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them as given – i.e. true without question. Schutz builds on this to suggest that taking something as given is to bestow the accent of reality upon it (Schutz 1962, 229-231). Whilst playing *CoD* the player takes it for granted that Bootleg is there. Returning to Heidegger's notion of ready-to-hand, this assumes that I am too busy using the various extensions (controller, etc.) to attend to them as extensions: the extension

“withdraws, so to speak, in its character of handiness in order to be really handy. What everyday dealings are initially busy with is not tools themselves, but the work” (Heidegger 2010, 69).

It is only in moments of disjunction when my use of the controller does not correspond to the avatar's actions that I attend to the controller as the artificial extension. Crick, in his own study of *Modern Warfare* (2007) comes to a similar conclusion:

While playing an FPS, for example, I rarely think about controlling the avatar. There is no reflection or intellectual analysis; I think as the avatar, from the viewpoint of the avatar. By becoming accustomed to the movements of the control device – enabling fluent engagement within my corporal schema and, as such, becomes an extension of my bodily basis of consciousness.

But what sort of reality are we to understand this as? Jesper Juul, for example, has suggested that games are “half-real” on the basis while the rules we play by are real, the dragons we slay are fictional (Juul 2005, 1). To the contrary, these game-worlds are completely real, but building on Schutz's comments they are only finite sectors of reality. Schutz discusses the notion a *finite province of meaning*: a particular cognitive style in which experiences are real so long as they cohere with that style (1962, 229-231). An inconsistent experience does not become unreal, but rather is made real according to another province. So too, with game-worlds, when my controller breaks this does not

ⁱ E.g. Harasim 1993; Shields 1996; Willson 1997; Holmes 1999; and Dawson and Hennebray 1999

ⁱⁱ In relying on the phenomenology of Schutz this differs slightly from pre-existing phenomenology of video games which has been predominantly influenced by Merleau-Ponty's *The Phenomenology of Perception* (1945[1962]) in focusing on the player's experience of their own body (e.g. Clark, 1998; Murray, 2000; Dourish, 2001; Crick, 2010; Farrow and Iacovides, 2012).

ⁱⁱⁱ While connections can be drawn, this differs from most other research on FPS which has focused on how these games develop a "militaristic attitude" in players that is then adopted in other areas of the life-world (e.g. Deck 2004; Halter 2006; Huntemann 2010; Penney 2010; Festl et al. 2013; Hitchins et al. 2014)

^{iv} In this I am following Meier's definition of games and sport (1981).

^v It is unclear if this comment refers to the whole series or just *Advanced Warfare*.

^{vi} Comments have primarily been taken from *Phenomenology of the Social World* (1932[1967]), "The Dimensions of the Social World" (1932) in *Collected Papers II* (1964), and "On Multiple Realities" (1945), "Common-sense and Scientific Interpretation of Human Action" (1953) and "Symbol, Reality, and Society" (1955) in *Collected Papers I* (1962).

^{vii} This is to avoid the confusion that can be created with the similar *world within potential reach* which adds a time perspective to this (1962, 224-226).

^{viii} I have chosen this use as the formal designation but Schutz also uses "manipulatory area" and "manipulatory zone" interchangeably.

^{ix} Understandably there would be many who question this point. And it must be admitted that this point holds only on the grounds of *ceteris paribus*. Quite simply, in any empirical instance the more objective time passes the more likely some form of distraction is going to occur that "breaks" the "Now".

^x Predecessors and successors refers to the past and future tense respectively and as our focus is on the present tense will not be included.

^{xi} This time perspective will require qualification later.

^{xii} Nevertheless, *WoW*, for example, does provide "player vs. player" options. But numerous servers do not allow players to attack one another or place restrictions on how players can fight each other.

^{xiii} The phrase is also used by Crick in his discussion of *Call of Duty 4: Modern Warfare* (Crick, 2010:262).

^{xiv} Strictly speaking this increases the range of indirect manipulation.

^{xv} "And-" is taken from the Old English prefix meaning "against, opposing".

^{xvi} As highlighted by Wagner, Schutz's predominate focus on face-to-face relationships was the result of his experiences as a frontline soldier (Wagner, 1984).

^{xvii} Based on these comments it may be necessary to make further divisions within face-to-face encounters. That is, though I get a direct response from the conversant on the phone I nevertheless miss any physical gestures they may make. Thus we can speak of the full face-to-face encounters where I can see the total response of the person and partial face-to-face encounters were only some of the response is experienced.

^{xviii} My thanks to the reviewer for noticing this.