Subject: Re: Looking for a new gamer
Posted by Dover on Fri, 13 Nov 2009 17:31:42 GMT
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GEORGE ZIMMER wrote on Fri, 13 November 2009 09:13Because for one, I said "most", not "some". "Some" implies 1%-99%. Most implies 51%-99%. That being said, since it's MOST, he most likely does not want to put up with wading through which ones are actually cool and fun, and the ones that are still attention whores. Honestly, have you ever even tried to have a social life? Not trying to insult, but fuck, surely you've come across a good lot of annoying people that have been more effort to keep as friends rather than being any real fun. Really, when it comes to the thought process of "well you should accept everyone" in terms of friendship, you're setting yourself up for disaster and extreme annoyance.

I'm not saying "You should accept everyone." What I'm saying is "Everyone deserves a chance." Yeah, I have known some annoying-as-fuck people whom I regretted having as a friend, but in order to reach that conclusion I had to actually know the person on some kind of level. Then it becomes less a matter of "Germans are assholes" or "Female gamers are attention whores", and more a matter of "This guy is a asshole" or "This chick is an attention whore", which are both perfectly reasonable conclusions to reach, once you know the person, not before. I think that answers your question, George. I do have a social life, and part of that social life is, at times, something akin to trial and error. I don't know if a person is going to be a dicktree or not before I get to know them, so what excuse do I have not to get to know them? Similarly, I don't know if a given female gamer is going to be an attention whore or not, so why not find out?

As for the some vs most, see below.

GEORGE ZIMMER wrote on Fri, 13 November 2009 09:13I'm talking about "Most ____ are ___". Not some, not all, but most. Again, most implies 51%-99%, generally speaking (depends how many opposing factors but yeah). Most being a MAJORITY. And when it comes to the majority of a group being something you do not want, it's understandable to not want to have to put up with it to find one that ISN'T as bad compared to the alternative (which is to say, a male gaming buddy which are much less of attention whores). That's just how shit works, sorry.

I'll choose to ignore where you'll pulling the 51+% number from, because that won't get us anywhere.

So you're acknowledging that, in absence of any hard number that either of us can (Or at least, are willing to) produce, up to 49.99999etc% of female gamers could be perfectly reasonable people? Why would that be a bar to the group as a whole? You know as well as I do that gamers as a whole (Male or female) are far more than 50% assholes, and if there's any doubting that, play at least one game of DotA or HoN.

In any case, Oblivion isn't excluding some female gamers or most female gamers, but all female gamers.

GEORGE ZIMMER wrote on Fri, 13 November 2009 09:13Logic is essentially a pattern, no?

Oversimplification of the century.

GEORGE ZIMMER wrote on Fri, 13 November 2009 09:13Therefore, it's your logic vs my logic. Going just by those two is not enough.

Assuming both of our logics is of equal validity, which they aren't. You're using inductive reasoning, which gives you a weaker claim.