The Gaming Object and the *ti esti* Question

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The general idea

Three interrelated foci:
1. The object
2. The structure
3. The agent

"Is it?" versus "What is it?"

- *Ei esti* ("whether it is") vs *ti esti* ("what is it")
- *Ei esti*: preliminary identification
- Next move: *ti esti*

Substance and other ways of being something

- Ways of being: quality, quantity, time, place, etc.
- Primary way of being: substance
  - More basic (dependence)
- I.e.: two groups of "things"
- "What is it": primarily about substance
Substance and function

- Barrels and cups: non-Aristotelian vs Aristotelian analysis of substance
- The Aristotelian version: function
- Scholastic/"Modern" terminology: attribute vs mode
- Attribute: substance (nature, essence)
- Different functions ➔ different objects
  - Example: barrels

Things and their structures

- Things are entwined: object ➔ structure
  - Examples: cup, pencil
- Structure: elasticity
  - Several settings
  - Historical change
  - Creativity

The place of the agent

- Carving up reality: objects and agents
- Agent: player/imagined agent/avatar/etc
- Agent as player
  - Engagement
  - Choice
  - Expertise

The player's motivation

- Ex. First Person Shooter
  - daytime fantasy;
  - challenge;
  - getting technically better;
  - "negative" pleasure;
  - the adventure as a whole;
  - safely pretending