

Brooks, Kevin Alfred. *Robert Kroetsch and Richard Ford: Writing and Unrighting Games*. Thesis (MA [English]), University of Calgary. Ann Arbor: ProQuest/UMI, 1993. (Publication No. MM83106)

### Abstract

All fiction can be considered from the perspective of game theory because fiction, by its very nature, neither corresponds to any reality, nor is it meant to be the verbal representation of actual events. A short survey of game and language theories, beginning with Ferdinand de Saussure and Ludwig Wittgenstein, suggests two distinct ways language and games can be understood. The incorporation of these theories into contemporary thought provides a philosophical context for understanding the differences between Robert Kroetsch's and Richard Ford's approach to language games, a context for understanding their fiction. Writing about games as models for writing, sites of self-definition or deconstruction, and places of tension between chaos and order, Kroetsch and Ford take different paths towards "unrighting" games, either carnivalizing them or unmasking their illusions. The writing and unrighting of games is both a recognition and questioning of the importance of the game-play metaphor in contemporary thought about language, self, and life.