CLICKER QUESTIONS

LOGIC & ARGUMENT

EVERY ARGUMENT MUST HAVE A PREMISE AND A CONCLUSION

A. True
B. False

CAN A VALID ARGUMENT HAVE A FALSE CONCLUSION?

A. Yes
B. No

CAN A SOUND ARGUMENT HAVE A FALSE CONCLUSION?

A. Yes
B. No

IN A DEDUCTIVE ARGUMENT THE TRUTH OF THE CONCLUSION IS MADE PROBABLE BY THE TRUTH OF THE PREMISES

A. True
B. False

PHYSICALISM & CONSCIOUSNESS

THE KNOWLEDGE ARGUMENT

A PHENOMENAL ZOMBIE IS REALLY GOOD AT BEING A ZOMBIE

A. True
B. False

ACCORDING TO THE KNOWLEDGE ARGUMENT THERE IS MORE TO KNOWING WHAT IT IS LIKE TO SEE A COLOR THAN JUST KNOWING THE PHYSICAL INFORMATION/FACTS

A. True

B. False

JACKSON THINKS THAT QUALIA ARE EPIPHENOMENAL

A. True
B. False

LEWIS DEFENDS PHYSICALISM BY ARGUING FOR THE HYPOTHESIS OF PHENOMENAL INFORMATION

A. True
B. False

CONFUSION ABOUT CONSCIOUSNESS

ACCORDING TO THE "TARGET REASONING" THE FUNCTION OF CONSCIOUSNESS IS TO TELL ABOUT WHAT IT LIKE TO EXPERIENCE SOMETHING

A. True
B. False

BLOCK DEFINES ACCESS CONSCIOUSNESS IN TERMS OF WHAT IT IS LIKE TO HAVE AN EXPERIENCE

A. True
B. False

BLOCK THINKS THAT REGULAR BLINDSIGHT PATIENTS HAVE ACCESS CONSCIOUSNESS ONLY

A. True
B. False

ACCORDING TO BLOCK, FOR A STATE TO BE PHENOMENALLY CONSCIOUS, WE MUST BE ATTENDING TO IT

A. True
B. False

REPRESENTATION

CRANE ARGUES THAT PICTORIAL REPRESENTATION IS NOT FUNDAMENTAL BECAUSE

A. it requires imagination
B. it requires pictures
C. it requires interpretation
D. it requires language

CRANE ARGUES THAT PICTORIAL REPRESENTATIONS CANNOT, WITHOUT FURTHER INTERPRETATION, REPRESENT LOGICAL RELATIONSHIPS

A. True
B. False

CRANE ARGUES THAT MENTAL REPRESENTATION IS FUNDAMENTAL IN PART BECAUSE

A. it is conventional
B. it is not conventional
C. it requires interpretation
D. it requires neither convention nor interpretation

AI & THE TURING TEST

STRONG AI SAYS THAT

A. Robots can lift more than humans

B. Robots live are tougher than humans

C. A computer program of sufficient complexity can model the function of human thought

D. A computer program of sufficient complexity can think

THE IMITATION GAME ASSUMES HUMAN LINGUISTIC BEHAVIOUR IS...

A. The result of emotion

B. The easiest way to see if a computer can think

C. The cause of complex linguistic behaviour

D. The most difficult thing for a computer program to emulate

ACCORDING TO TURING WE KNOW OTHER PEOPLE'S MINDS VIA THEIR BEHAVIOUR

A. True

B. False

THE CHINESE ROOM ARGUMENT

ACCORDING TO SEARLE, THE PERSON IN THE 'CHINESE ROOM' DOES NOT UNDERSTAND CHINESE, NO MATTER HOW GOOD THEY ARE AT MANIPULATING SYMBOLS

A. True
B. False

ACCORDING TO SEARLE, STRONG AI FAILS BECAUSE

A. Syntax cannot be derived from semantics
B. The room is not a perfect imitation of a Chinese speaker
C. Semantics cannot be derived from syntax
D. Computer programs are more than just semantics

THE PERSON IN THE CHINESE ROOM DOES NOT UNDERSTAND CHINESE

A. True
B. False

ACCORDING TO STRONG AI THE PERSON IN THE ROOM UNDERSTANDS CHINESE

A. True
B. False