Is our actual world interactive?

Some philosophical reflections about video gaming and real life

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Openness

- “Little Red Hat went into the woods”

Openness (2)

- “Little Red Hat went into the woods”

- Is Little Red Hat male or female?
- Is she a human, an animal, a robot?
- Does she wear a red hat?

Why did Little Red Hat take the wood path?

- Because she thought it would have been better to take a riskier path than to arrive late
- Because she did not care about her mother's prescription

Why did Little Red Hat take the wood path? (2)

- Because she thought it would have been better to take a riskier path than to arrive late

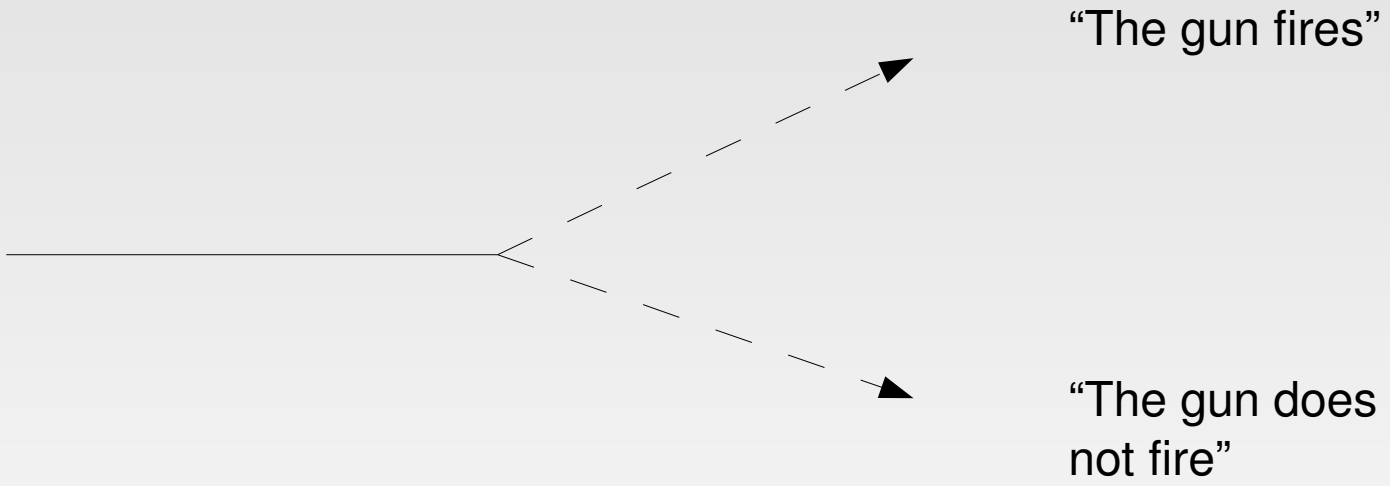
The kid learns how to manage a valour conflict

- Because she did not care about her mother's prescription

The kid learns the importance of social rules

Disjunctions in a story

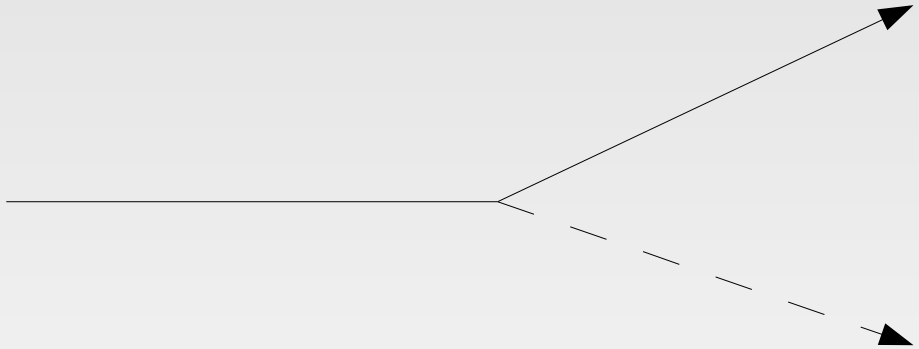
An open detail in the story



Past events	Present of the story for the reader	Forthcoming

Disjunctions in a story (2)

