



what's real?



reality measured by:

TIME

Time provides us with a measure of change by putting dates on moments, fixing the duration of events, and specifying which events happen before which other events. In order to do that, some method of time measurement is needed. The science or art of the accurate measurement of time is known as chronometry. A clock that is so accurate it will lose just one second in 16 billion years has been created by scientists.

Time Questions

1. Why is it so difficult to imagine time not existing?
2. Why do you think time seems to slow down when you are bored and speed up when you are having fun?
3. What do you think of the suggestion that time is relative? (that it changes depending on where you are?)



Aristotle thought that we find the truth from evidence gained from the world around us.

Hume disagreed with the rationalists - he thought that there are no 'innate ideas' and felt that 'custom' was the guide to life.

"Things in themselves are unknowable." **Immanuel Kant**. Kant maintained that there are two worlds: the world of experiences that we sense through our bodies and the world as it is in itself.

Descartes said we must accept nothing as true, "It is necessary that at least once in your life, you doubt as far as possible, all things." There is no certainty for Descartes except that I exist because I am thinking." What would Descartes say to 'Alexia' or even more advanced Artificial Intelligence?

Does this change the real world?



Yes, because so many people are spending so much time in the unreal world - Second Life has nearly half a million inhabitants in a week and the online game World of Warcraft, has 10 million active subscribers who pay to participate. People spend on average about 20 hours a week in alternate worlds like these. (see Kristina Dell)

A study found that 45% of young people are happier online than in real life. One told researchers: 'It's easier to be who you want to be, because nobody knows you and if you don't like the situation you can just exit and it is over.' Another said: 'You can say anything online. You can talk to people that you don't normally speak to and you can edit your pictures so you look better. It is as if you are a completely different person.' Do you think parents should be concerned about these findings?

<http://www.dailymail.co.uk/sciencetech/article-1354702/Children-happier-virtual-lives-real->

epistemology

GOOD TIMES

This branch of philosophy is the study of nature and the limits of knowledge. It asks 'How can we know?' and is focused on how we come to know what we know. Does everything we know just come from experience or is some knowledge innate (instinctive, inborn) and is it possible to know something just through reasoning. This is important because we have to be able to rely on the knowledge we in order to grasp of reality, whilst also understanding the limits of what we can know.



seeing is believing

Researchers have warned that virtual reality (VR) can cause behavioural changes in people that last even after they leave the virtual world. Research being done at Stanford University's Virtual Human Interaction Lab (VHIL) by J. Bailenson suggests that the qualities you acquire online — whether it's confidence or insecurity — can spill over and change your conduct in the real world, often without your awareness. In a Stanford study, female participants who had provocatively dressed avatars tended to agree with rape myths more than the women with the non-sexualized avatars. "When we cloak ourselves in avatars, it subtly alters the manner in which we behave," says Bailenson. In other experiments, people assigned to an avatar who is running on a treadmill temporarily increase their physical activity. Why is this significant?

