

# **TRANSFERRING TECHNICAL KNOWLEDGE AND INNOVATING IN EUROPE, c.1200-c.1800**

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# BACKGROUND

- The ‘Great Divergence’ (Pomeranz 2000)
- The ‘Industrial Enlightenment’ (Mokyr 2002)
- The 1<sup>st</sup> Industrial Revolution as a technological revolution

## FIVE STYLIZED FACTS

1. The **institutional context** of technological innovation in 18<sup>th</sup> c. Europe was **not significantly different** from that in 13<sup>th</sup> c. Europe.
2. Europe c.1200 was a **technological backwater** by comparison with China, India. By 1800, Europe had **forged ahead**. Catching up was the result of small-scale, cumulative innovation.
3. The main source of human capital formation was the **craft guild**. European guilds were **non-ascriptive**: entry and exit were cheap.
4. The knowledge of premodern technicians was **experiential and largely tacit** → technological diffusion and progress through recombination required high levels of labour mobility.
5. Technological progress in Europe withstood **local shocks** better than in China, because skilled technicians could migrate.

# HUMAN CAPITAL FORMATION

- EIC: Craft guilds emerged during the 11<sup>th</sup>/12<sup>th</sup> c.s for welfare, training etc. purposes
  - Overcome **training externalities** by banning poaching and monitoring master / apprentice relations
  - Share ‘**collective knowledge**’, including ‘collective invention’
  - Survive to the late 18<sup>th</sup> / 19<sup>th</sup> c.s as main (though not sole) institution for **skills transfer**

