## Transparencies from

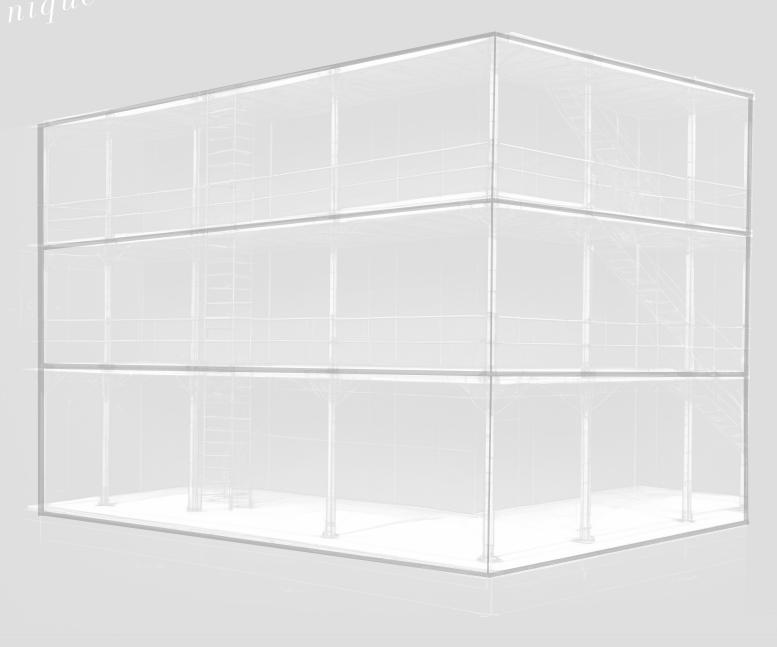
# PROJECT: A PERFORMANCE-LECTURE ON THE MENTAL ARCHITECTURE OF MAGIC

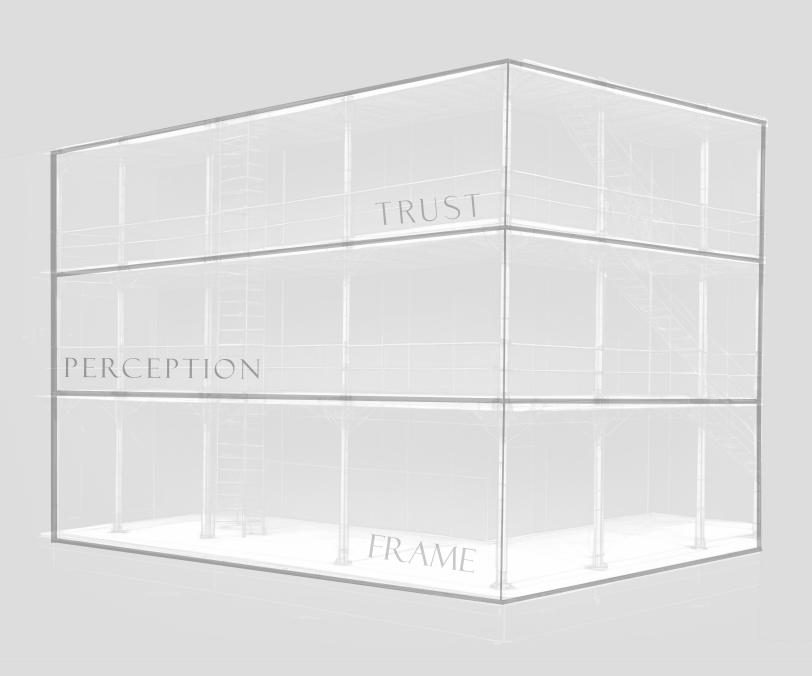
Tuesday, September 10, 2024

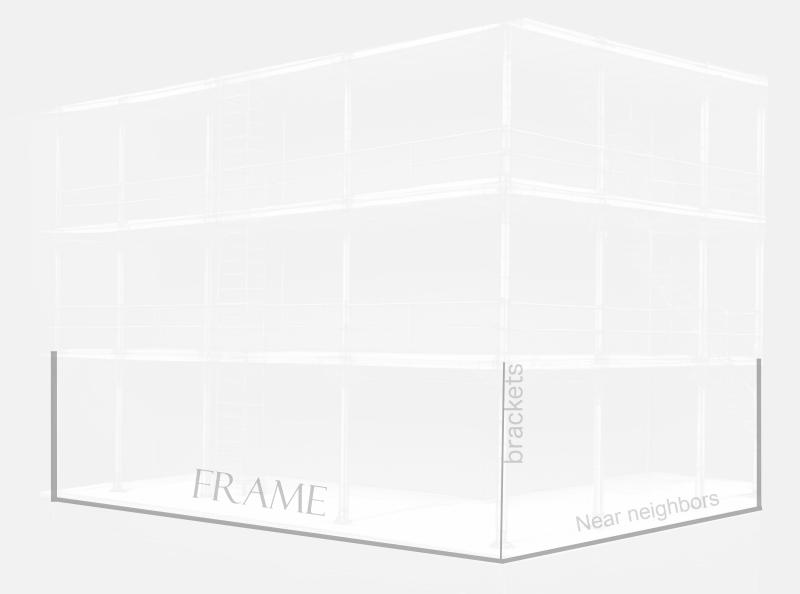
National Arts Club • 15 Gramercy Park South New York, NY 10003



