

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”

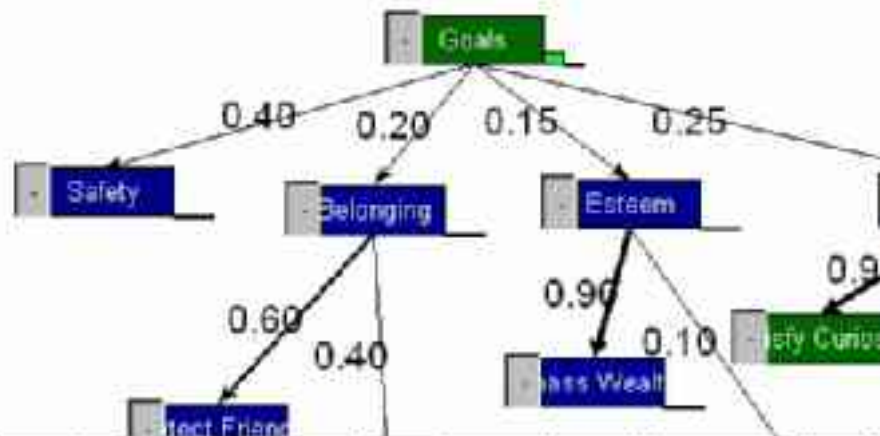
capabilities of computers arise from
the agentive functionality applied to
them

“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



but is currently observing the crash site

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

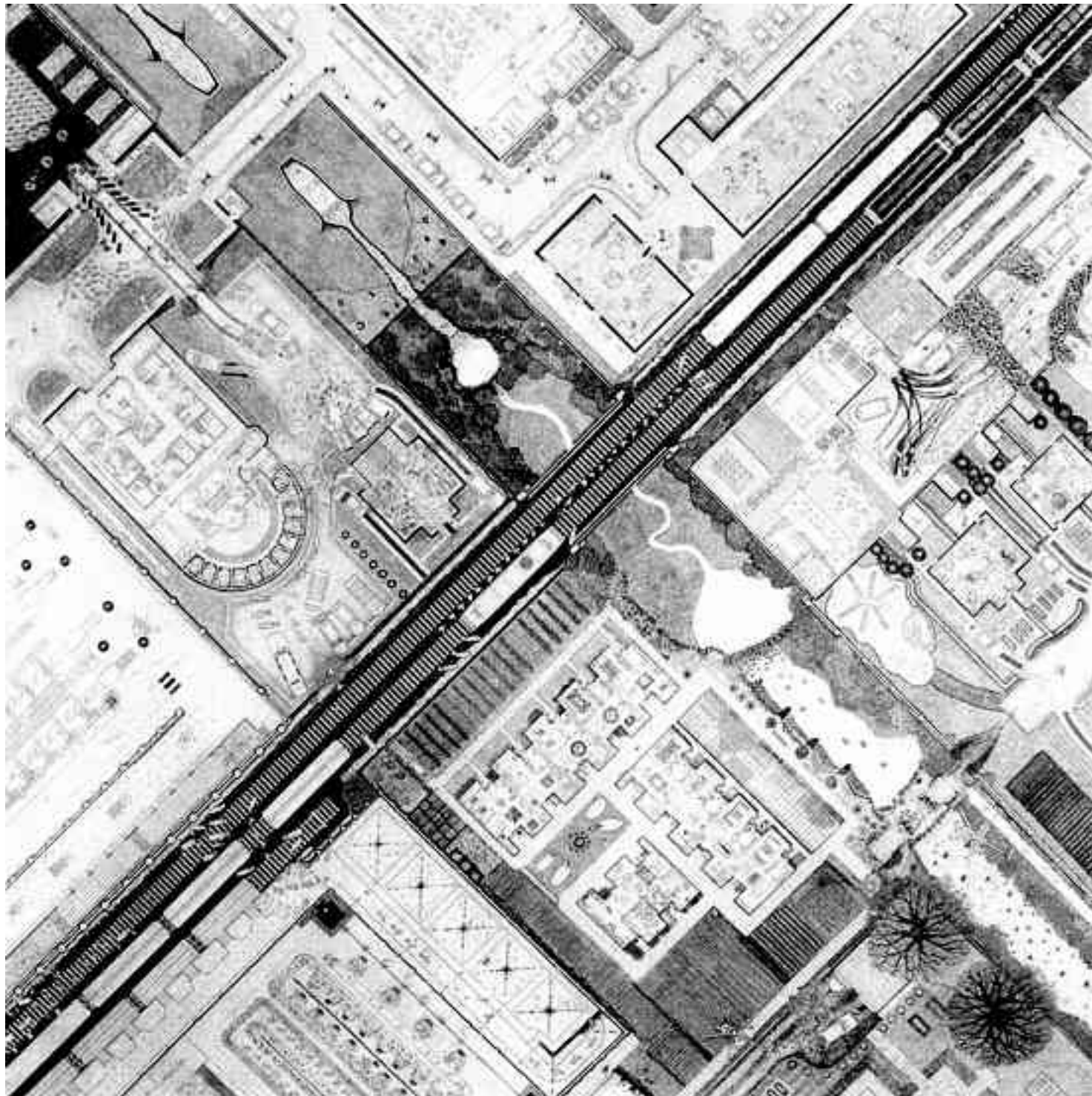
"As they attain this knowledge of reality through common reflection and action, they discover themselves as its permanent re-creators."