Figure 1. Established craft guilds, Italy and Netherlands 1100-1800

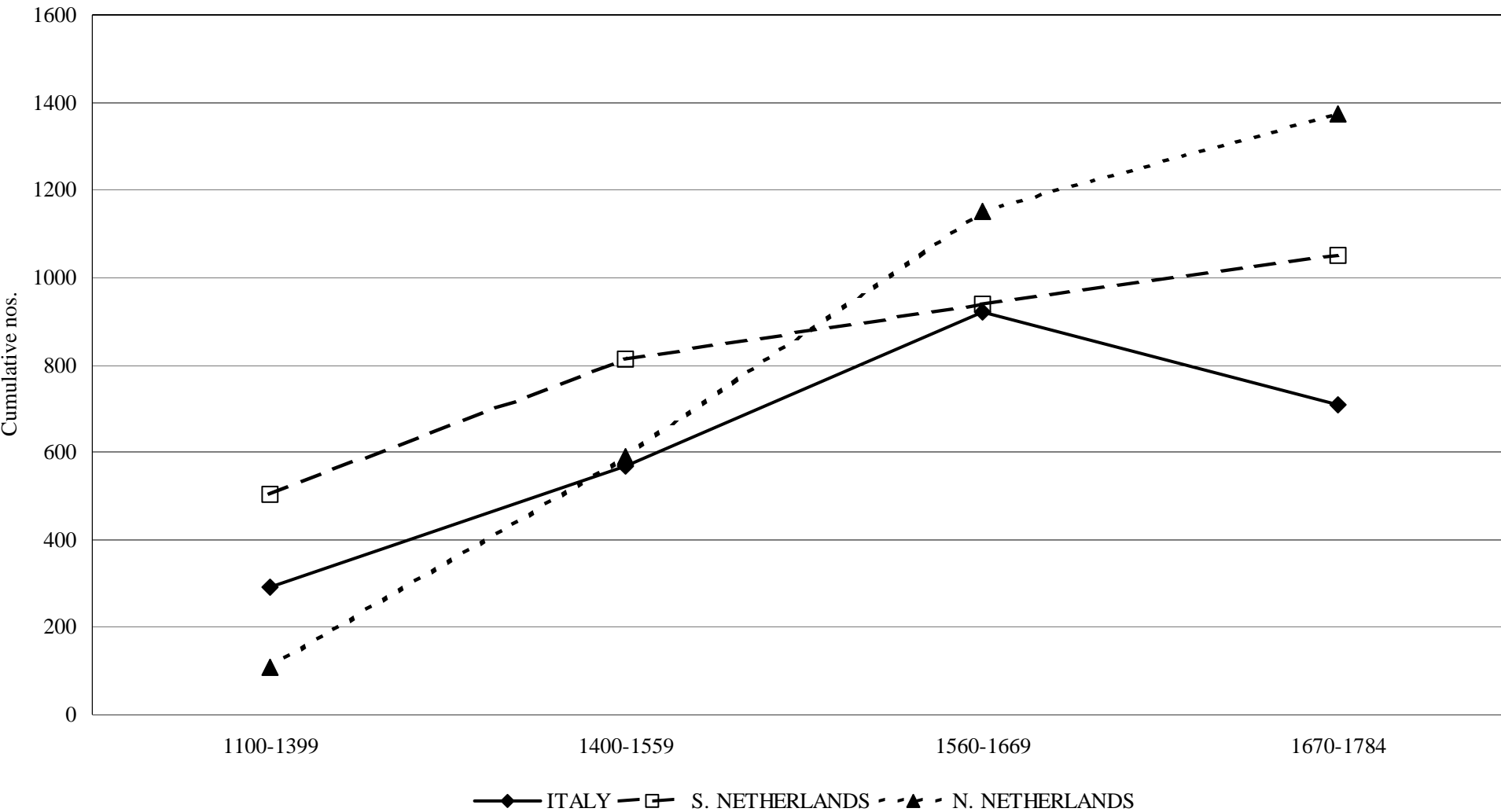
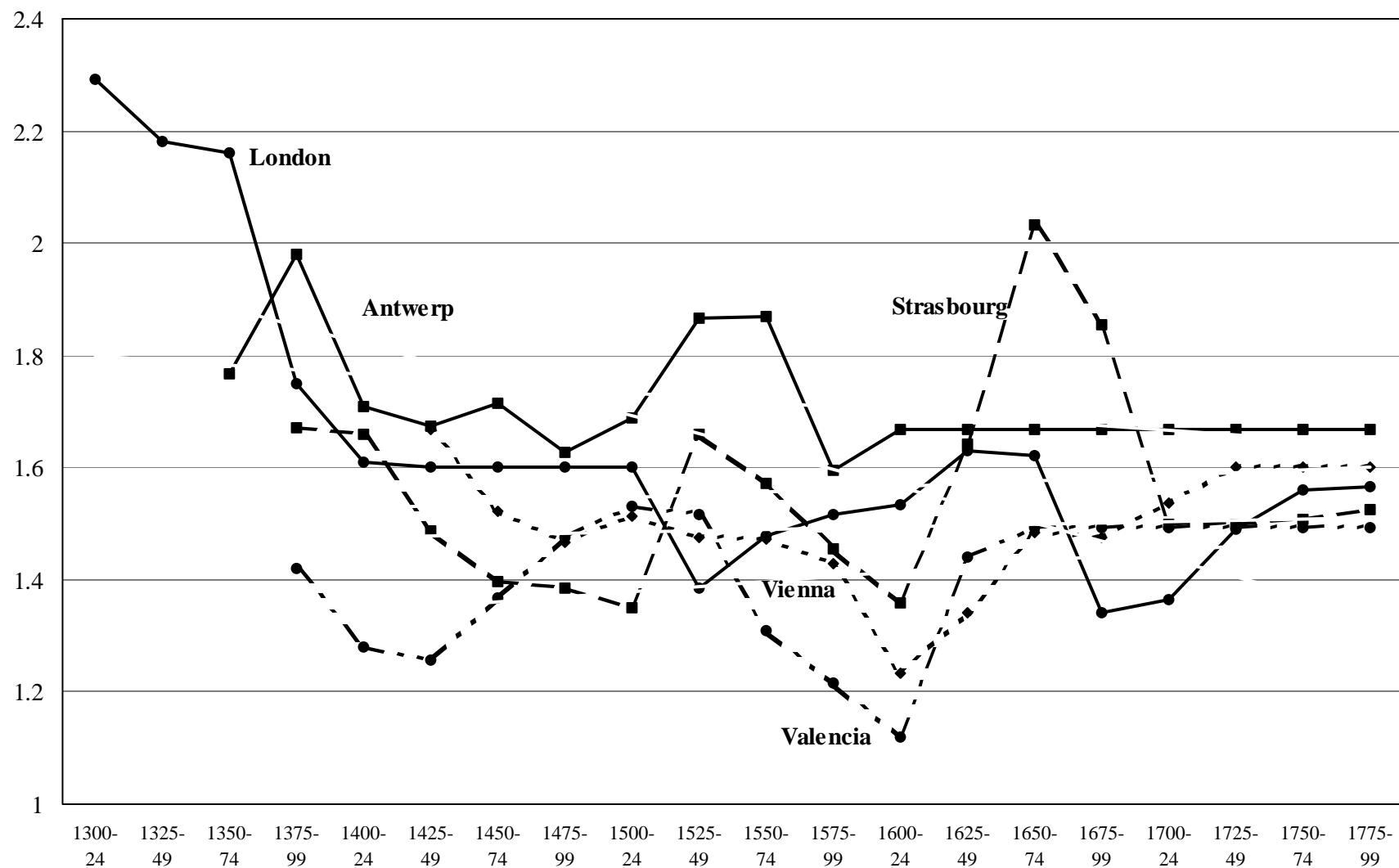


Figure 2. Skill differentials in the European building industry, 1300-1799 (by city)



