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Viewpoints in Embodied Objectivity

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This research explores a novel sense of objectivity for understanding perception and perceptual imagery, as a continuing endeavor after Grush (2000) on the topic of objectivity in the embodied cognitive science. The profile of building this sense of objectivity uses the embodied nature of deictic codes as source materials of consideration, as discussed in Ballard et al. (1997). They see deictic codes as (visual or haptic) frames set up on different points in the scene; an agent can continually fixate on various such points. This may not be surprising, as visual fixations to different locations in the visual scene may help to explain the subtle and perplexing connection between visual experience and visuomotor actions discussed by Clark (2001). This is because the former is objective and the latter is full of perceptual and motor standpoints.

According to our novel sense of objectivity, a scene of the world/environment can be perceived from a variety of viewpoints. This may not be surprising, as visual fixations can be directed to different locations in the visual scene where different frames are built. However, more strongly, it remains true that the representation of a visual scene may include various subjective and objective viewpoints, because perceptual information can be gathered both from the viewer’s eye view and various environmental standpoints. There are a variety of subjective viewpoints as an animal can move freely, hence sense data can be collected from various visual angles. There are, in addition, a variety of objective viewpoints as above contend. The mixture of both objective and subjective viewpoints is evident in the fact that imagery may be an amalgam of mixed objective and subjective representations.

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References