Videogames, Fiction, and Reality

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Paradox of Fiction

• We do not believe in the reality of fictional artworks
• We have emotional reactions to fictional artworks
• We must believe in something for it to cause emotional reactions

Videogames v. Traditional Art

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Problems With Philosophical Approaches

- Based on introspection
- Monolithic mind
- Black and white concepts

Psychological Approach

- Multi-level mind
- Internal contradictions
Thank you!

- This presentation is a shorter version of ideas that I explore in the article, "Representation, Reality, and Emotions Across Media," Film Studies: An International Review, no. 8, Summer 2006, p. 12-23. The article is available on my website: www.jonathanfrome.net.