The author closes the story



“The gun fires”

~~“The gun does not fire”~~

Past events	Present of the story for the reader	Forthcoming

Kinds of stories

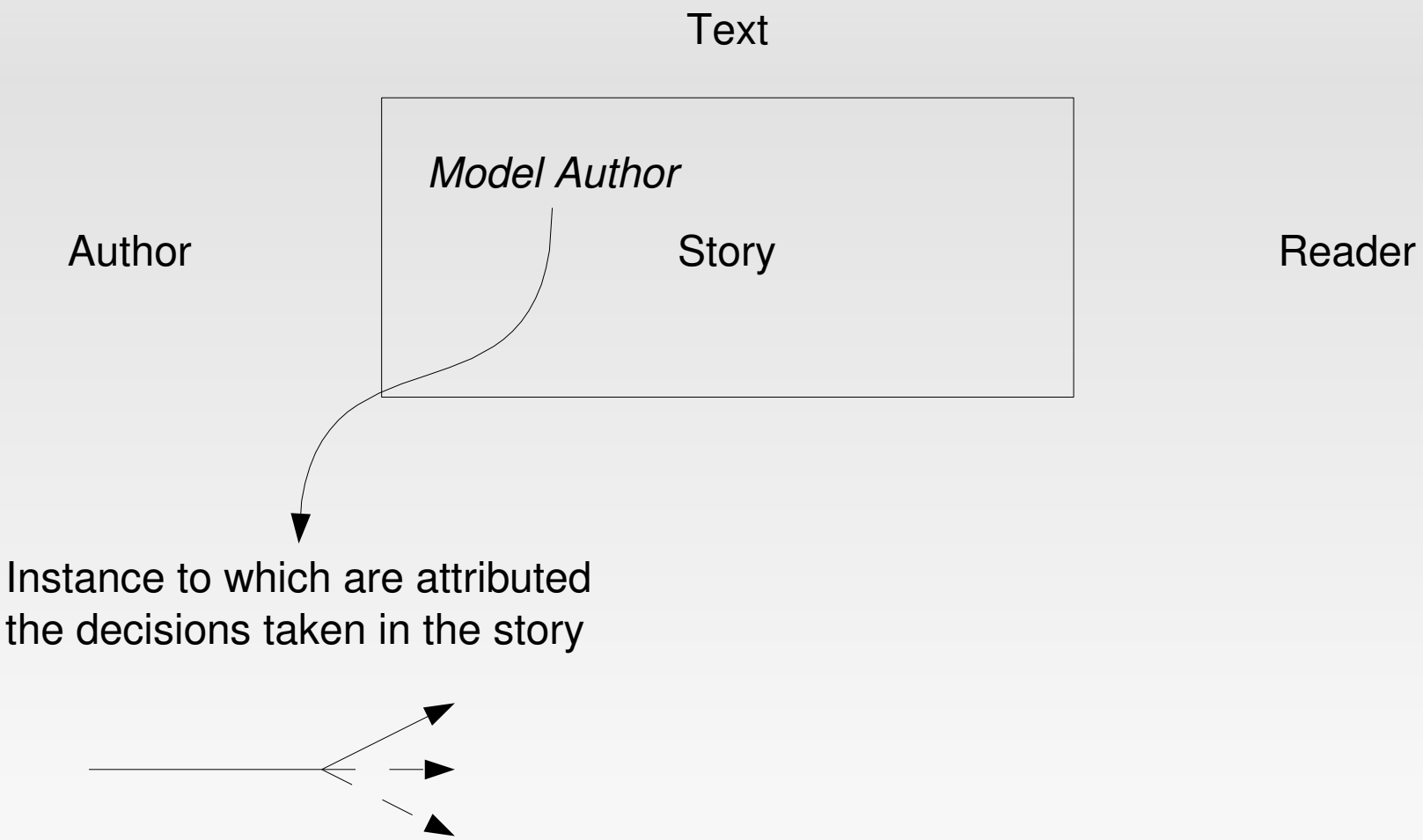
1. Details that are immediately declared by the author
2. Details that will never be clarified (**open stories**)
3. Details left open for a while, that are closed later by the author

