

Ar:Ca:De

Argument Card Debate Games for Critical Thinking

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Why Start? An Introduction

Anybody can argue, and we do- from Facebook disputes to YouTube comments to televised political debates- the trick however is in listening to the other side and discourse well. The demand for this skill grows as social media debates begin to shape people's political stances; that is if the claims around the new "post-truth" era we have entered are to be believed. Fortunately, studying, distilling and creating structures for "Strong" and "Weak" arguments is the basis of argumentation theory.

ARG@ENU

Argumentation Research Group @ Edinburgh Napier
University

Research group website

Project Aims: Where we are and where we plan to go

- The project is still at very early stages, however the aim is to
- produce printable cards available from <http://arg.napier.ac.uk>
 - Develop the game rules, testing and creating new game cards as required
 - Launch the web application version of the game August 2017

The Development: All the tech

The future of Ar:Ca:De is Online.

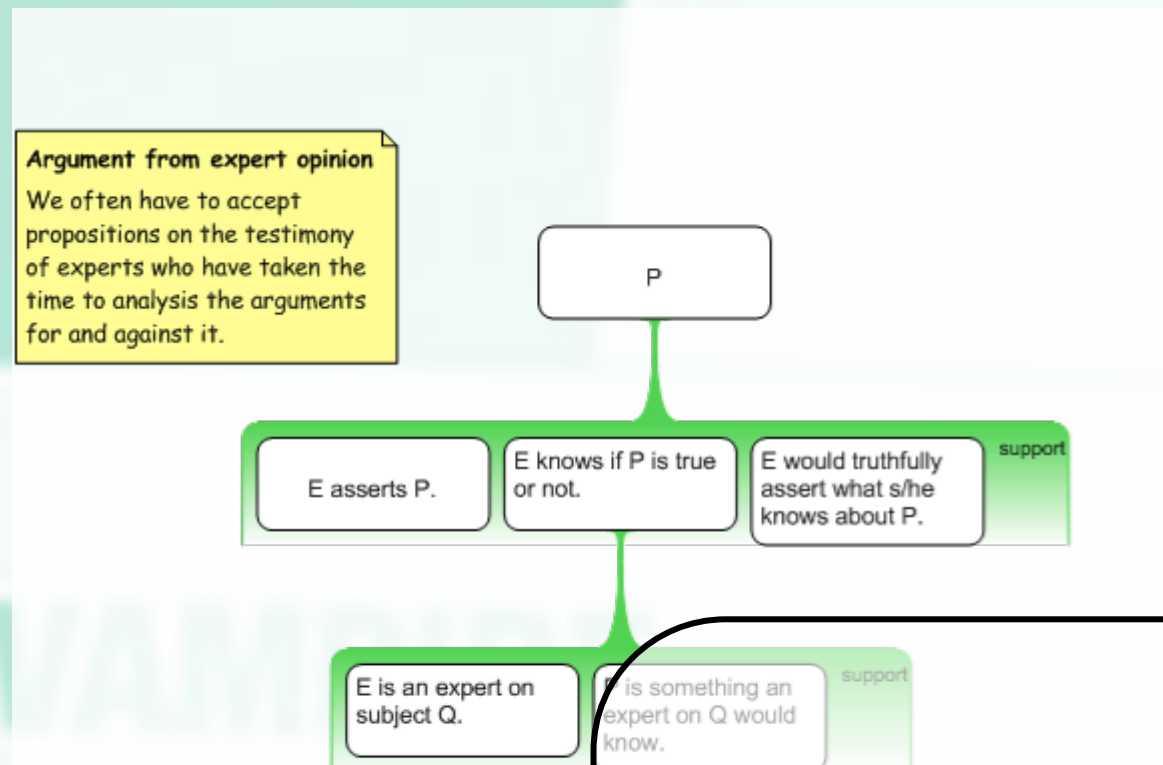
- The game will exist as a single page application using Html 5 and d3.js –handy for moving around cards to visualise data more easily.
- Server side will likely be Python rendered, purely for the versatility allowed by the language - and lightweightsness compared to Java.

Game Rules: Where the fun is

The Argu-Cards are crafted for flexibility with no strict rules beyond these basic game mechanisms:

- Each player must at least have 4 cards dealt to them at the beginning of the game
- You must play at least 4 cards before you can end the game, not doing so forfeits the game
- The game begins by flipping a coin to choose the starting player, they put down a card to start.
- Each player continues to put down cards from their decks, picking a new card at will to match the argument they are making.

