
Aesthetics and ethics in pragmatism. A videogame experiment and its educational virtues.

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Abstract

In this communication, we will focus our comments on the ways in which the pragmatism philosophy could feed the current education practices and this more particularly among young adults and in higher education. What place could have the pragmatism to help to think and rethink the teaching practices in higher education ?

We designed a serious game for students forming to become educators and psychologists to help them contextualize, training, professional ethics, and develop ethical questioning in from concrete situations. In what ways the aesthetic experience offered by the video game can arouse emotions opening on ethical questions ?

Keywords: Game, Ethics, Pedagogy, Aesthetics

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