Kinds of stories (2)

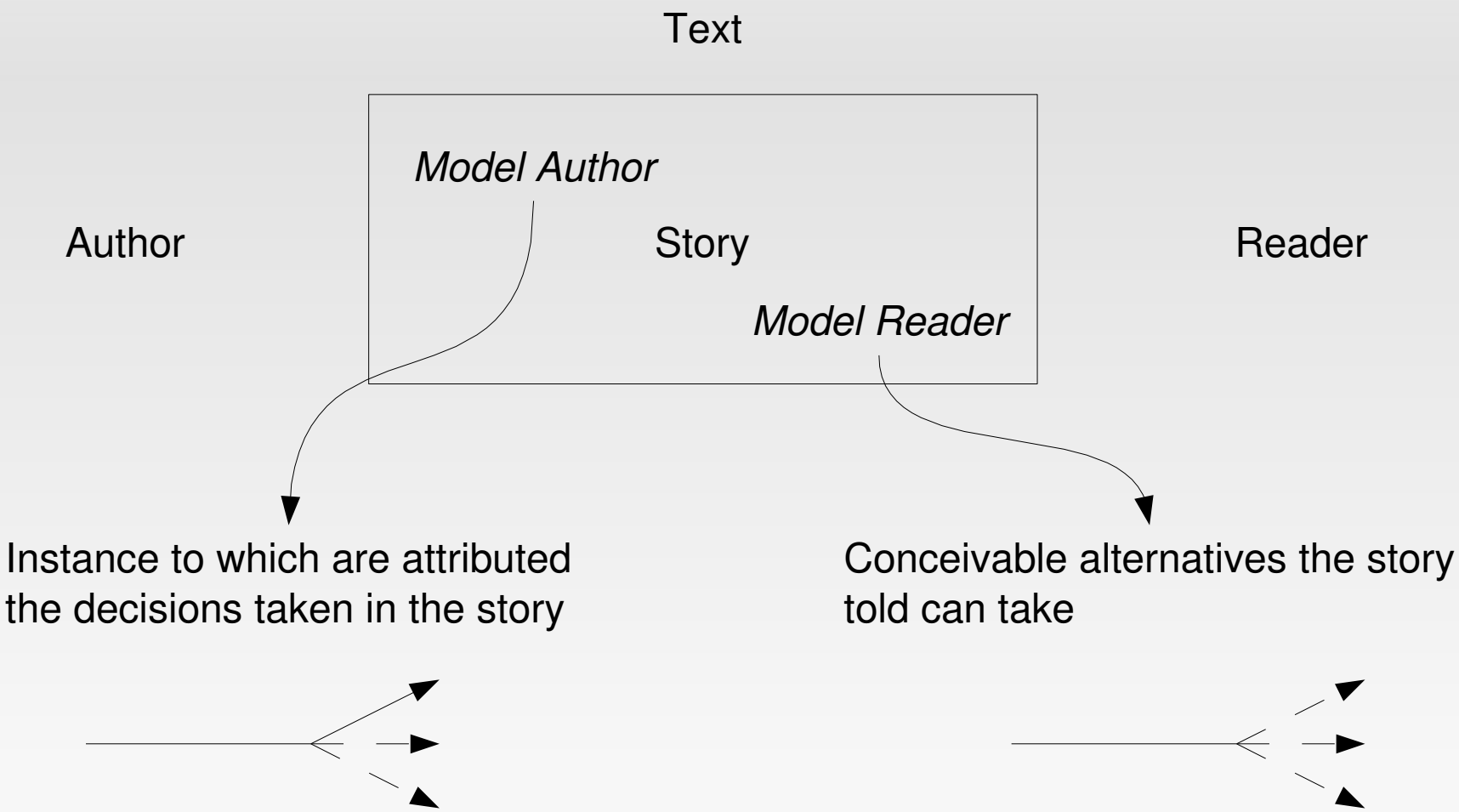
1. Details that are immediately declared by the author
2. Details that will never be clarified (**open stories**)
3. Details left open for a while, that are closed later by the author

