Philosophy: The Game

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In academic philosophy, it is easy for students to lose track of how important questions in subfields are interrelated. Philosophy: The Game is an educational resource designed to remedy this by providing the opportunity to discuss 'big questions' while playing a card game. The question-answer pairs for the game are taken from the recent PhilPapers Survey[1], with some joker cards added to illustrate the impact that solutions to particular problems in the philosophy of mind might have on philosophy at large. The card design via LaTex/Tikz uses material from the Stack Exchange user 'Arvid'.[2] (Everyone is welcome to improve this first draft.)

The rules of the game are:
1. all 88 cards are shuffled, each player gets 5 cards, the remaining cards are set up as draw pile
2. the youngest player begins by drawing a card, then giving a card to the player on his left and then placing a card in front of him; now it is the turn of the player on the left
3. the aim is to place a card next to one of your own cards that is already on the table on each turn if possible
4. however, cards may only be placed if they 'obviously' (discuss!) match a card that is already there
5. if no more cards can be drawn, the player with the most cards on the table wins

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
A priori knowledge	**A priori knowledge**	**Abstract objects**	**Abstract objects**
yes	*no*	*Platonism*	*Nominalism*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Aesthetic value	**Aesthetic value**	**Analytic-synthetic distinction**	**Analytic-synthetic distinction**
Objective	*Subjective*	*Yes*	*No*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Epistemic justification	**Epistemic justification**	**External world**	**External world**
Internalism	*Externalism*	*Idealism*	*Skepticism*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
External world	**Free will**	**Free will**	**Free will**
(non-skeptical) Realism	*Compatibilism*	*Libertarianism*	*No free will*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME

Gender

Biological

main question card

PHILOSOPHY: THE GAME

Gender

Psychological

main question card

PHILOSOPHY: THE GAME

Gender

Social

main question card

PHILOSOPHY: THE GAME

Gender

Unreal

main question card

PHILOSOPHY: THE GAME

God

Theism

main question card

PHILOSOPHY: THE GAME

God

Atheism

main question card

PHILOSOPHY: THE GAME

Knowledge Claims

Contextualism

main question card

PHILOSOPHY: THE GAME

Knowledge Claims

Relativism

main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Knowledge Claims	**Knowledge**	**Knowledge**	**Laws of nature**
Invariantism	*Empiricism*	*Rationalism*	*Humean*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Laws of nature	**Logic**	**Logic**	**Meaning of life**
Non-humean	*Classical*	*Non-classical*	*Subjective*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Meaning of life	**Meaning of life**	**Mental content**	**Mental content**
Objective	*Nonexistent*	*Internalism*	*Externalism*
main question card	main question card	main question card	main question card
Meta-Ethics	**Meta-Ethics**	**Metaphilosophy**	**Metaphilosophy**
Moral realism	*Moral anti-realism*	*Naturalism*	*Non-Naturalism*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Mind	**Mind**	**Moral judgement**	**Moral judgement**
Physicalism	*Non-physicalism*	*Cognitivism*	*Non-cognitivism*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Moral motivation	**Moral motivation**	**Normative ethics**	**Normative ethics**
Internalism	*Externalism*	*Deontology*	*Consequentialism*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Normative ethics	**Perceptual experience**	**Perceptual experience**	**Perceptual experience**
Virtue ethics	*Disjunctivism*	*Qualia theory*	*Representationalism*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Perceptual experience	**Personal identity**	**Personal identity**	**personal identity**
Sense-datum theory	*Biological view*	*Psychological view*	*Further-fact view*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME

Political philosophy

Communitarianism

main question card

PHILOSOPHY: THE GAME

Political philosophy

Egalitarianism

main question card

PHILOSOPHY: THE GAME

Political philosophy

Libertarianism

main question card

PHILOSOPHY: THE GAME

Proper names

Fregean

main question card

PHILOSOPHY: THE GAME

Proper names

Millian

main question card

PHILOSOPHY: THE GAME

Race

Biological

main question card

PHILOSOPHY: THE GAME

Race

Social

main question card

PHILOSOPHY: THE GAME

Race

Unreal

main question card

PHILOSOPHY: THE GAME

Science

scientific realism

main question card

PHILOSOPHY: THE GAME

Science

scientific anti-realism

main question card

PHILOSOPHY: THE GAME

Teletransporter (new matter)

Survival

main question card

PHILOSOPHY: THE GAME

Teletransporter (new matter)

Death

main question card

PHILOSOPHY: THE GAME

Time

A-theory

main question card

PHILOSOPHY: THE GAME

Time

B-theory

main question card

PHILOSOPHY: THE GAME

Truth

Correspondence

main question card

PHILOSOPHY: THE GAME

Truth

Deflationary

main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Truth	**Vagueness**	**Vagueness**	**Vagueness**
Epistemic	*Epistemic*	*Metaphysical*	*Semantic*
main question card	main question card	main question card	main question card

PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME	PHILOSOPHY: THE GAME
Zombies	**Zombies**	**Zombies**	*A widely accepted reductionist explanation of conscious experience*
Inconceivable	*Conceivable but not possible*	*Metaphysically possible*	
main question card	main question card	main question card	Joker card

PHILOSOPHY: THE GAME

A widely accepted reductionist explanation of conscious experience

Joker card

PHILOSOPHY: THE GAME

A solution to the

Interaction problem

Joker card

PHILOSOPHY: THE GAME

A solution to the

Interaction problem

Joker card

PHILOSOPHY: THE GAME

A solution to the

Combination problem

Joker card

PHILOSOPHY: THE GAME

A solution to the

Combination problem

Joker card

PHILOSOPHY: THE GAME

A solution to the

Emanation problem

Joker card

PHILOSOPHY: THE GAME

A solution to the

Emanation problem

Joker card

PHILOSOPHY: THE GAME

42

Joker card

Literatur

[1] Bourget, D. & Chalmers, D. J., (2023) "Philosophers on Philosophy: The 2020 PhilPapers Survey", Philosophers' Imprint 23: 11. doi: https://doi.org/10.3998/phimp.2109

[2] Creating playing cards using TikZ, answer by user Arvid, Stack-Exchange 2014, https://tex.stackexchange.com/a/185830