

# Concepts Comb of Natural Games and Imaginary Games

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**Abstract:** Game is the human's instinct. It appears with the human's creation and develops with human's development. It has played the important role in the practical life of humans. However, due to the diversified forms and styles, game remains difficult for us to state with an explicit and clear concept: what the game is on earth. In this paper, based on numerous doctrines about game's concepts in Chinese and foreign histories, we conclude and extracts and finally teases the concepts of games into two aspects: firstly, "the games of nature" based on biology properties; secondly, "the games of imagination" based on psychological properties.

**Keywords:** Nature, Imagination, Game, Concept

## 1. INTRODUCTION

This opinion can be traced back to great philosophers in ancient Greece over two thousand years ago, and the biological properties of games have been primarily interpreted. Plato believed that games should stem from conscious simulation activities caused by the physical jump of all infants (animals and humans). And the student Aristotle regarded games as the leisure and recreation activities in the spare time, such as by the river and under the tree, and it itself is not the purpose. However, for the oldest and the most ordinary phenomenon of games, the western countries are insensible for the research and reflection of the game system.

Until the modern times, particularly philosopher Schiller really initiated the theoretical thinking horizon of games. The prioritized theory is the study of biology, and the representative figure is Spencer called as "the father of social Darwinism".

Firstly, Schiller differentiated two kinds of games: "the games of nature" and "the games of aesthetics". The former is mutually owned by humans and all animations and plants, and the former is specially owned by humans. The basic category put forward by Schiller to explain the former is the concepts of "surplus" and "deficiency" in biology. He points out that if animals temporarily the deficiency of materials and have the surplus in energy, they may have games: "when lions are oppressed by hunger and have no need to fight against other wild animals, its rest

energy is to exploit an object for itself. It makes its majestic roaring sound reverberate the wilderness, and its vigorous energy is enjoyed in the aimless use. Even in nature, we can see the loss of such force and the slack game of life. In trees, endless buds wither before growing up. In order to absorb nutrition, they extend more roots and leaves needed to maintain individuals and species. They waste trees in the happy movement and return things that haven't been used and enjoyed by land." Schiller believes that compared to animals and plants, exempted from rest life stimulation, humans have greater chance to obtain surplus and play games, so humans also play games with their bodies: running, chasing, jumping, dancing, whistling and having various sports.

And the game theory by Spencer is also started from the psychological properties of humans, which is the inheritance and development on the basic concepts of "surplus" and "deficiency" by Kant, and it further emphasizes and interprets the behavior of games and puts forward the concept of "rest energy". He believes that different from various low-level animals with all energies consumed to maintain the indispensable function of life, the higher the evolution sequence of humans in the biological circle, the more chance they will have to obtain more nutrition, which naturally produces "rest energies" and "leisure". The rest energy and time of humans cannot be used to make a living directly, which is mostly vent to useless but free simulation activities, namely the activities of games and art. Animals are also like this, when they have excessive energies and are not urged by survival, they will turn to virtual games and activities easily: "the claws of cats and attached muscles are very suitable for daily predation, for they rarely hunt in life, they will have the wish of practicing these parts, such as strengthening legs, pulling and biting table clothes, dresses and shoes." In the current western circle of aesthetics, research theories of Schiller and Spencer with the angle of biology are called as "Schiller-Spencer Game Theory".

However, compared to western countries, Chinese people's reflection and studies on games are far lagged, or we can say that it hasn't started. Perhaps it is caused by the long-term hegemony of ancient

maxims such as “The progress of studies comes from hard work and is retarded by frivolities”, “riding a hobby saps one's will to make progress” and the utterance of utilitarianism. However, there is also some thinking. For the study of game property of “rest values” like the above, early at the end of East Zhou Spring and Autumn period, Confucius says in the *Analects of Confucius* • Yanghuo, “it is not proper to do nothing after having big meals every day. It is even better to play chess instead”. It means that when human's daily material needs are satisfied, they should work! Playing chess is even much better than doing nothing.

