

Study Days “Youth, Culture and Institutions” - V Edition

**“Giochi /Games”
Entering Complexity**

Trieste,

November 30th-December 2nd, 2018

I - General

“Youth, Culture and Institutions” is a training opportunity for young people from Italy, Europe and elsewhere who aim to develop professional, managerial and organizational skills at a high level in the sectors of culture, communications, business, public administration and research.

The invitation to participate as a speaker is made to students of 1st or 2nd cycle degree courses, doctoral students, post-doctoral researchers but also to young professionals who are no older than 35.

The aim is to enable meetings between students, young scholars and professionals coming from different fields of specialization who are interested in acquiring, as a qualifying element of their professional training, an understanding of the complex movement of culture, which can integrate and strengthen their specialist and technical capacities.

The purpose of the study days is the formulation of cognitive and practical "agendas", to be re-elaborated in their engagement contexts and through their own training courses.

Types of participation

- *Individual papers.* Each speaker will have 15/20 minutes available for his/her presentation.
- *Panels.* Candidates may propose the constitution of panels on special topics related with the general thema.

Papers and panels can have a theoretical and historical-cultural focus (with the awareness that each theoretical move made is in reality the fruit of a particular history and cultural practice), or can exemplify important results in practical or research terms, with considerable impacts on social, cultural and economic challenges.

- *Participation in debates.* The presence of participants without specific papers is admitted, as well as their participation in the discussions. In this case participation is open also to those over the age of 35. The participation of teachers, social workers, cultural mediators or professionals in the fields listed above is particularly welcome.

Application procedure

An abstract for the paper proposed should be sent by 12 November (max 500 words, 1000 if a bibliography is included). The proposal should indicate if multimedial support (video, power point, internet link) is required.

Proposals should be made by e-mail to centrostudicultgiov@gmail.com. A commission will select the papers. The abstract should indicate, as well as the title of the paper, also name, surname and institution (if any). A brief CV should be attached indicating education, specialisations and interests (max 300 words).

Selection

20 candidates will be selected. The communication of acceptance or rejection will be sent on 13th to the e-mail address of the candidate. The text of the paper must be sent by 22 November.

Registration for the course, Facilities

Participants are required to pay a registration fee

- € 50 (without accommodation and no meals) which includes admission to the Center as ordinary members up to 31.12.2019.
- € 200 for meals (lunch) and accommodation in a double room

Accommodation is provided for the nights of November 30th and December 1st (where necessary to allow participation from the first session at 2pm even on the 29th)

- Travel expenses are not reimbursed.

The meetings will start at 2pm on November 30th and end at 1pm on December 2nd

A certificate of attendance is issued for participation in all the sessions (except for any small exceptions to be justified) and for compliance with the punctuality rules.

[.centrostudicultgiov@gmail.com](mailto:centrostudicultgiov@gmail.com)

INFO Cell.: 331 4604536

Call for Papers ¹

Premise

Starting from the 30s of the twentieth century, the "Game Theory" has reformulated the *Modern* "Theory of Action" into very different fields of human behaviour focusing on the study of the strategies with which a plurality of cooperative and non-cooperative decision makers are faced.

The study days are inspired by this fact to ask further questions:

Who are the "players" of contemporaneity?

With which and how many games do they perform the complexity of space and time, the multiplicity of spheres of action, points of observation and intervention, relational contents, variability of physical and cultural worlds?

How are the rules of the game established?

In other words, how are science and values compared in establishing culture and doing discipline?

Game theory is an unavoidable corollary of Complexity. Between Complexity and Action (Play) (in the broad sense, according to which the action engages subjects and scenarios in the game) the vast interweaving of the rules is then extended.

Therefore "Game" as a recreational exercise (play) and as a contest subject to rules (game) are here assumed to be a keyword of complexity. taking into account the historical-cultural components merged and reworked in the theories of the game.

Starting from experiences, case studies, problems to face and solve, players with their strategies of games with the perimeter of rules and moves in front of the objective variables to be submitted to governance through discipline, we propose to investigate different possible applications of game theory with the performativity that characterizes it in the measure in which it frees spaces of creation and dialogue or resolves (alternatively) into further closure and conflict.