"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

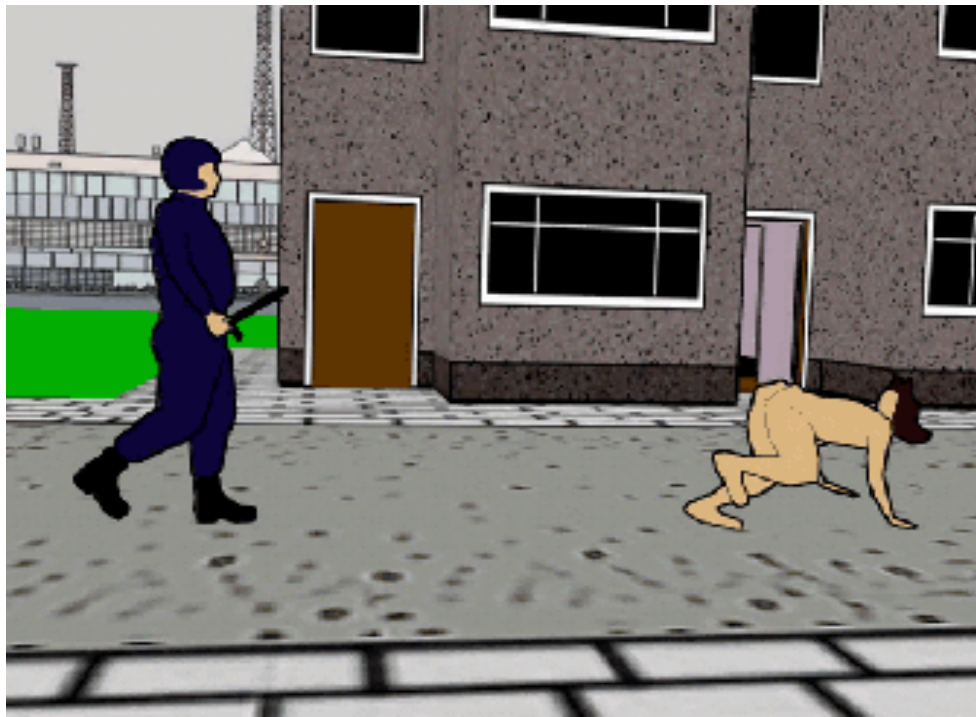




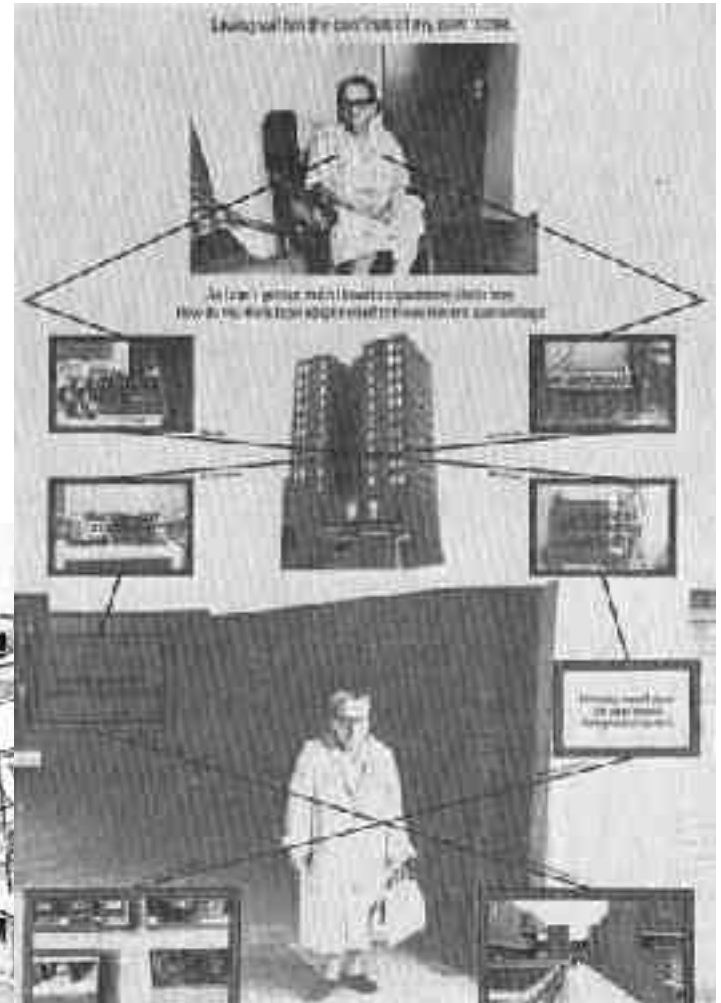
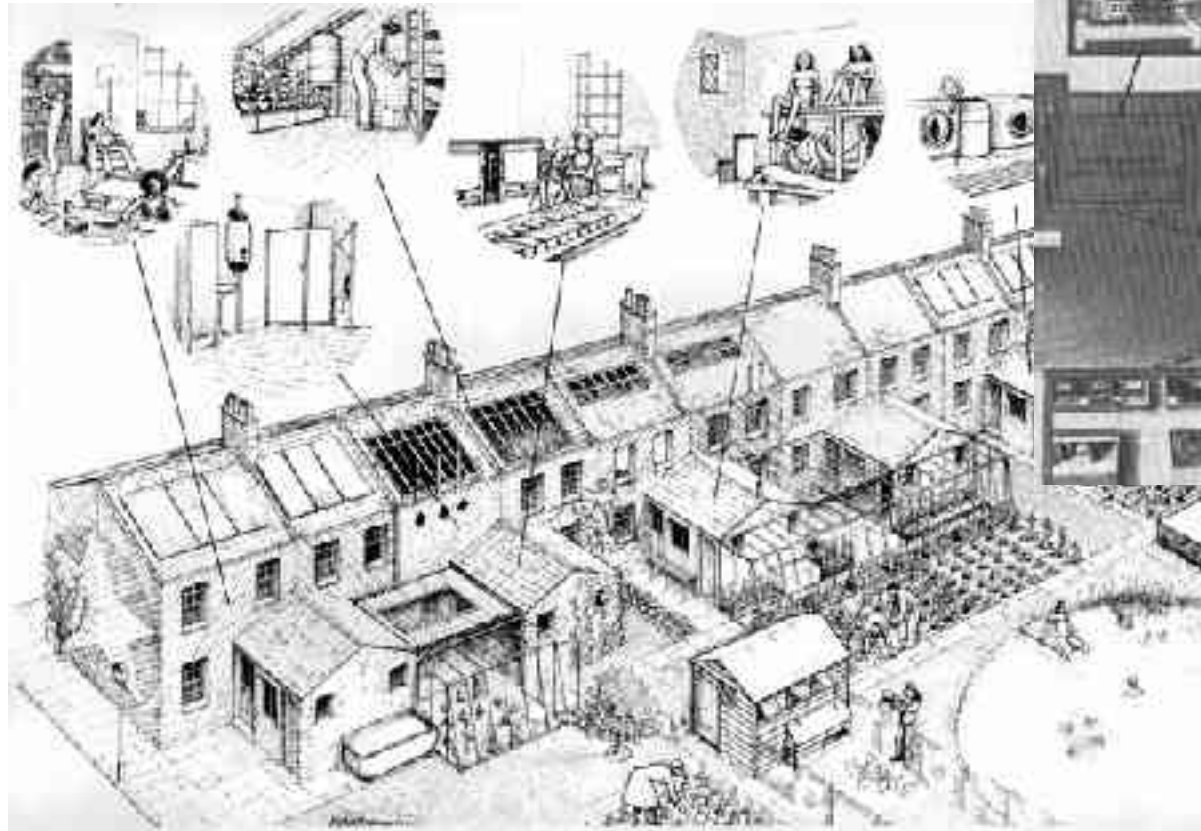
people build homes and grow food



school is not compulsory







<http://www.spring-alpha.org>



obedience doesn't relieve pain

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