*4. Details left open for a while, that will be closed later by the reader (**interactive stories**)*

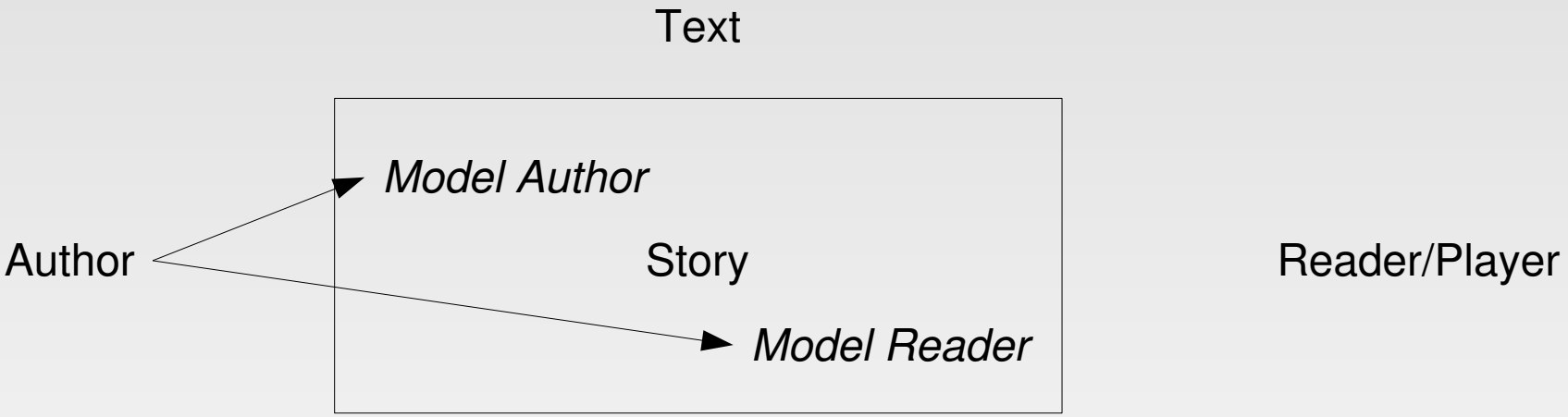
Model Author and Model Reader



Model Author and Model Reader (2)

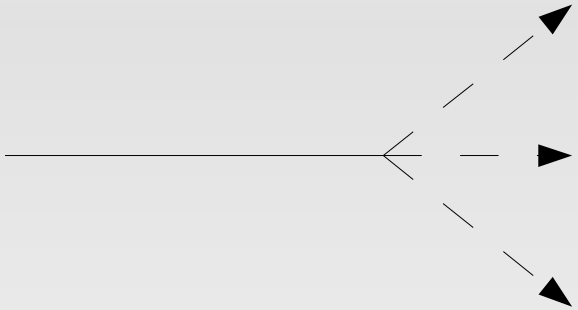


Non-interactive stories



Not every game has an interactive story

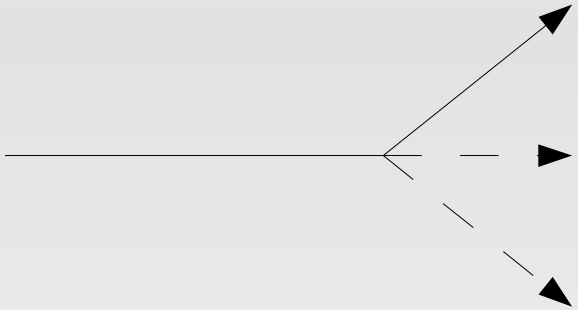
Videogames with non-interactive stories



There is an open point

Not every game has an interactive story (2)

