

VISUAL PARADOXES: USING COMICS TO TEACH PHILOSOPHY

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A recent comic book about the history and philosophy of logic and mathematics, entitled *Logicomix*, includes an illustrated discussion of Russell's Paradox. This complex philosophical puzzle can be difficult to explain to students, but the presentation of this paradox within a graphic novel provides a helpful new way to present the concept to developing philosophers.

Additionally, this application of *Logicomix* suggests something quite intriguing: that other puzzling philosophical concepts might be visually communicated in a uniquely helpful way. So, this poster will explore the possibility of explaining other philosophical ideas – such as puzzles, paradoxes, and fallacies - with the help of visual representation in general and comics in particular.