Kaffe #1

PURPOSE of PAC-MAN paper

- Philosophical problems raised by the study of computer games.

[Diagram]

Serious Games.

Philosophy of academics?
Game belief model

→ Pac-Man as a model (poor or good)

Do we learn anything from playing Pac-Man?

Game of TAM

link

Strategy

Pac-Man
Discussion

What are the insights?

Dance, then compared with chess or bridge, it is more like sports in the way that there is no time for reflection.

There may be some reflection in action (Schrödinger, 1938), but mostly reflection comes as an afterthought.
2) How to win

→ There are pathways...

(List of 9 points)

3) Is there a philosophy of

"Pi-Team?"

= Life is a game

= Perfect inferm game?

(It depends on whether we understand the mystery of the ghosts)
The purpose of the paper, what kind of insights do we expect to find?

Genetic Algorithm?

Can be seen as playing games?

Compare with Monopoly?

Compare with class

conflict game
Why can't I walk on walls?

1) Physical uncontrolled
2) Mathematical uncontrolled

puzzle to do "real science"

I have some experience in
playing Squares. There are other
courses in video games. I believe it is possible to
finish some easily.

3) The potbellied appeal of Taro is

a challenge.
Philosophical aspects of Neo-Man:

- ontology
- epistemology (governing models?)

Why is the Neo-Man paper important?

⇒ the importance of having a model

![Diagram](image)
What can we learn from the Pac-Man model? What does the Pac-Man model help us see that was otherwise hidden?

<table>
<thead>
<tr>
<th>Chess</th>
<th>Bridge</th>
<th>Monopoly</th>
<th>Pac-Man</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3-D shooter</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Space Invaders</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Zero-sum game?
Main insights

1) Keep moving, explore the material
   extrapolate.
2) Understand ghost psychology and
   state for optimal shifts
   adaptive as individuals and as
   a group ("swarm") - CAS.
3. When energized, attack when they are close.

What does "attack" mean?

Distribute roughly and try on a wide scale.

Did I learn anything new from this?

Does this help me design TCM difficultly next time?

Does it lead to further research?
Insights

1) TAM is a game.
2) Strategy = what to and not
3) Payoff = significant finding

TAM is a game like science.
Summary

1) model makes it possible to analyze in a mathematical manner and also formulate hypotheses that can be tested statistically.

2) Designing thinking (Mac-Beath) links with CAS and GA.

3) It is difficult to understand the system while being a part of it (Buring, 1994), contrasting Schön (1978) as the system is a form of reflection and action, not reflection.
4) The idea of FLOW, I could

Gradu from "serious games"
and Pac-Man nine

Henry.

5) Is the political angle of

TAA a challenge, or is it
just one doing things wrong?

6) Why Pac-Man? Why not

Pong or Space Invaders, or a
Craft or World of Warcraft?

Other models might provide
other insights. Pac-Man is conceptually
simple and illustrates the key components
f) Strategic insights:

a) Keep reflecting in action and between games (importance of shift our knowledge)
→ Ericsson ("experts")?

b) Understand shared perspective, both as individual and as swarm (CAS)

c) When energized, attack when they are close &

d) Identify moments where the organizer is ready to listen to quality reports (that either are missed)
8) Further research.

evaluation of the-Ken games, since an own runner to play them others. (Baker, 2005).