Talents' jump and rise a hundred thousand years ago made humans stand at the top of food chain, and people have acquired the unprecedented “rest energy”. However, no matter the games and activities associated with the lower capability of the body, or the aesthetic activities with higher capability of aesthetic impulsion, it is all the expression form of “rest energy”. For this expression, in order to make readers easier to understand, the author calls it as “the games of nature”.

## 2. DEFINED BY THE PSYCHOLOGY PROPERTIES: “THE GAME OF IMAGINATION”

The people emphasizing the tendency and set of psychology property firmly believe that the study of psychology focuses on the subjective experiences, status and intentions of people who play as a Disposition. “all non-game activities are possible to reveal the color of games due to the attitude of parties” In simple, all activities of humans can be called as games for participators, only treated with the attitude of the game; in the same, we believe that for activities of ordinary games, participators should be treated with the solemn intention, and vice versa. Taking football coach as the example, training football skills with players can be taken as a splendid game process. Coach and players can be all called the gamer. If the coach treats it with the intention of “work”, coach himself has the work property. American pragmatism philosopher Dewey pointed out the above problems in one book *How We Think*, “he doesn't deny a “game” as the activity”, but the game attitude is more important than game itself. The former is the mental attitude, and the former is the external appearance of this attitude. The gaming attitude is a free attitude. With this attitude, people will not be constrained to the substance properties of things, without the need of caring whether a thing really means the thing he compared with.” Taking the chess originated from military strategists, chessboard and chess pieces are game tools, the chessboard gifts the rule of deploying troops, with the boundary of Chu River, Han Boundary, chess pieces simulate the personnel compilation of the military troops: commander in chief, gun, pawn, advisor, etc.

However, Chu River, commander in chief, and pawns are not real, chess players have no need of caring about all of this, they only need to imagine the objective existence of chessboard and chess pieces to be the “intentional world” that exceeds its status. In the process of imagination and transition, chess players will experience the increase of a subjective force, and consciously build the intentional chess world like “A symbol of war in ancient China Gas Swallows Wan Li like a tiger”. It is more specific to tell us, gold copper, sandalwood, ivory can be the material made for chess, so games can be not stubborn to the material properties of games.

For psychology property connotation interpretation in “the game of imagination”, imagination”, K. Lange and Regulus's study is more specific and profound. They divide the games into six categories, among which the most important one is called as “fantasy game”. And this kind of games are mainly existing in the child's game and art activity. K. Lange explained this game and put forward the key concept of “conscious self-deception”, pointing out that gamer should pretend to believe that they or objects are not others in the game. The contradictory psychological status is the conscious self-deception between trust and distrust: on one hand, in order to enter the role really, self-deception is quite necessary; on the other hand, such self-deception is not real, but only disguised self-deception, gamer has some extent of sober. Regulus basically agrees with “fantasy theory” of Lange. He also calls this conscious self-deception as “the most profound psychological phenomenon of the game”, and described the “very special psychological status”: “I clearly know that the waterfall I am watching at has not expressed the rage it shows, but I still can't help thinking: he is indeed furious. I have seen through this fantasy, but I am still governed by it.”

Except for Dewey, Lange and Regulus, Hungry scholar Agnes Heller also has the similar opinion in the book *Daily Life*: “game is the fusion body that affirms freedom and denies freedom. The denial means that this activity cannot be deduced, and it is affirmative that it provides the freedom and broad fields for the human's ability development. However, it should not be excessively emphasized, no matter affirmative or denial aspect occupies the dominant status, the freedom involved in the game is all imagined subjectively.” From the further interpretation of psychological properties, Rahner and Hugo say, “in fact, the secret and fun of games is the wish of humans for another kind of life.”

The Chinese study on game psychology's property emphasizes heart and body nourishing, which undoubtedly adds some utility colors. Of course, the premise of utility's psychology cognition is undoubtedly the power of psychological imagination. In this case, for “the game of imagination”, whether subjects can treat activities with the subjective, game

and free psychology attitude has become the standard to judge whether this activity has been differentiated from work, art, war and other activities and become the game.

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