Videogames with non-interactive stories

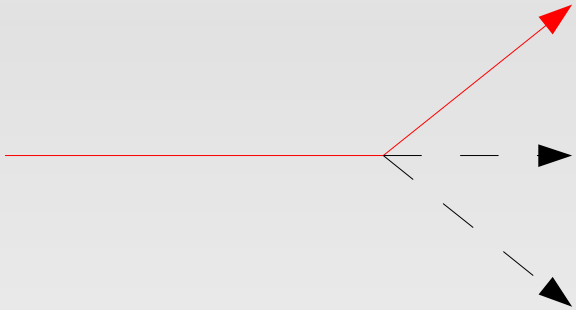


There is an open point

The author has already chosen what must happen

Not every game has an interactive story (3)

Videogames with non-interactive stories



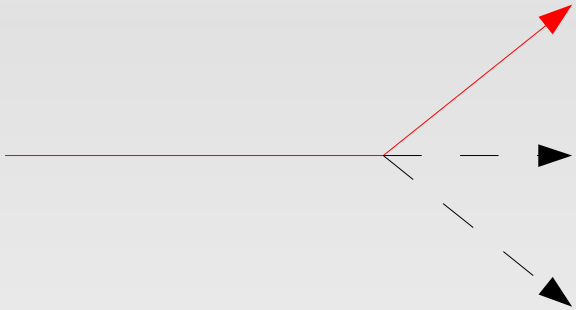
There is an open point

The author has already chosen what must happen

The player has to take the path

Not every game has an interactive story (4)

Videogames with non-interactive stories

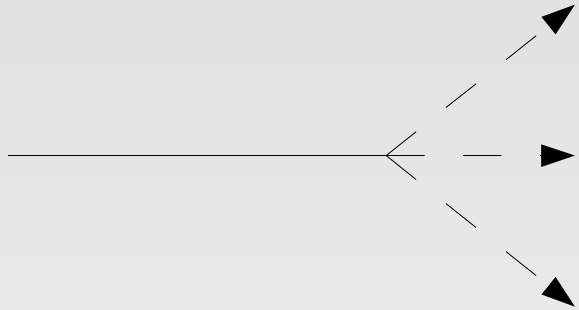


There is an open point

The author has already chosen what must happen

The player has to take the path

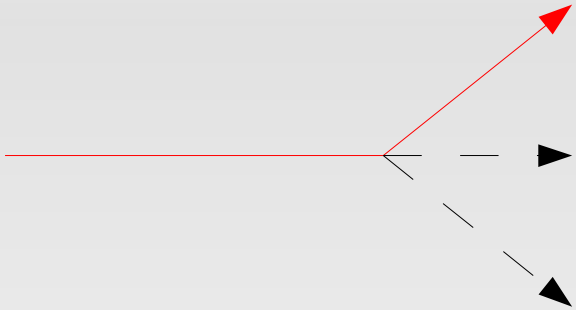
Videogames with interactive stories



There is an open point

Not every game has an interactive story (5)

