Consciousness, Agents, & The Knowledge Game

📖 **Key Concept:**
The **Knowledge Game** is a thought experiment used to explore **consciousness** and distinguish between different types of agents (**humans, robots, and zombies**).

🧠 **Types of Agents & Consciousness:**
- **Humans:** Conscious biological agents.
- **Robots:** Artificial agents with no consciousness.
- **Zombies:** Biologically embodied but lack **p- & s-consciousness**.

🔍 **The Knowledge Game:**
- A **logical test** exploring **how agents infer their own consciousness**.
- Similar to **Turing tests & epistemic puzzles** (e.g., **Muddy Children Theorem**).
- Used to answer Dretske's question: **"How do you know you are not a zombie?"**

🤖 **Core Insights & Takeaways:**
✔ **Consciousness involves inference, not just experience.**
✔ **Zombies may function like humans but lack self-awareness.**
✔ **s-Consciousness (self-awareness) implies p-Consciousness (subjective experience).**
✔ **The Knowledge Game serves as an informative test but not a definitive proof of consciousness.**

📌 **Conclusion:**
The Knowledge Game **challenges the idea of purely external measures of consciousness**, supporting an **internalist perspective** where **self-awareness emerges from inferential reasoning rather than direct experience.**