

we're going to play a game and the name of the game is ▶tu quoque◀ this game is in the midst of being developed. you're an important factor within this process. the game figures are of two kind in shape and of 4 kind in texture. additionally, they are conceived of 15 colors. circular and rectangular, powdery, waxy, oily and dry, scarlet orange, gold, copper and green, black, carmin red, current red, mars violet, as well as peach, rose, white, grey, and dark blue, additionally yellow and purple are the qualities that can be combined. but only under certain circumstances and those are created by me. the logic I am employing in this game is based on the operations that occur within argumentative fallacies. please follow the next set of images to further get acquainted with the rules. consequently each of you will find a personal score. I ask you to adhere only to the respective personal assignation throughout the game. we will find out together what kind of implications they will have when combined. please wear cloths that can get dirty.



we have the capacity to establish and verify facts, to change and justify beliefs - to make sense of things. we do this by reason, and the process of doing so is called reasoning. the process of talking about these things is called a discussion. a fallacy is a deceptive argument. of those I have selected a few and used them as scores for each one of you. a score in the sense that I use it here derives from the notation system similar to that of music writing.



the fallacy of false and imperfect analogies: the strength of this rests on the relative weight of the similarities and differences between two things being compared. Katrin, present the group with the comparison of two objects on a regular basis throughout the game.



bifurcation (false dichotomy), is a fallacy by which the choice is reduced to only two when there are in fact more. Flavio, whenever more than two options present themselves throughout this game, you try to move the excessive ones out of the way.



tu quoque, the fallacy of tu quoque occurs when there's an attack on a person because they don't follow their own advice or "practice what they preach". Laurids, spot the times when Flavio doesn't move the other options out of the way, besides the two he should persist on.







an ad populum fallacy occurs when there is an attempt to persuade using popular appeal rather than giving good reasons for the conclusion. Leena, you group together all of those shapes that appear to be of the more numerous kind in addition to having a waxy surface.



the slippery slope - a fallacy that posits a casual chain, arguing that if we follow this to happen, a series of worse things will come about, taking the form of a downward spiral. Sebastian, try to end the game by seperating all objects alike from one another. You're goal is to prove that actually no shape looks like the other.



the red herring fallacy occurs, when an irrelevant line of reasoning is intentionally used to divert people away from the topic at hand. Irina, try to distract Leena from her goal by handing her shapes with different characteristics of surface.



Equivocation is a fallacy that occurs when different meanings of a word or phrase are used in an argument. The resulting ambiguity leads to an incorrect conclusion being drawn. This is also known as a semantic fallacy. A special kind of equivocation has to do with relative terms - which have different meanings in different contexts. Jennifer and Jennifer will be documenting your actions to later analyze the outcome of the game.

produced for



© Jennifer Gelardo 2017