Magic Possesses a Magic Possesses a Produce Belief in the Impossible







"A performing art in which audiences are entertained by tricks, effects, or illusions of seemingly impossible feats, using natural means."

- Google Arts & Culture

MAGIC SHOW

stakes

scrutiny

We know it's a performance and they are not claiming supernatural means, outcome we know there is a trick at hand...

Show often denotes and artificiality or intentionality behind it

# **MAGIC TRICK**

acknowledgment that we're being deceived  $transparent \mid deception$ 

Literally telling us you're being tricked... There is this explicit

Both fellow magician Matthew Holtzclaw and I talk about this concept

**DECEPTION** 

catalyst for productive, conscious skepticism and metacognition

# MAGIC SHOW scrutiny outcome

FICTION os. 'REAL WORLD'

C. Thi Nygeun notes that games give us the "capacity to fail in a safe space, games are a magic circle ... where the meanings don't cross out so you can fail in the game and not feel like a failure in real life."

Emotional, affective experience

**MAGIC SHOW** 

stakes

scrutiny

outcome

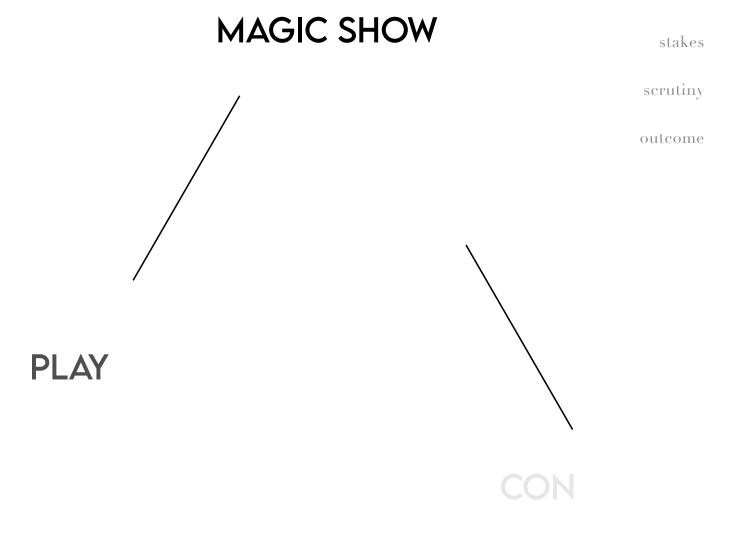
**PLAY** 

FICTION vs. 'REAL WORLD'

C. Thi Nygeun notes that games give us the "capacity to fail in a safe space, games are a magic circle ... where the meanings don't cross out so you can fail in the game and not feel like a failure in real life."

Emotional, affective experience

FICTION vs. 'REAL WORLD'



# **DECEPTION**

FICTION vs. 'REAL WORLD'

stakes

scrutiny

outcome

# MAGIC SHOW MAGIC TRICK

catalyst for productive, conscious skepticism and metacognition

FICTION vs. 'REAL WORLD'

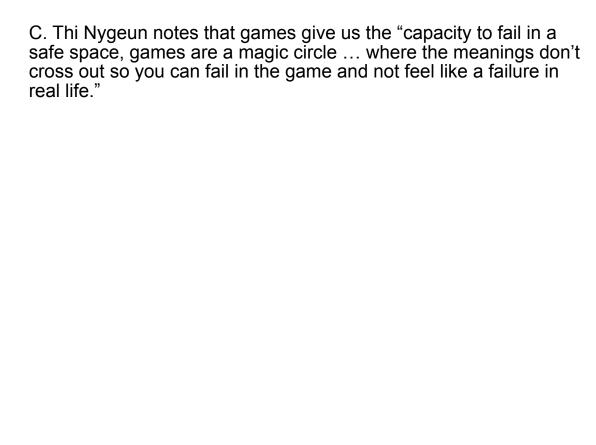
# MAGIC IN A PLAY

Emotional, affective experience

# **GAMBLING CON**

C. Thi Nygeun notes that games give us the "capacity to fail in a safe space, games are a magic circle ... where the meanings don't cross out so you can fail in the game and not feel like a failure in real life."

