

### **Opening Remarks at the HSUHK Global Humanities Initiative Colloquium “Games, Competition and Absorption: A Philosophical and Comparative Consideration”**

28 April 2022

Good morning, Prof. Luiz Oosterbeek, Prof. Philip Buckley, Prof. Saulius Geniusas, Dr. Henry Li, Prof. P C Hsiung, Prof. Gilbert Fong, Prof. Desmond Hui, colleagues, students and friends,

Welcome to today’s Colloquium which is organised by the HSUHK Global Humanities Initiative (GHI). It is co-hosted by the International Council for Philosophy and Human Sciences (CIPSH), Asian New Humanities Network (ANHN) and Tencent Social Research Center.

The HSUHK GHI started in 2017 as part of our commitment to establish a new liberal-arts-oriented university. The University is now offering more than 30 undergraduate and postgraduate programmes to over 6,000 students. The GHI has been one of our major initiatives that actively promote interdisciplinary research and studies. We are committed to bringing our young people to a new horizon to understand this changing world with humanities in mind.

In addition, the GHI helps connect HSUHK to the world, having collaborations with CIPSH under UNESCO on innovative research projects, examining humanities issues from different and innovative perspectives. We are also glad to have connected with ANHN and Tencent in exploring new research areas, for instance, on “games and competition”. I am truly excited about the research development, which will lead to the international conference on “Games and Gaming across Cultures” in June this year.

About today’s subject on “games and competition”, it appeals not only to young souls. It is for audiences of all different ages. It is human nature to want to play, have fun and excitement, and to perform well, regardless of age and time. Some games and sports that we do for leisure are also considered competitive. On the other hand, competitions have been there in human societies all the time. Humans compete for biological resources like water supplies and food to ensure survival. When basic

survival needs are met, humans then compete for something else like wealth, power, prestige, status, fame, territory, influences. Our invited speakers are going to share with us their studies relating to The Olympics Games, Digital Games and cricket fights, from philosophical and historical perspectives.

Finally, as mentioned, there will be the “Games and Gaming across Cultures International Conference” in June. It will be co-organised by the Hangzhou Normal University, Zhejiang University and co-hosted by Tencent and our Global Humanities Initiative. Please stay tuned.

Thank you. Please enjoy the sharings by our distinguished speakers today.