games for hackers and non-hackers

presentation at VIPER Festival, Basel
21/11/2004
John R. Searle

“The Construction of Social Reality”

social facts

institutional facts
4 requirements of social reality:

assignment of function

collective intentionality

constitutive rules

background capacities
Performative statements:

utterances which bring into existence that which they describe

“doing things with words”

J.L. Austin
“Throughout history law has been the performative language _par excellence_, a language whose success is measured by its consequences, its ability to act in the world.”

- Costas Douzinas and Lynda Nead
  “Law and the Image”
“Both programs and laws have this dual function – they are at once descriptive and operative”

- Bryan Niblett, “Computer Science and Law”
“Legal norms rely on factual categories ... but these factual categories ... are created by the law ...

The law constructs an ordered reality in which its constituent norms can be applied.”

- Henrik P. Olsen, Stuart Toddington
  “Law in its Own Right”
agentive functions
determined by human intention

non-agentive functions
external to human intention
Software

“syntax is not intrinsic to physics”

capabilities of computers arise from the agentive functionality applied to them
smart terrains
“What we think of as social objects, such as governments, money, and universities, are in fact just placeholders for patterns of activities.”

- Searle
Affordance Theory

Human Behaviour Models

Barry G. Silverman
http://www.seas.upenn.edu/~barryg/HBMR.html
Software Praxis

Paulo Freire
“Pedagogy of the Oppressed”

Augusto Boal
“Games for Actors and Non-Actors”

Matthew Fuller

Geoff Cox
praxis: action + reflection

student-teacher = user-developer

"co-intentional education"
co-intentional development

"As they attain this knowledge of reality through common reflection and action, they discover themselves as its permanent re-creators."

"Knowledge emerges only through invention and re-invention, through the restless, impatient, continuing, hopeful inquiry human beings pursue in the world, with the world, and with each other."
spring_alpha

not just software

game development as critical enquiry
people build homes and grow food
school is not compulsory
object selected in gameworld

network of relations between selected object and others

possible actions for object showing current action

source code showing changes

network of relations between current actor and others
http://www.spring-alpha.org

obedience doesn't relieve pain
**BIBLIOGRAPHY**


