God and to make Him known. We were deliberately designed with the intention of having fellowship with God, and commanded to love Him and to love people.

C. S. Lewis argued that we have desires for real things. We feel hunger that can be satisfied with food, and thirst that can be satisfied with water. If we find in ourselves a desire for meaning and purpose that cannot be satisfied with anything in this world, then we were most likely made for another world.

Our Suspect Profile



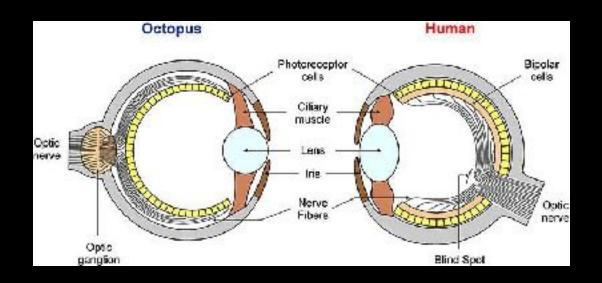
Our Emerging "Suspect" Profile:

WHAT IS THE NATURE OF OUR "SUSPECT"?

Given what we know so far, the cause of the universe is:

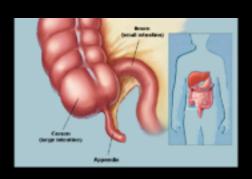
- 1. external to the universe
- nonspatial, atemporal, and nonmaterial
- 3. uncaused
- powerful enough to create everything we see in the universe
- specifically purposeful enough to produce a universe fine-tuned for life
 - intelligent and communicative
 - 7. creative and resourceful

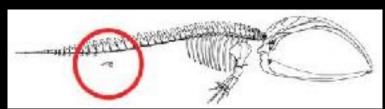
Objections:



- What about the bad design we see in biology? For example, our eyes are wired "backwards". Light has to travel through a nest of nerves before hitting our retina's sensory cells.
 - As we learn more about biology, we often find that so called "bad design" is actually good design.
 - The nerves in front of our retina cells actually focus light onto our retinas, sharpening our vision.
 - Even if a design could be shown to be sub-optimal, that does not disprove a Designer. The Christian message is that the world has fallen, and the state of creation now is not how God originally made it.

Objections:







- What about vestigial body parts left over from the evolutionary process, like our appendix, or leftover hip bones in whales, or junk DNA?
 - History shows us that "vestigial" body parts are often found to have a purpose.
 - Our appendix plays a role in our immune system and gut health.
 - The "hip bones" in whales act as anchors for reproductive organs.
 - "Junk DNA" is not actually junk. Scientists are discovering purposes for it,

like acting as a "genetic switch", allowing one gene to code for different proteins.

- Again, the world is fallen and genetics decay over time as mutations build up.
- "Vestigial" body parts may just be parts that used to have a purpose but lost their purpose as a result of genetic decay, like the wings on a kiwi.

Objections:

- This is a "God of the gaps" argument. You can't figure out how natural causes led to the apparent design in biological life, so you just say "God did it".
- We are not arguing from ignorance. We have shown 8 characteristics of design. When these characteristics are seen, then a design inference is reasonable. This is an argument from what we do know, not from what we don't know.
- Just because something looks designed does not mean that it has been designed. Snowflakes look designed, but they have natural causes.
- Snowflakes do not show many of the 8 characteristics of design. They just have a pattern that is caused by the regularity of natural law. At best, we might say they show complexity (of pattern) and familiarity to design (2 design characteristics).
- God must be more complex than biological life, so does that mean that someone designed God?
 - As we saw in our first session, God is timeless. He had no beginning, so He needs no designer. He is self-existent.
 - A design inference can be reasonable even if we don't know where the designer came from.
 - God is actually a simple entity. He is not comprised of parts. He can't be divided down in building blocks. (Doctrine of divine simplicity)