space for perceptual and epistemic failure or have our beliefs or perceptions challenged



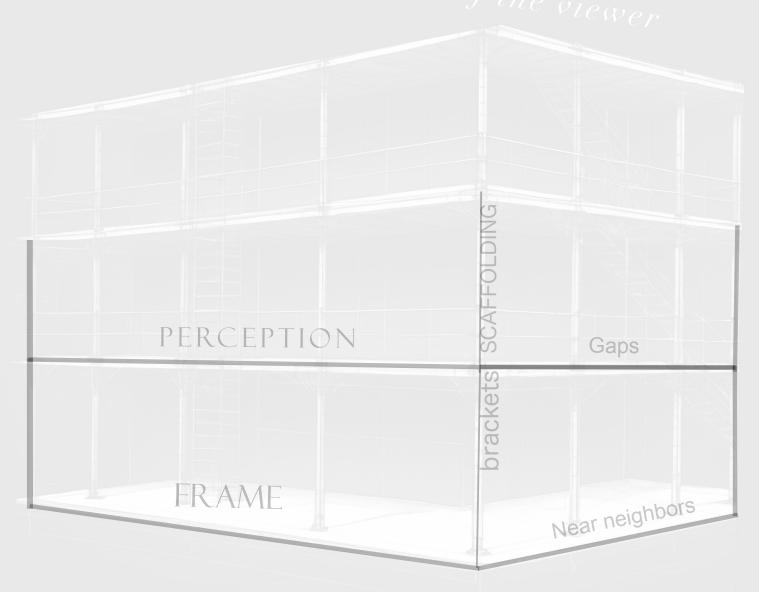
The magic show as a bracketed mental playground and a mental safe space for perceptual and epistemic failure or have our beliefs or perceptions challenged...

Magic Possesses a

Magic Possesses a

Produce Belief in the Structure to Produce Belie

saced in gaps in the mind of the oi



### MAGIC EXPLOITS THESE GAPS TO POINT OUT TO US THAT THEY EXIST

"Each of us are limited cognitive beings, that each sees a little patch of the world, somehow has to link them up correctly, and somehow has to link them up from our limited patch."

catalyst for productive, conscious skeptic

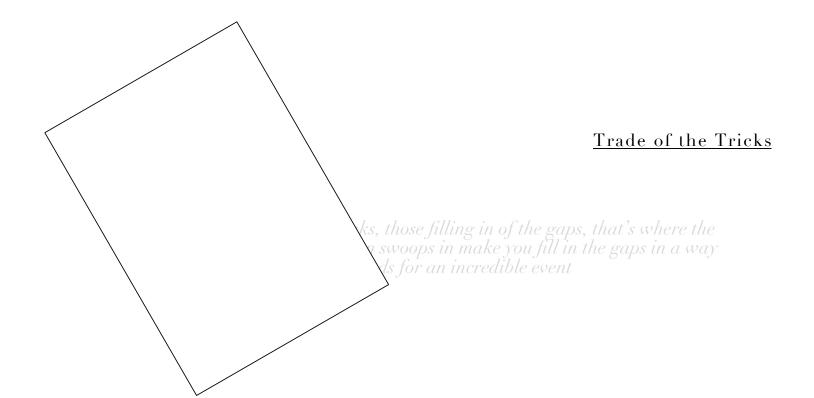
GAPS

The links, those filling in of the gaps, that's the job of the magician to swoop in to make you fill in the gaps in a way that affords for an incredible event.

The links, those filling in of the gaps, that's where the magician swoops in make you fill in the gaps in a way that affords for an incredible event

# GRAHAM JONES

"Magicians have developeducanonscious elaborate working understanding of the mainsprings of perception along with a corresponding repertoire of sleight-of-hand techniques calibrated to induce perceptual error [....] seeking to illuminate the mental processes of perception."



how other people use them etc.

GAPS

Take for example something even more stripped

down like color

we assume the apples are red or green or some

 $variation\ thereof$ 

apples

glasses

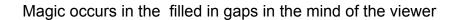
categorize

# predict

GAPS

Brain as prediction model

Pattern recognition



Magicians know what 'end effect' we want you to perceive

Aka

the end shape of the building

GAPS

So the performance is often us building a carefully designed scaffolding that traces out the exterior shape of that 'building' so that you make all of the mental jumps to fill in where we need you to.

