

Goa University

Discipline of Philosophy, School of Sanskrit, Philosophy and Indic Studies

Report on PHILOSOPHY OF SPACE(S)

1. Title of the Event/Activity/program	Online Guest lecture on "PHILOSOPHY OF SPACE(S)"	
2. Date and Time	19 th March 2024 & 4.00 pm – 6.00 pm IST	
3. Mode of conduct (Physical/Online)	online	
4. School/ Directorate/ Section	School of Sanskrit, Philosophy and Indic Studies	
5. Detail of the Resource Person (Brief biodata)	Prof. Stephan Günzel.has beena 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 the workshop series 'Ludotopia' with the founder of Game Studies, EspenAarseth. Günzel's research interests lie in theories of space, image and digital media.	
6. Number of participants	49	
7. The objectives of the Program/activity/event	The guest lecture aimed at examining the relationship between the representation of space and spatial experience in Western Philosophy through the works of Immanuel Kant, Henri Lefebvre, and Nelson Goodman. It aimed at taking the experience of space in computer games as a possible form of exemplification of different conceptions of space.	

8. Benefit/Key outcomes of the Program/activity/event	The lecture invited the participants to question the modern idea of a single concept of space (e.g., in the physical sense) and instead posited a dialectical relationship between the representation and the perception of space by moving beyond Kant to Lefebvre and Goodman. Following Nelson Goodman's semiotics, a further distinction was made between two forms of representation, namely denotation and exemplification. This distinction was illustrated by taking the experience of space in computer games as a possible form of exemplification of different conceptions of space.
9. Enclosures with report	The recording of the lecture is available at https://youtu.be/agBRJly12Qs , attendance, poster and screenshots.

Signature Dean

Seal of the School

Date: 22/03/2024

Dean
School of Sanskrit, Philosophy and Indic Studies
Goa University

- * Philosophy of Space(s)
- * Meeting code: kef-huqe-nyn
- * Created on 2024-03-19 16:13:14
- * Ended on 2024-03-19 17:15:34

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Aditee Deo ########	01:02:19
Akash Sada ########	01:02:19
Ananya cha ########	01:01:04
Ankita Thal #######	01:02:19
Ansa Antor ########	00:05:25
Aruvi Ravaı ########	01:02:19
Bojana Bra. ########	01:02:19
Cassandra ########	01:02:14
Diksha Rai #######	01:02:19
Dipanki Sai #######	01:02:19
Divya Naik #######	00:00:44
Dr. Koshy T #######	00:58:00
Elizabeth B #######	01:02:19
Kajal Tiloji #######	01:02:19
M.A. Philos #######	02:02:49
Manya 21 #######	01:02:19
Meera Nar: ########	01:02:19
N. Haokip #######	01:02:19
Nishat Qas #######	00:49:26
Nouj Nazer #######	00:02:08
Parameshv ########	00:22:49
Prachi Naik ########	00:55:57
RATHEESH #######	00:06:34
Rajavi Naik ########	01:02:19
Ravindra W ########	01:02:19
Rinky Tped #######	00:53:50
Sagar Yada #######	01:01:19
Sanket Rev #######	00:23:43
Shambhavi #######	00:11:18
Shradha na #######	01:02:19
Shubham S #######	00:53:01
Simran #######	01:02:19
Stephan Gi #######	01:02:19
Vinay Gaur ########	01:02:19
Walter Mei ########	01:02:07
bhargavi ta ########	01:02:19
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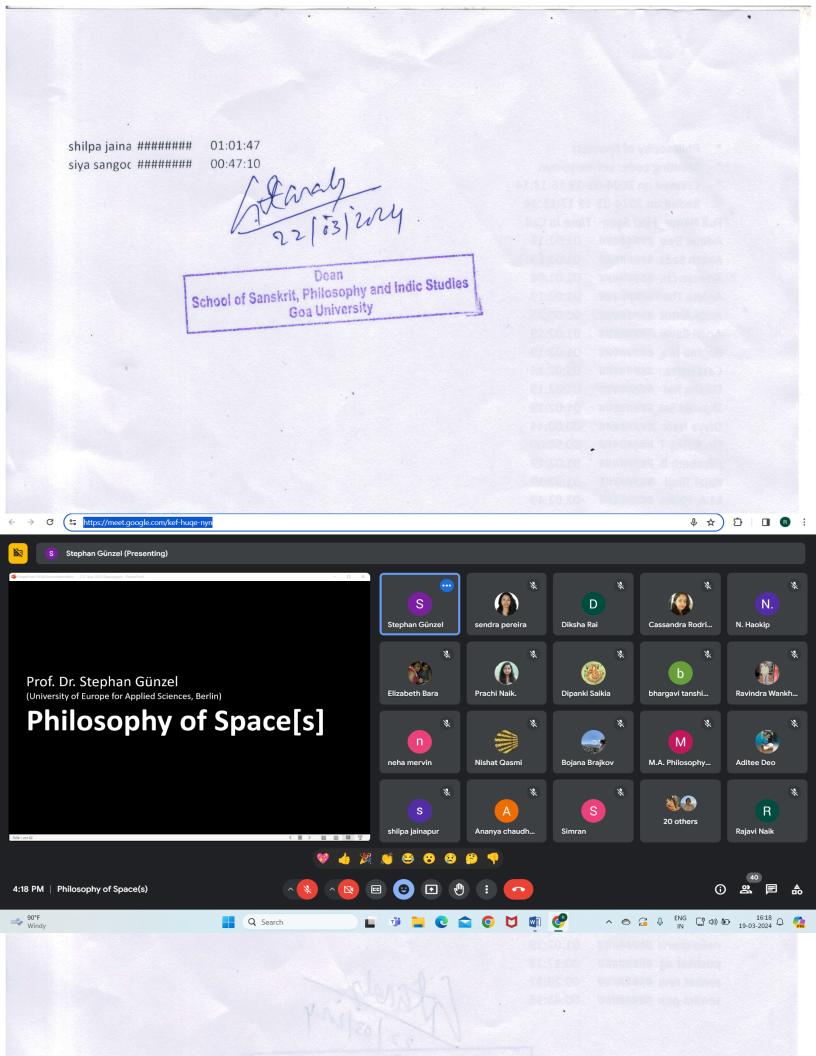
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School of Sanskrit, Philosophy and Indic Studies • Goa University



19 March 2024 (Tuesday) 4:00 PM to 6:00 PM IST

An online lecture by

PROF. DR. STEPHAN GÜNZEL

Professor of Media Theory and Cultural Theory
University of Europe for Applied Sciences (UE), Berlin

meet.google.com/kef-huqe-nyn

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.