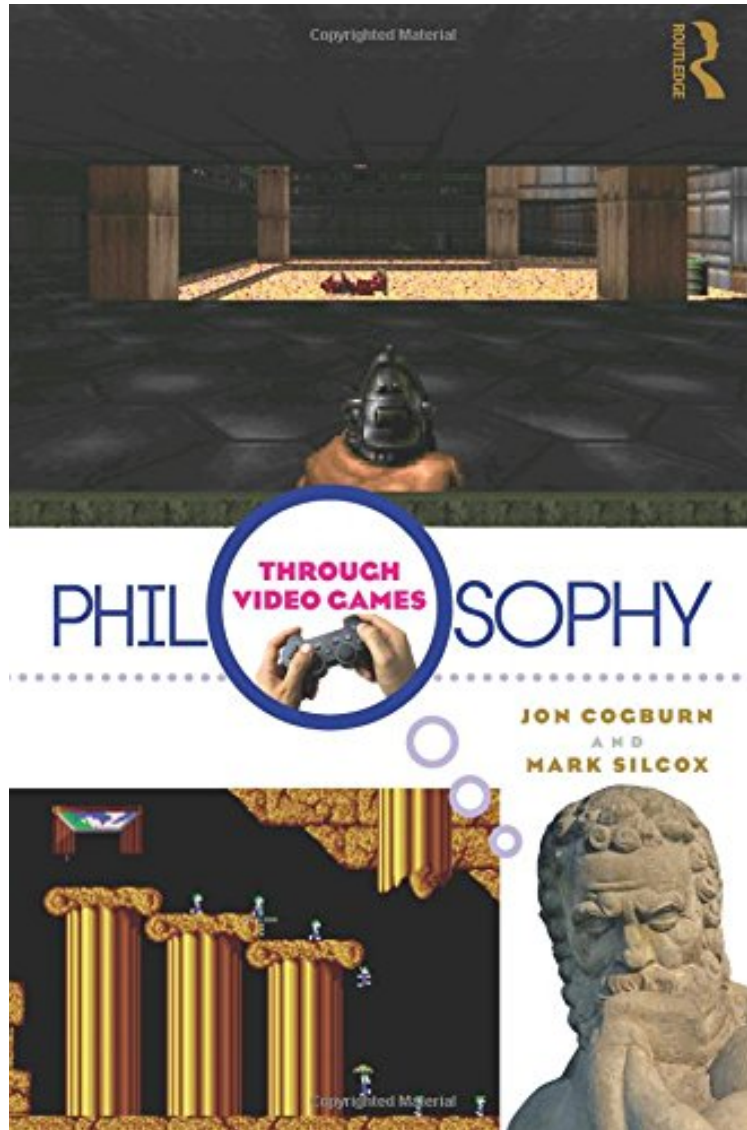


[Free pdf] Philosophy Through Video Games

Philosophy Through Video Games

Jon Cogburn, Mark Silcox

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#1362121 in Books 2008-12-25 2009-02-16 Original language: English PDF # 1 9.25 x .49 x 6.131, .70 #File Name: 0415988586216 pages | File size: 32.Mb

Jon Cogburn, Mark Silcox : Philosophy Through Video Games before purchasing it in order to gauge whether or not it would be worth my time, and all praised Philosophy Through Video Games:

5 of 7 people found the following review helpful. Great way to introduce philosophy By Lee Braver While many attempts to "make philosophy relevant" to beginners come across as forced and artificial, *Philosophy Through Video Games* does an excellent job of showing how important philosophical problems naturally arise from thinking about video games. The issues discussed range from the very old to the cutting edge, some of which are sure to intrigue anyone who enjoys both video games and intensive reflection but has not been able to bring the two together in any

meaningful way. Cogburn and Silcox are very good at explaining difficult issues clearly and helpfully, making them both understandable and important without presupposing any previous knowledge of philosophy. Anyone looking for a new way to bring students into the oldest discipline should read this book. I plan on using it for a first-year course very soon.

How can Wii Sports teach us about metaphysics? Can playing World of Warcraft lead to greater self-consciousness? How can we learn about aesthetics, ethics and divine attributes from Zork, Grand Theft Auto, and Civilization? A variety of increasingly sophisticated video games are rapidly overtaking books, films, and television as America's most popular form of media entertainment. It is estimated that by 2011 over 30 percent of US households will own a Wii console - about the same percentage that owned a television in 1953. In *Philosophy Through Video Games*, Jon Cogburn and Mark Silcox - philosophers with game industry experience - investigate the aesthetic appeal of video games, their effect on our morals, the insights they give us into our understanding of perceptual knowledge, personal identity, artificial intelligence, and the very meaning of life itself, arguing that video games are popular precisely because they engage with longstanding philosophical problems. Topics covered include: * The Problem of the External World * Dualism and Personal Identity * Artificial and Human Intelligence in the Philosophy of Mind * The Idea of Interactive Art * The Moral Effects of Video Games * Games and God's Goodness. Games discussed include: Madden Football, Wii Sports, Guitar Hero, World of Warcraft, Sims Online, Second Life, Baldur's Gate, Knights of the Old Republic, Elder Scrolls, Zork, EverQuest, Doom, Halo 2, Grand Theft Auto, Civilization, Mortal Kombat, Rome: Total War, Black and White, Aiden Chronicles.

From School Library Journal: Cogburn (philosophy, Louisiana State Univ.) and Silcox (humanities philosophy, Univ. of Central Oklahoma) note that philosophers have traditionally been depicted as "spacey dreamers" and that "it must be hard to imagine how the revelatory insights that philosophy is supposed to provide could be achieved while playing video games." To make this less difficult to imagine, the authors examine a large number of specific video games in terms of their possible philosophical implications. In each of seven chapters, they begin "by describing a philosophical puzzle that arises from reflection on some particular genre or species of video game," e.g., personal identity, theories of perception and phenomenalism, and how violent games affect users' ethical, moral, and aesthetic dilemmas. The final chapter deals with "what many philosophers regard as the most important philosophical question: 'What is the meaning of life?'" Throughout, the pertinent thinking of many philosophers, both past and present, is thoughtfully considered. There has been an upsurge of interest in philosophy books dealing with pop culture subjects, and this book should be of interest to a large readership; highly recommended for all libraries. Leon H Brody, Falls Church, VA. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From the Author: Jon Cogburn (Author), Mark Silcox (Author). About the Author: Jon Cogburn is Associate Professor of Philosophy at Louisiana State University. Mark Silcox is Assistant Professor of Humanities and Philosophy at the University of Central Oklahoma.