GAPS

Magic is providing this structure that is giving you touchstones where you can visually and cognitively jump from stable point to stable point while inferring or glossing over things that may be incorrect, or completely missing (which is where the magic technique is hiding OR where you are filling in to make something incredible happen...)

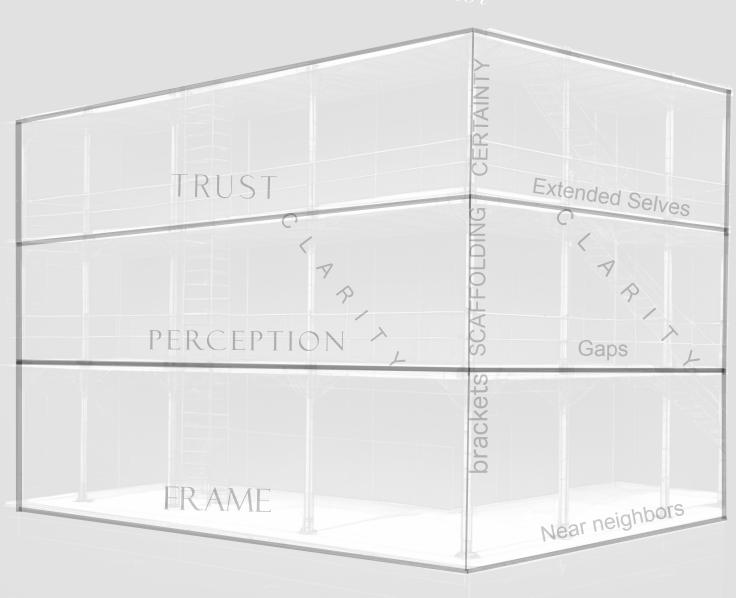
we need to know which perceptual points viewers are likely to gloss over and which ones they are likely to be skeptical of

thus we can:

- Build extra support beams where needed
- Use the ones that do not need support (are less like to be scrutinized often as moment to either enact technique or to bolster other claims, or give you false clarity or build a sense of trust

stakes		
scrutiny	APS	GAPS
outcome		

nique Mental Structure to Produce Belief in the S



# Illusion of C L A R I T Y

thought ender

Thi Nygen

"it's probably thought through enough" = quick heuristic
Unexpected or the confusing is a rule to keep investigating and
clarity as a way to stop investigating
give a system of thought a feeling of clarity
"stage magicians send signals of 'boring' and 'interesting' — confusing to think about vs clear and settled"
—— > Certainty

Certainty
YOU
That <b>clarity</b> makes you feel certainty and thus trust in the situation that you are seeing
Trust in ones own perceptions
historically proven to be true your heuristics / shortcuts are reliable enough for your brain to make predictions & functioning everyday
—————> others

# "Extended selves"

"One view as the only way that we can know things is as a huge collective unit"	
Multiple vantage points and the thickness of perception of others	
now we trust:	
the situation of the magic performance,	
our own perceptions as accurate, and	verify
the reactions of others	
	(trust but

member of audience is involved (more literally extended self)

Especially when there is a shift in authority or agency gives rise to trust because of community ember acting in place of oneself in good faith

Equal footing re authority but new / more agency



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Annette Baier's "Trust and antitrust"

"Making yourself vulnerable by putting something in their power - in particular of their goodwill."

# So magic is a major display of reciprocal, epistemic trust

a good faith act of both parties doing this

# Magician puts deception up to scrutiny

(and is is vulnerable because one may be caught out due to cultural frame of transparent about deceiving)

# And spectator puts their ability to be deceived

(to this hostile epistemic actor to take advantage of assumptions and mental shortcuts)

Not a Post. Script.

Alief vs belief

Am I really 'believing' in the impossible?

Maybe not...



Post. Script.

# Tamar Gendler's idea of 'alief'

a mental state that is automatic or habitual, and can be in conflict with a person's explicit beliefs.

responses that are sometimes conscious and sometimes based on how things seem."You can believe one thing while alieving another."

Alief appears to be at play in magic.

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# JeanetteAndrewsStudio.com/Project

rique Mental Structure to Produce Belief in the S

rendering the full structure of the seemingly impossible in the filled in gaps in the mind of the viewer

led in gaps in the mind of the viewer & Trust in the situation, process via illusions of TRUST Extended Selves SCAFFOLDING Things meet your perceptual expectations with magicians designing experiences to have viewers PERCEPTION Gaps orackets Transparency of the magician Expect to be deceived within this bracketed experience FRAME Near neighbors