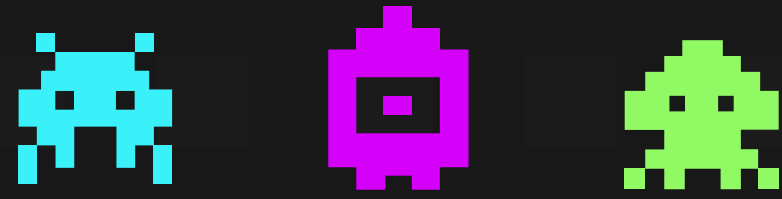


School of Sanskrit, Philosophy and Indic Studies • Goa University



PHILOSOPHY OF SPACE(S)

19 March 2024 (Tuesday)

4:00 PM to 6:00 PM IST

An online lecture by

PROF. DR. STEPHAN GÜNZEL

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University of Europe for Applied Sciences (UE), Berlin

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ABSTRACT

Based on the modern understanding of space in Western philosophy (since Immanuel Kant), this lecture examines the relationship between the representation of space and spatial experience. It takes a position that questions the idea of a single concept of space (e.g. in the physical sense) and instead posits a dialectical relationship between the representation and the perception of space. Beyond Kant, this is done through the writings of the French philosopher Henri Lefebvre on "The Production of Space" (originally published in 1974). Following Nelson Goodman's semiotics, a further distinction is made between two forms of representation, namely denotation and exemplification. This distinction will be illustrated by taking the experience of space in computer games as a possible form of exemplification of different conceptions of space.

BIO

Prof. Dr. phil. habil. Stephan Günzel, M.A., is Professor of Media Theory and Cultural Theory at the University of Europe for Applied Sciences (UE) in Berlin since 2011, where he directs the Institute for Design Research and the MA-programme "New Media Design". He is a member of the steering committee of the Philosophy of Computer Games conference series and of the workshop series 'Ludotopia' with the founder of Game Studies, Espen Aarseth. Prof. Günzel's research interests lie in theories of space, image and digital media.