## EIC: ABILITY TO CODIFY AND EXPERIMENT

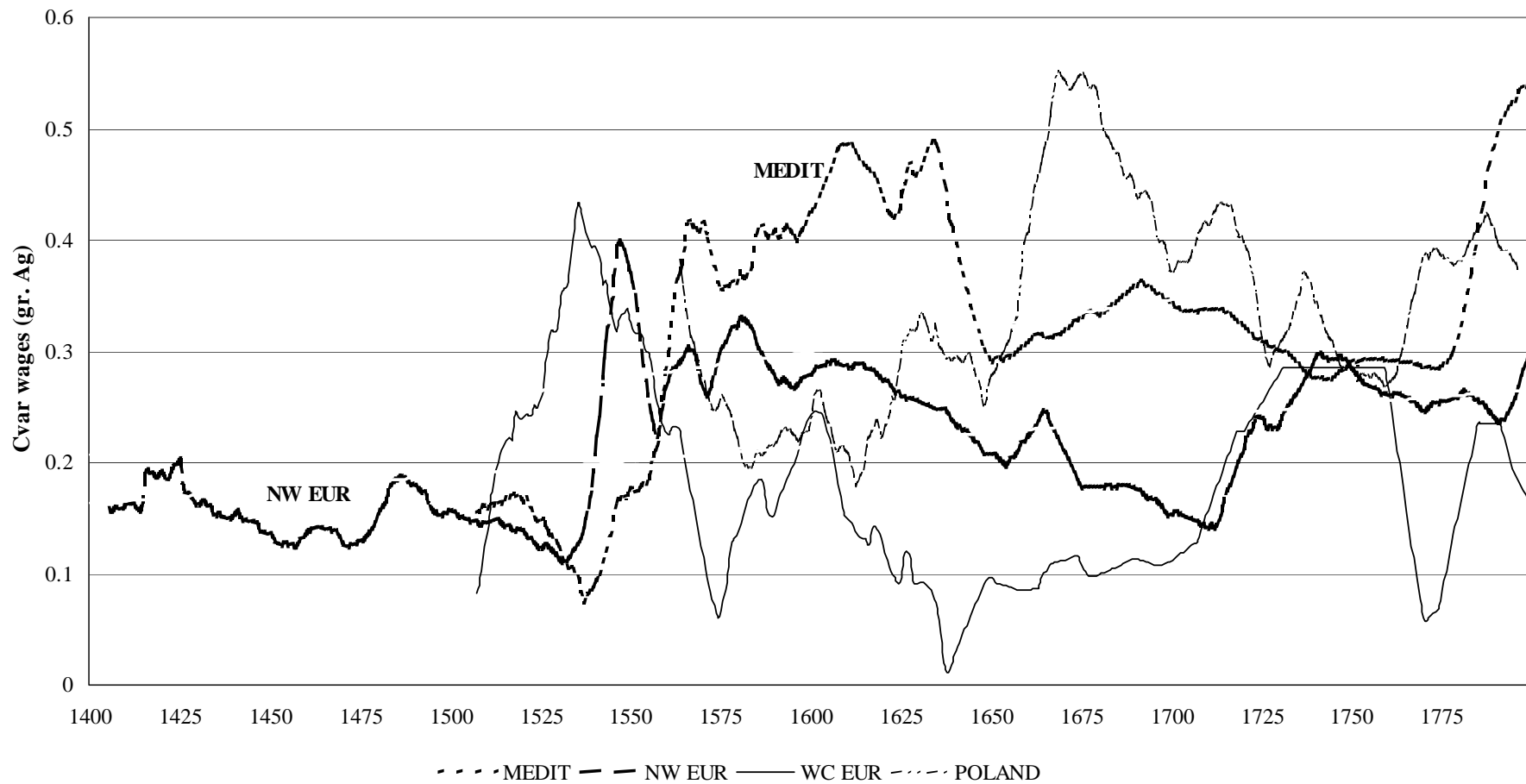
- Extensive **codification** via drawing, product design, 3D modelling, numbers
- Codification as means for **technical heuristics**
- Pressure for codification arises endogenously from circulation of technicians with **different practices**
- **Experimentation** for product and process innovation from 15<sup>th</sup> c.

# TRANSFERRING KNOWLEDGE ACROSS SPACE

- 3 kinds of transfer: by **text**, by **patent**, by **migrating individuals**
  - Transfer by text and patent of little use before 1800
  - Two kinds of physical transfer: temporary and permanent
  - Temporary transfer via journeyman tramping (allocation mechanism) from 14<sup>th</sup> c. (EIC)
  - Some evidence of labor market integration in the Gothic era (pre 1550) ➔



Figure 3. Integration of the skilled builders' market 1400-1799



## TRANSFERRING KNOWLEDGE ACROSS SPACE cont.

- Permanent transfer caused by local shocks (push) and competing mercantilist states (pull)
- Guild opposition to incoming innovators based on nature of innovation (L/K saving) and internal guild structure (large vs. small artisans)
- Evidence that transfer system works successfully from shifting technological frontier from SE (c.1200-1500) to NW (1600-1800)

## TRANSFERRING KNOWLEDGE ACROSS SPACE cont.

- Two main impediments to technological transfer were information and transport costs, and lack of technical complementarities
- Transfer costs fall over time (cf. urbanization, transport, market integration)

## CONCLUSIONS

1. Craft guilds generate human capital, but have weak control over entry and esp. exit (**distinctively European**)
2. High ecological variation in demand (**not distinctively European**)
3. Competing sources of court-based demand (not source of dynamic disequilibrium; **distinctively European?**)
4. Persistent military competition (source of dynamic disequilibrium; **distinctively European**)
5. ‘Cardwell’s Law’ (long-run diminishing returns due to rent-seeking etc.) is evaded through migration (**distinctively European?**)