

I play...

therefore I am?

What is the opposite of playful?

What is the opposite of playful?

- Serious?
 - Maybe we can play seriously
 - But we also work seriously
 - Can we play our job?

What is the opposite of playful?

- Serious?
- Work?
 - You are asked to work
 - You volunteer to play
 - And you cannot play if you have to play

What is the opposite of playful?

- Serious?
- Work?
- Scripted?
 - Can we still play even if we know what is going to happen next?
 - When we are acting, are we playing?

Outline

- Ontology of game
- Aesthetics in game
- Ethics and Metaphysics in game

Ontology of games (AKA what is a game)

- What is a game?
 - Game is something playful
 - Game is Plant v.s. Zombie

Ontology of games (AKA what is a game)

- What is a game?
 - Game is something playful (not sufficient)
 - Game is Plant v.s. Zombie (not necessary)
 - To answer this kind of question (What is a), it has to provide both necessary and sufficient conditions.

Ontology of games (AKA what is a game)

- Some working model – Jane McGonigal in Reality Is Broken
 - A goal
 - Some Rules
 - A feedback system (that tells you how well you are doing)
 - Voluntary participation

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- E.G. Play basketball

Ontology of games (AKA what is a game)

- Some working model – Bernard Suits in Grasshopper
 - Prelusory goal
 - Constitutive rule
 - Lusory attitude

Ontology of games (AKA what is a game)

- Some working model – Bernard Suits in Grasshopper
 - Prelusory goal
 - The goal to achieve certain states of affairs without referring to the rule.
 - Constitutive rule
 - Lusory attitude

Ontology of games (AKA what is a game)

- Some working model – Bernard Suits in Grasshopper
 - Prelusory goal
 - Constitutive rules
 - Rules that prevent the most efficient mean
 - Lusory attitude

Ontology of games (AKA what is a game)

- Some working model – Bernard Suits in Grasshopper
 - Prelusory goal
 - Constitutive rule
 - Lusory attitude
 - Voluntarily taking up the constitutive rules to achieve the prelusory goal

Ontology of games (AKA what is a game)

- Some working model – Bernard Suits in Grasshopper
 - Prelusory goal
 - Constitutive rule
 - Lusory attitude
 - Voluntarily taking up the constitutive rules to achieve the prelusory goal
- E.G. Play chess

Aesthetics in game

- What makes a game aesthetics?

Aesthetics in game

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 - Good news, I'm not going to give my spiel on aesthetics value

Aesthetics in game

- What makes a game aesthetics?
 - Good news, I'm not going to give my spiel on aesthetics value
 - There are all kinds of aesthetics value we can borrow
 - Visual
 - Narrative
 - Harmony
 - etc

Aesthetics in game

- What makes a game aesthetics?
 - Good news, I'm not going to give my spiel on aesthetics value
 - There are all kinds of aesthetics value we can borrow
 - Visual
 - Narrative
 - Harmony
 - Etc...
 - Is there any aesthetic value unique to games?

Aesthetics in game

- C. Thi Nguyen in Games: Agency As Art
 - There is something aesthetic as acting
 - “harmony of solution”
 - When your actions overcome the obstacles
 - “It is an experience of harmony between one’s overall capacities and the demands of the practical environment”

Ethics and Metaphysics in games

- Caveat:
 - Not really rigorous
 - Snack(not proper meal) on thought

Ethics and Metaphysics in games

- Time and space
- Gamer's dilemma
- Developer's responsibility

Questions

- What is your favorite game? (Please give three reasons to prove why it should be the best)
- Can you find counterexamples to the definition of games?
 - Goal / rules prevent least sufficient mean / voluntary attitude.
 - Can we play without feedback?
- What is the opposite of play?
- What aesthetic values can you think of in games?
 - What do you think about the agency model?
- How do you think the difference in metaphysics is going to change how we behave in games?
- How much should we take the developers of “bad” games responsible for unethical behaviors?
- How can we better approach the gamer’s dilemma
 - Virtual sexual harassment v.s. Virtue murder

