

Games of Inquiry for Concept Structuring

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Abstract The new Google project to digitize five of the world's greatest libraries will dramatically extend their search engine reach. Current search-engine philosophy begins from the assertion: "Any search begins with a question to be answered." As we move into an era of online access to great stores of knowledge, a new philosophy might be phrased in Peirce's terms: "Any inquiry begins with creating a hypothesis to be tested – or with abduction." As conceptual structures researchers prepare to meet the future needs of access to large and complex Internet knowledge stores, they have a solid foundation in Peirce's theorized stages of inquiry: abduction, deduction, and induction. For this paper, we use a scenario in the context of Peircean scholarship to exemplify and demonstrate the application of Peirce's theory and to exhibit how conceptual structures tools can augment collaborative, Internet-based inquiry.