Videogames with non-interactive stories

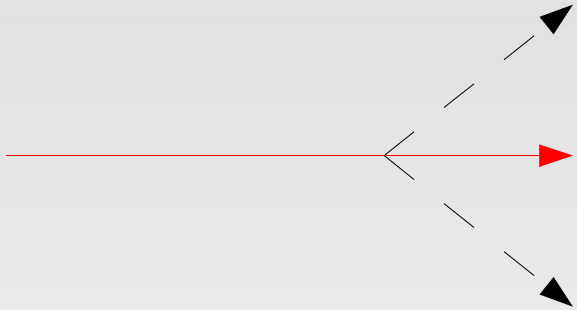


There is an open point

The author has already chosen what must happen

The player has to take the path

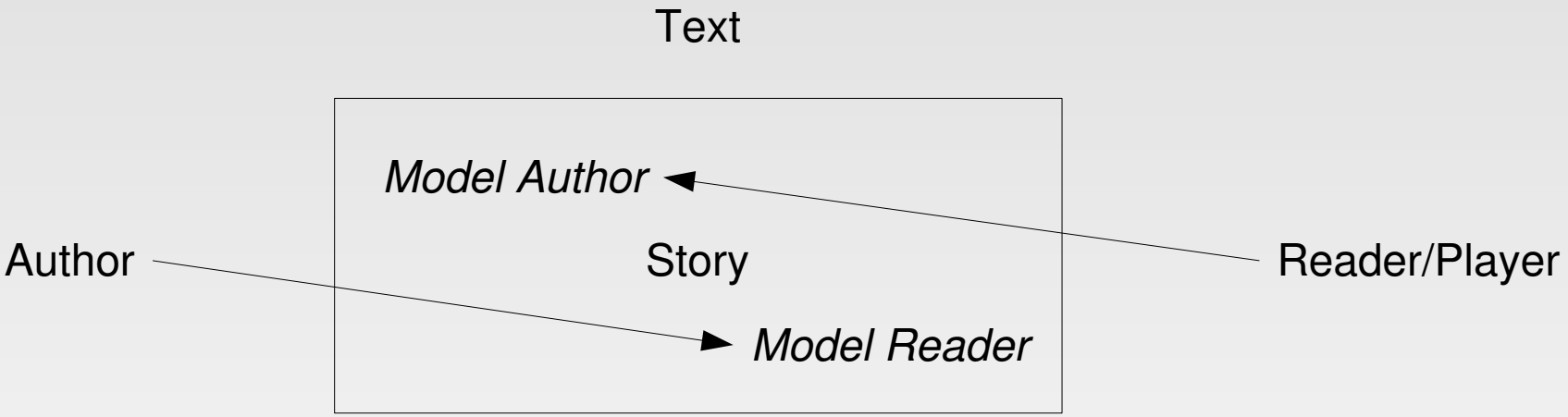
Videogames with interactive stories



There is an open point

The player can choose the path

Interactive stories

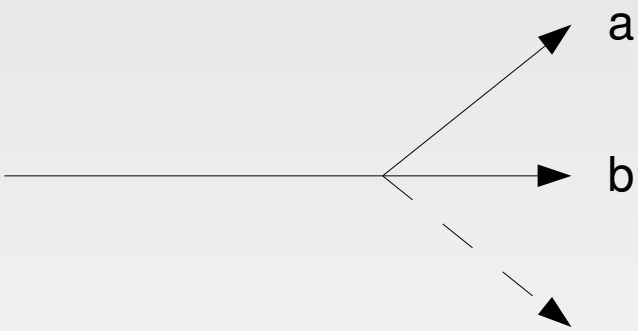


One example

- Thriller novel
  - The author selects the suspects
  - The author choses who is guilty
- Thriller hypertext (1)
  - The author selects the suspects
  - The reader choses who is guilty
- Thriller hypertext (2)
  - The reader selects the suspects
  - The reader choses who is guilty

