

Letter from the Editors

Dear ASAGE Readers,

We thank you for your continued support of the *American Society for Aesthetics Graduate E-Journal*, which is in its thirteenth edition in 2021. This issue contains two Fast Philosophy submissions, with replies, and a book review.

The first Fast Philosophy article by Damian Fisher (University of Kansas) is entitled “The Paradox of the Emotional Responses to Fiction is Conceptually Misguided.” In this work, Fisher provides a sharp and concise diagnosis of the titular paradox, suggesting that it is not precise in its predominant formulation. Fisher then suggests that the paradox can be dissolved when clarified using a Parsons-Meinongian metaphysic.

This issue includes two replies to Fisher’s piece; the first is from Andriy Bilenkyy (University of Toronto). Bilenkyy notes that Fisher’s position looks quite promising if one is interested in explaining the actual/metaphysical mechanics of emotional responses to fiction. That noted, he challenges Fisher’s view by raising two concerns about whether it explains the normative appropriateness or fittingness of emotional responses to fiction.

The second reply to Fisher is from Brian McNiff (NYU). McNiff compares the paradox of emotional responses to fiction to the phenomenon of emotional recalcitrance, suggesting that they are closely related, if not the same phenomena. McNiff’s comparison is both illuminating and potentially expands the scope of Fisher’s work.

The second Fast Philosophy article by Austin Fuller (CUNY-GC) is entitled “Making *Minecraft* Magic: Art as the Medium.” Fuller suggests that some games, such as *Minecraft* and *Dungeons & Dragons*, can be both artworks themselves and artistic mediums. Drawing from Lopes’s *A Philosophy of Computer Art*, Fuller suggests that creation-based games can be devices for the creation of further works of art, and not simply works with multiple displays.

This issue includes one reply to Fuller’s piece from Tylor Cunningham (University of Tennessee, Knoxville). Cunningham, using Semple’s infamous Pinkest Pink pigment and Photoshop as comparisons, asks whether these creation-based games are best classified as tools. He then wonders whether these games, if they are tools, can really be classified as works of art themselves.

The issue concludes with a book review by everet smith (Emory) on *Mary Coffey’s Orozco’s American Epic: Myth, History, and the Melancholy of Race*. In this review, smith offers a clear and lively analysis of the methods and stakes of Coffey’s piece, and draws insightful parallels between Coffey’s and Orozco’s relationships with their readers.

The Editors at ASAGE want to ensure that the journal provides graduate students with useful opportunities for career and research development and fostering community. Thus far we have done this by being a venue where graduate students can publish while retaining copyright over their work. With the introduction of Fast Philosophy and an emphasis on non-traditional submission formats, we hope to turn ASAGE into a place where graduate students can share their new ideas, further develop

them, and engage in written dialogues with other graduate students. This noted, we would like to highlight the call for Fast Philosophy Submissions for the next issue.

A Fast Philosophy submission raises a question or presents an underdeveloped idea or fringe topic in aesthetics in a maximum of 1000 words. Replies to initial submission are then solicited in order to start a discussion between graduate students and professors. The initial submission and replies are then published as a set. We envision the Fast Philosophy submission format as an online supplement to the kind of research development often done at conferences, where students can make connections and share resources, develop and refine their arguments, and strengthen papers to submit to other journals for publication.

Making ASAGE useful to graduate students in aesthetics is our primary goal, if you have suggestions for ways the journal can be improved, including content that you'd like to see featured, submission formats that you think would be beneficial, or suggestions for how we can run the space more effectively, please let us know at asa.graduate.ejournal@gmail.com. Thank you for reading.

JULIA MINARIK, Managing Editor
University of Toronto
Email: asa.graduate.ejournal@gmail.com

RACIEL CUEVAS, Assistant Editor
Temple University
Email: asa.graduate.ejournal@gmail.com