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Alice's Adventures in Wonderland and the Perception of Reality from the Visual Field of the Other: Analysis of the Relation between Ordinary Language Philosophy and Poststructural Critique of Vision

The first objective of this work is to establish a parallel between the ordinary language philosophy of Ludwig Wittgenstein as well as the philosophy of Stanley Cavell and poststructuralism and its theories through their apprehension of vision and seeing as conceptual categories. Ludwig Wittgenstein in his work *Philosophical Investigations* writes about the concept of seeing "and its place among the concepts of experience." We see things as we interpret them, therefore, we see them the way we interpret them.

The Novel *Alice in Wonderland* and its sequel *Through the Looking-Glass*, written by Lewis Carroll, are taken for the case study because they are cited as examples in Wittgenstein's *Philosophical Investigations*.

The paper consists of four chapters: Rabbit or Duck, A Big Game of Chess, Raven and a Writing Desk and The Gaze from the Place of *Difference*.

The first chapter discusses the issue of perception of space and how people see space. To present in a plane what we see, we need the knowledge of Euclid's geometry, and thus we establish a field for visual communication. Our habits and education are significant factors that influence perception: we observe things and see pictures based on our education. Is the Cartesian representation of space the only possible representation?

Ludwig Wittgenstein refers to Lewis Carroll in his work *Philosophical Investigations*, comparing the ease and/or difficulty of reading a word's reflection in the mirror.

Through the example of Jastrow's duck-rabbit figure, Wittgenstein refers to vision as a double aspect, "half visual experience, half thought" and raises the question of the criteria of visual experience.

The second chapter discusses the topic of language as a game: Wittgenstein compares it with games (board games, card games, ball games, Olympic games) in which he finds a range of similarities that overlap and cross (*Philosophical Investigations*, §66). Wittgenstein's comparison of language with games is analyzed by Stanley Cavell in his book of essays *Must We Mean What We Say?* and this is presented in the second chapter.

The third chapter goes back to Euclid's geometry and introduces and analyses non-Euclidean geometries and how they are connected to Carroll and Wittgenstein.

Part four of this paper is focused on the second objective which is the analysis of the perception of reality from the visual field of the other (children, women, different civilizations and peripheral parts of society) as a place of position of the subject in the frame of Jacques Lacan's psychoanalytic poststructural theory, Jacques Derrida's deconstructivism and psychoanalytic poststructural feminist theories (Irigaray, Kristeva).