UDC 159.923:791.7 (043.2)

Marynska A.V.
National Aviation University, Kyiv

COMPUTER GAMES AS A FACTOR OF TRANSFORMATION OF EVERYDAY CONSCIOUSNESS

"Quiet revolution in modern culture" – in that way Franz Mayer defined the expansion of man and his investments in the digital gaming realities. Thinking of a phenomenon of computer games makes one find their essential characteristics as: setting, gameplay, multiplicity of codes, interactivity, virtual simulation.

A long history of a game exploration, defines it as a safe (free from consequences or unproductive), pleasurable form of activity coming beyond an everyday life (opposite to work). However, none of characteristics mentioned above is typical for computer games.

Depending on the degree of danger one classifies:

1. Role-playing computer games with an opportunity to escape from reality:

1.1. First person games which provide a complete identification of a player with the main character.

1.2. Quests with a partial identification of a player with the character.

1.3. Strategy Games, in which the role of computer character is not defined specifically, what enables a player to imagine the main character by himself.

2. Non Role-playing computer games:

2.1. Arcades with a weak plot line and scares resources.

2.2. Puzzle Games (chess, checkers, backgammon) aimed at improving of player's analytical thinking, as well as motivating him to prove his superiority.

2.3. Games aimed at player's quick reaction capability, with no (or an abstract) plot which have nothing to do with real life.

Experts are uncertain about motives that predetermine man's intrusion into virtual reality. It could be a desire to escape from reality; to realize needs, which cannot be accomplished in real life; to implement a search activity and others.

The mechanisms of transformation of everyday consciousness are the psychological techniques, which cause needs in:

- replacing the real (sometimes dull and challenging) world with the vivid virtual one;
- identification of a player with a brave character in the fantastic world.

To understand how computer games, attract different people, one needs to look at the virtual reality as players feel it. It requires reconstruction of a model of computer games. The operational analog of such a model could be a semantic space, invented by Ch. Osgood. It consists of three categories of "Assessment, Strength, Activity (Attitude)".

A factor "Assessment" helps to define computer games at the subjective scaling either as morally-negative "immoral, aggressive, dangerous, dark, etc.",

or as morally-positive “nice, kind, peaceful, beautiful, easy, etc.”. The game could be assessed as immoral, but at the same time as one which is able to induce a state of optimal excitation due to its possibility (impossibility) to realize man's socially disapproved needs.

The second axis of the semantic space reflects the complex semantic category that allows an individual to determine a degree of man's involvement into the virtual world. The presence of this semantic axis in the everyday consciousness allows a player to differ the games with the experience of full involvement into the virtual world (“complex, long, exciting, unusual, close to reality”), from those, which do not have such an effect (normal, primitive, simple).

The base of the game categorization using the third axis of semantic space, indicates motivational mechanisms of player's passion for game activity: the ability to get some new, unusual experience and the ability to compensate the lost contacts as a result of steady atomization of modern life.

Computer games are not games in the traditional sense of the word as they don't suit to all specifics of a game. The categorization of computer games is based on cognitive structures and motivational mechanisms of man's predisposition to computer gaming activity. Both compensatory type of game's passion and full involvement in virtual life, providing an opportunity of realization of socially-reprehensible behavior, indicate a high degree of player's addiction to computer game. While the motivation of gaining the new experience with the simultaneous interconnection with the virtual as well as real world, indicates a low-leveled probability of a player's addiction to computer games.

References

1. Осгуд Ч. Приложение методики семантического дифференциала к исследованиям по эстетике и смежным проблемам / Ч. Осгуд, Дж. Суси, П. Танненбаум // Семиотика и искусствометрия. – М.: Мир, 1972. – С. 278-298.

Scientific supervisor: Abysova M.A.,
PhD, Associate Professor

UDC 1:5:6:001 (043.2)

Mironov Yu.H.
National Aviation University, Kyiv

SCIENCE OR MYTH?

Despite a huge impact on a community progress, science, as stated by I. Kant, has always had two major issues: narrow-mindedness and a lack of a decent particular goal. As a result, science needs an oversight of philosophy. A rapid development of science at the beginning of the XX-XXI centuries and increase of its influence over all