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Autore	Jackson Peter N
Titolo	Aristotle on Meaning in the Living World : A Biosemiotic Perspective / / by Peter N. Jackson
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	9783032006028
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (592 pages)
Collana	Biosemitotics, , 1875-466X ; ; 30
Disciplina	401.4
Soggetti	Semiotics Language and languages - Philosophy Biology - Philosophy Biology Philosophy of Language Philosophy of Biology Biological Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- Aristotle in His Own Day -- Aristotle in Our Own Day -- Our Philosophical Context -- Aristotle on Meaning in Life -- Aristotle and the Problem of Abstraction -- Aristotle and the Philosophy of Ousia -- Can we Learn from Aristotles Science Today -- Can we Learn from Aristotles Biology Today -- Can we Learn from Aristotles Philosophy Today -- The Battle of the Gods and Giants -- Conclusions.
Sommario/riassunto	This book provides an examination of Aristotle's relevance to modern philosophy and science. It presents Aristotle's corpus as a complex and comprehensive picturing of a sublunary world in which meaning is exhibited by and shared between "beings" (ousiai). This approach is mirrored in modern philosophy by phenomenology and in modern science by biosemiotics. Peter N. Jackson argues, however, that Aristotle overcomes the slippery subjectivism residually found even in these sympathetic modern approaches; meaning is not just how living beings perceive the world, but is an inherent property of the world itself and the beings it contains. From this perspective, our vision of the world is itself incomplete and superficial if it does not recognise the

ontological structures that give definition to that world or the principle of complementarity through which we can engage with the complex reality of that world. By contrast, reductionism claims to achieve a complete picture of the world but does so only by conflating philosophy, which needs to see the whole, with science, which needs to focus upon the part and which takes from philosophy only what it needs to do so. The price of this claimed completion is profound; it is the flattening of being and the annihilation of life itself and the milieu of meaning in which it exists. This volume appeals to undergraduate and graduate students, as well as researchers, and helps us understand the world through science, mathematics, philosophy, and religion, without conflating or reducing these perspectives into one.

2. Record Nr.	UNINA9910764293503321
Autore	Mitchell Alex
Titolo	Videogame Formalism : On Form, Aesthetic Experience and Methodology
Pubbl/distr/stampa	Amsterdam : , : Amsterdam University Press, , 2023 ©2024
ISBN	1-003-70905-2
Edizione	[1st ed.]
Descrizione fisica	1 online resource (266 pages)
Collana	Games and Play Series ; ; v.10
Altri autori (Persone)	Van VughtJasper
Disciplina	794.83
Soggetti	Video games Aesthetics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Cover -- Table of Contents -- Acknowledgements -- Preface -- 1. Introduction -- 2. On Videogame Form -- 3. On Aesthetic Experience -- 4. On Methodology -- 5. Applying Formalism -- 6. Conclusion -- Bibliography -- About the Authors -- Index -- List of Figures and Tables -- Table 2.1Poetic gameplay categories and devices (taken from Mitchell et al. 2020). -- Figure 3.1: Lim (screenshot by the first author). -- Figure 3.2: Getting Over It with Bennett Foddy (screenshot by the first author). --

Figure 3.3: Screenshot of Akrasia from http://gambit.mit.edu/images/loadgame_akrasia_03.jpg, Copyright © 2012 the Massachusetts Institute of Technology ("MIT"), used by permission of the Massachusetts Institute of Technology ("MIT"). -- Figure 3.4: Shadow of the Colossus (screenshot by the first author). -- Figure 4.1: The first encounter with an NPC in Paratopic (all screenshots of Paratopic are by the first author). -- Figure 4.2: A Short Hike (all screenshots of A Short Hike are by the first author). -- Figure 4.3: Seemingly meaningless dialogue in Paratopic. -- Figure 4.4: Paratopic telling the player that there is no save feature, so the game must be completed in one sitting. -- Figure 4.5: The framing story and revelation of the reason for Claire's trip to the island in A Short Hike. -- Figure 4.6: Exploring various additional activities in A Short Hike. -- Figure 5.1: Introductory splash screen sequence in Kentucky Route Zero, including the fictional WEVP-TV logo (all screenshots of Kentucky Route Zero are by the first author). -- Figure 5.2: Kentucky Route Zero loading screen. -- Figure 5.3: Establishing the point-and-click conventions of the game Kentucky Route Zero in Act I, Scene I. -- Figure 5.4: Text-based interaction accessed from the map interface: "Bait Shop." -- Figure 5.5: The camera zooming in during the Marquez Farmhouse scene.

Sommario/riassunto

This book, 'Videogame Formalism' by Alex Mitchell and Jasper van Vught, explores the formalist approach to understanding video games and play in contemporary culture. It delves into the aesthetic, cultural, and communicative aspects of games, aiming to elucidate the 'gameness' and 'playfulness' inherent in both digital and non-digital forms. The authors offer a peer-reviewed platform for scholarly discussion, drawing connections between humanities, industry, and design methodologies. The book is intended for academics, researchers, and professionals interested in game studies, providing theoretical, analytical, and historical perspectives. It highlights the importance of formalism in understanding the structure and experience of video games, and how these insights contribute to broader cultural and communicative contexts.