Cultural-historical Excursus

A cultural-historical premise, however schematic, is necessary and can not ignore the founding work of Johann Huizinga which reveals a tragic defeat.

"And so we have come to a conclusion: true culture can not exist without a certain playful quality, because culture supposes self-limitation and self-control, a certain faculty [...] to see itself enclosed within limits that it has freely imposed itself. The culture still wants to be played in a certain sense after common agreement, according to given rules.] [...] the real game excludes any propaganda. [...] Today's propaganda [...] uses the means intended to obtain hysterical mass reactions, and therefore can not be accepted, even when it takes forms of play, as a modern manifestation of the playful spirit, but only as a falsification of it " . (Homo ludens 1938)

¹ The program is refined on the basis of the papers presented by the speakers and selected by the scientific committee. Some of the discussants and guests have yet to confirm their presence.

In the essay "In de schaduwen van morgen" (In the shadows of tomorrow) of 1935 Huizinga had written about Culture and rules:

"As it is an aspiration, culture absolutely demands the practice of security and order. From the need of order comes all that is called authority, from the need for security everything called right. In a hundred forms of systems of authority and of legal systems, they shape themselves and reshaping those groups of individuals whose aspiration to salvation manifests itself in a culture or civilization. [...] The more in a civilization the various expressions of the conscience of the debt are coordinated in human dependence on a supreme power the more purely and fruitfully the indispensable concept will be realized for every civilization of "service". From serving God to serving a person who overrides us in social relations anyway".

Game, rules, discipline, self-discipline, authority: the outcome of Huizinga's elaboration is paradoxical, oriented towards total obedience: yet Huizinga himself for defending the freedom of research will be arrested in 1942 by the Germans and held prisoner in concentration camp until to his death in 1945.

Remains, strong from the historical point of view, a definition of the "game" as a group "discipline" and this as a cultural datum. This invites us to reflect on the paths of the "discipline" between old and new authorities as cultural data.

In 1929 Ludwig Wittgenstein presents his Tractatus Logicus-Philosophicus after a long gestation that begins in 1913. "The world is the totality of facts" not of things or objects. From this intuition or vision a long work of reorganization of linguistic matter unfolds in notebooks of notes and writings published posthumously (1953 Philosophical researches, 1964: Philosophical observations). It is the formulation of the theory of linguistic games.

the meaning of a word is its use in language, which is considered as an ability similar to a game in which a limited number of moves are allowed, subject to certain rules. In this way, in the analysis of linguistic communication the public dimension of the game and its rules becomes important, the multiplicity of uses and functions, the relationship between different games, historically (culturally?) Determined. Speaking a language is a practice that modifies times and spaces, performs the statuses of people and things, and of the very words from which language is constituted.

Starting from 1948 begins the great adventure that will lead John Nash to the formulation of the theory of non-cooperative games by studying the methods of forecasting equilibrium strategies, with applications of mathematics and economics. In those years also began the publication of a "Journal of Games and Economic Behavior".

These are just three fundamental moments in a story that multiply scenarios and players (to stay on topic). It is important not to lose track of them in line with the awareness that "History" is

"Complexity". Also from this history, as well as from contemporary declinations, the following discussion areas can be derived.

Suggested areas for the paper proposal and for the discussion

NB: these areas can be integrated by other proposals of the candidates, which fall within the proposed whole even in a critical perspective!

- 1) Computer technology
His majesty the algorithm: Old and new demiurges.
- 2) Physics
The "new physics", vision of the world or style of thought? : "Self-organization of matter", "chaos theory" "complexity" and rules of the game.
- 3) "World"
"Microparadigms and their ecology": Rules and strategies
- 4) Dialogue
"Tools of complexity". Knowing how to do and dialogue
- 5) Law and citizenship
The rules of the game: the legal paradigm and "life". Right to / right of (applications). The communicative arena. "Linguistic games" of citizenship.
- 6) Identity
Identity games: paths of the "discipline", between culture, science and power.
- 7) On the stage
The game of bodies / Bodies in play

Final round table
"The uncertain science"

Linguistic games, Complexity and Knowledge production
Debate open to the public.

Scientific Committee:

Prof. Gabriella Valera (iSDC)

Prof. Lorenza Rega (University of Trieste)

Prof. Ana Cecilia Prenz (University of Trieste)