

行动的与无能的侦探： 如何在数字游戏中阐释“真相”

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Keywords

侦探游戏，阐释，后真相，问题视域，伽达默尔

INTRODUCTION

侦探故事是对某一“真相”进行阐释的过程。侦探小说中，读者视域跟随侦探的观察与阐释展开，并由侦探的推理工作为读者提供一个可获取的真相。而在侦探游戏中，玩家-侦探化身的二重性使传统的阐释过程受到了挑战，本文通过对17部侦探游戏“真相大白”环节（或其缺位）的考察，发现其构建了“侦破（Detect）”与“审判（Trial）”两种相互联系但截然不同的阐释路径。前者遵循传统叙事结构进行解谜，而玩家-侦探的合一使唯一真相与贯穿行动的“理性”权威遭遇困境，侦探由理性的代言人转而成为尝试者与行动者。面对化身二重身“不可触达真相”的后真相困境，后者将“寻找真相的旅途”转化为“创造真相的行动”，结合对4部同样将玩家置于某种与“真相”互动关系内的模拟游戏的考察，本文认为数字游戏对“真相”的阐释方式最终指向伽达默尔概念下的实践智慧与问题视域的拓展，并由此显示出数字游戏成为后真相境况中一种介入性力量的可能性。

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