

# Videogames, Fiction, and Reality

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Philosophy of Computer Games  
2007

# Videogames v. Traditional Art

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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

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## Problems With Philosophical Approaches

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

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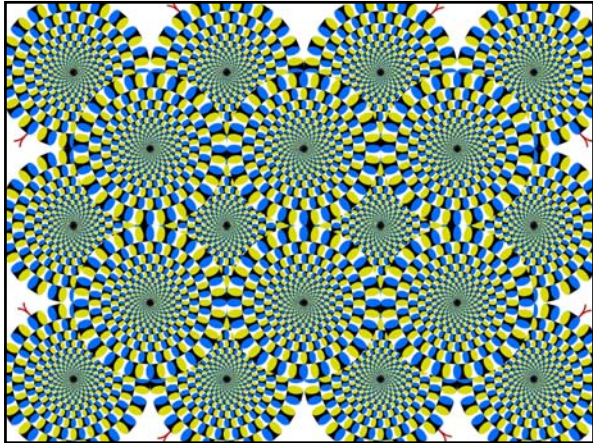
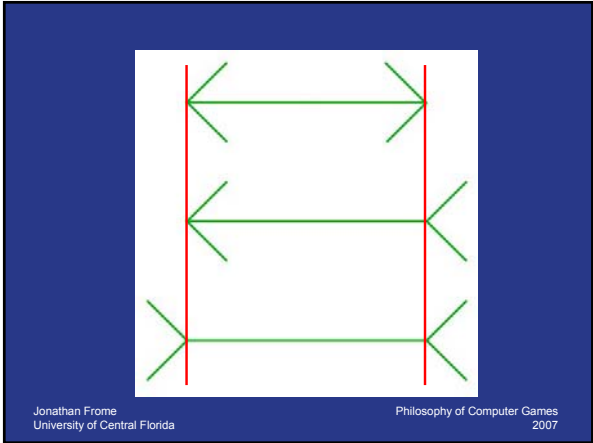
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## Psychological Approach

- Multi-level mind
- Internal contradictions

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Thank you!

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- 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. 12-25. The article is available on my website: [www.jonathanfrome.net](http://www.jonathanfrome.net)

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