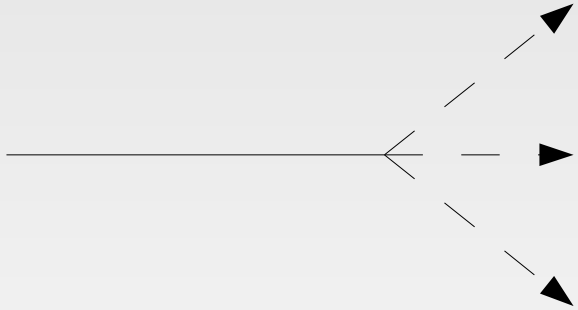
Access to the Model Author

Limited access to the Model Author



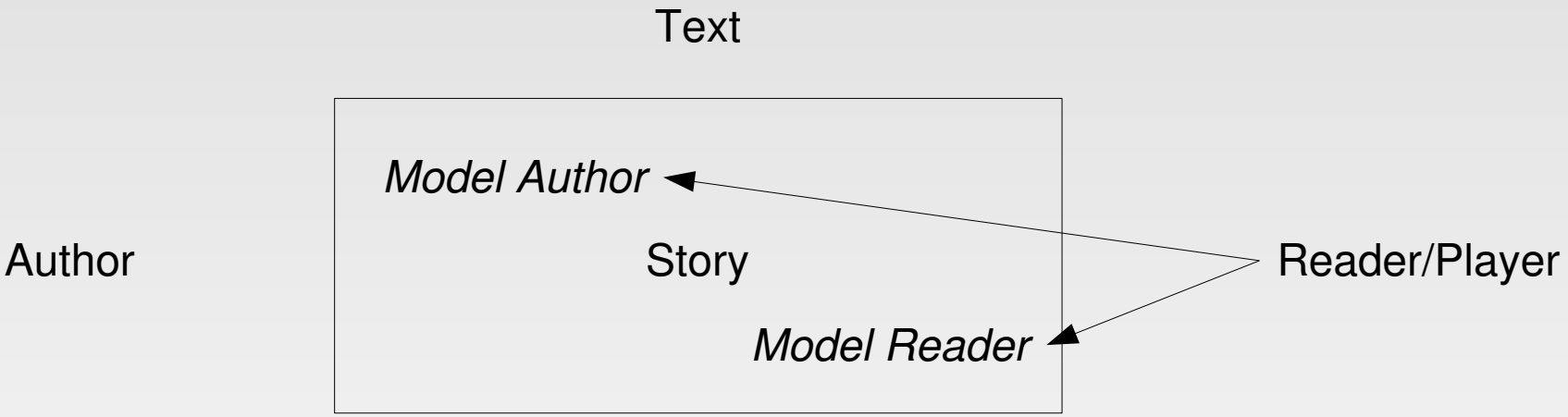
The reader/player must choose between a or b.

Full access to the Model Author



The reader/player can choose whatever he prefers

When the reader becomes an author



The issue of free will

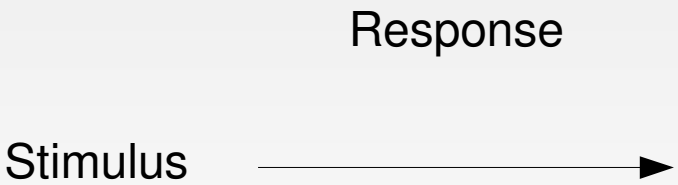
Freedom requires:

- the existence of real alternatives
- the possibility to take control of them (auto-determination)

The Semiotic Threshold

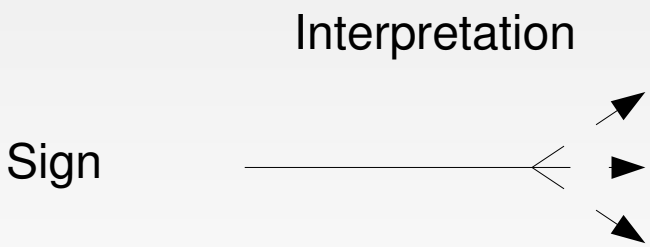
- Non-semiotic phenomena

Stimuli and responses build deterministic series



- Semiotic phenomena

Between a sign and its interpretation there is a space for indeterminism



The Semiotic Threshold (2)

- Ontological discontinuity

Predictability depends on determinacy

The Semiotic Threshold (3)

- Ontological discontinuity

Predictability depends on determinacy

- Epistemological discontinuity

Determinacy depends on predictability

The language of reality

A novel

– is open

Our world

– is open

The language of reality (2)

A movie

- is open
- has time and movement

Our world

- is open
- has time and movement

The language of reality (3)

A video game

- is open
- has time and movement
- may have an interactive story

Our world

- is open
- has time and movement
- has an interactive story

Degrees of interactivity?

- We can choose among some given options
  - Every morning, at breakfast
- We can find new possibilities
  - Inventing something
- We cannot go beyond some limits
  - Subverting the laws of nature

Conclusions

- To be readers is a necessary condition to be authors or players; but it's not possible to reduce the actor or player of a practice (like video gaming) to the reader of a text.
- In real world practices the subject is at the same time interpreter of what he sees, character in the story he is in and author of his decisions.