An example of an Argument Scheme

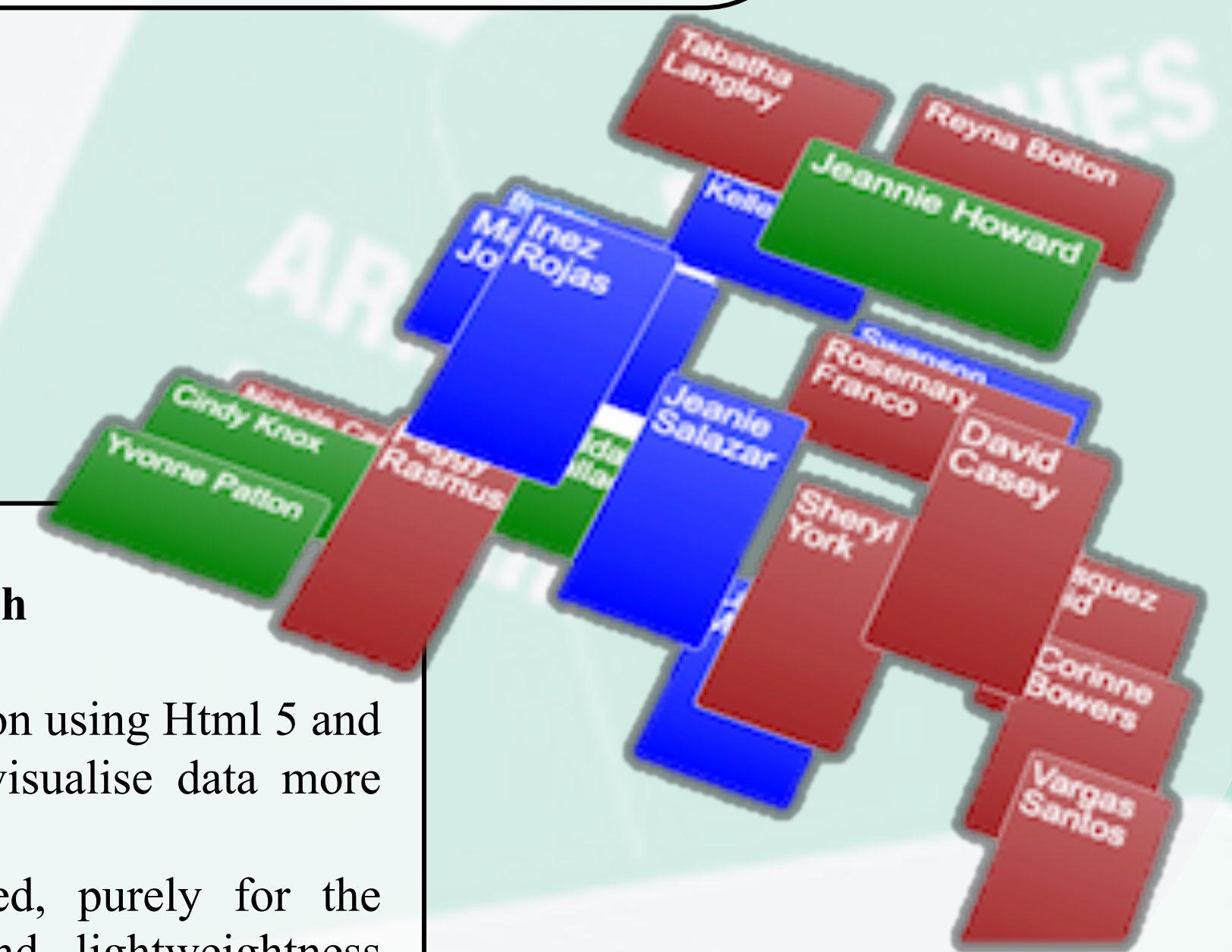


Background: A little bit about argumentation theory

The field of argumentation is over 2000 years old, ranging from Aristotle to the present. Based in Discourse theory, academics have developed popular structures people use to make arguments. Doug Walton coined these as “Argumentation Schemes” these are the foundation behind the Argu-Cards and are how they are created.

An Argument Map: this is used to make the individual argument Cards

Scheme Used: Argument from Expert Opinion					
In this map, Player A is presenting a support theory and is using the Argument from Sign					
Claim	Stage 1 Game-play- initial arguments		Stage 2- Dialogue		Evidence/Rebuttal/Evidence
	Alternative theory/Support		Counter/Evidence /Rebuttal		
	Alternative theory	Support	Evidence/Counter	Rebuttal/Evidence	
	Player A: Even experts such as well known former NASA Scientist Dr Roy Spencer are skeptical of climate change		Player A(Counter): 31,000 scientists signed a petition saying that climate change is not real, why would they do that if it were not true?		Player A (Rebuttal): Scientists like Roy Spencer as well as others who have proposed warm global warming is not real, as recently as 2015 the earth was not growing warmer, we should trust the combined comments of experts
Premise: Climate Change is Not real					
		Player B: 97% of Scientists		Player B(Evidence):	
		have agreed that climate change is a real phenomenon		Temperature data recorded by NASA gives clear evidence that the earth's climate is growing warmer	



Example of potential views in the online game

References

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