

Ontological Imagination: Introduction

Andrzej W. Nowak is a philosopher, associate professor at the Institute of Philosophy at Adam Mickiewicz University in Poznan (Poland). Interested in social ontology, social studies of science (technoscience) and Actor-Network Theory. Particularly focused on the relationship between knowledge structures and socio-scientific controversies as well as the problems of development and underdevelopment with an emphasis on center-periphery relations in the modern world-system. Author of books: *Ontological Imagination (Wyobrażenia ontologiczna)*, *Agency, system, modernity (Podmiot, system, nowoczesność.)* and *Whose Fears? Whose Science? (Czyje lęki? Czyja nauka?,* together with K. Abriszewski and M. Wróblewski). Has published dozens of scholarly articles. An activist, vigorous participant of public life and occasional columnist, he is also present in the blogosphere.

In this volume we present Andrzej W. Nowak's article *The burden of choice, the complexity of the world and its reduction: the game of Go/Weiqi as a practice of 'empirical metaphysics'*. Its main aim is to interpret Actor-Network Theory (ANT) using the game of Go as a model representation of its ontological and metaphysical aspects. Additionally, the author emphasizes the onto-methodological properties of praxis, which he treats as crucial for ANT. In order to achieve his goals, he analyses a relatively unknown work by Bruno Latour from his book *Irreductions* published in 1988 (it is not an independent publication, but the second part of a book entitled in English *The Pasteurization of France*, originally published in French as *Les Microbes. Guerre et paix, suivi de Irréductions*). Nowak repeats Latour's ontological claim that no object can be reduced to another (by the powerful reason-oriented researcher-philosopher), and yet the experience of everyday life amounts to experiencing the reduction that has taken place during the process constituting reality. The world is constituted by equivalent agentic actants which are irreducible to one other, becoming strong or weak through relationships and alliances, whereas being real in the world is achieved by building networks. Nowak introduces the example of the game of Go to explain the specificity of the practices embedded in ANT that co-found methodological practices and ways to stabilize the world. In other words, Nowak presents 'empirical metaphysics' as it is embodied in the described game. He does not stop there though. He wants to introduce modes of thinking and acting which allow to practice the philosophical attitude he finds in the game of Go. He calls it 'sociological imagination', a theoretical and practical disposition he would like to be developed and practiced also beyond the game.

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