CRITICAL THINKING

Lecture #5

More on Diagramming Arguments

Professor David Emmanuel Gray

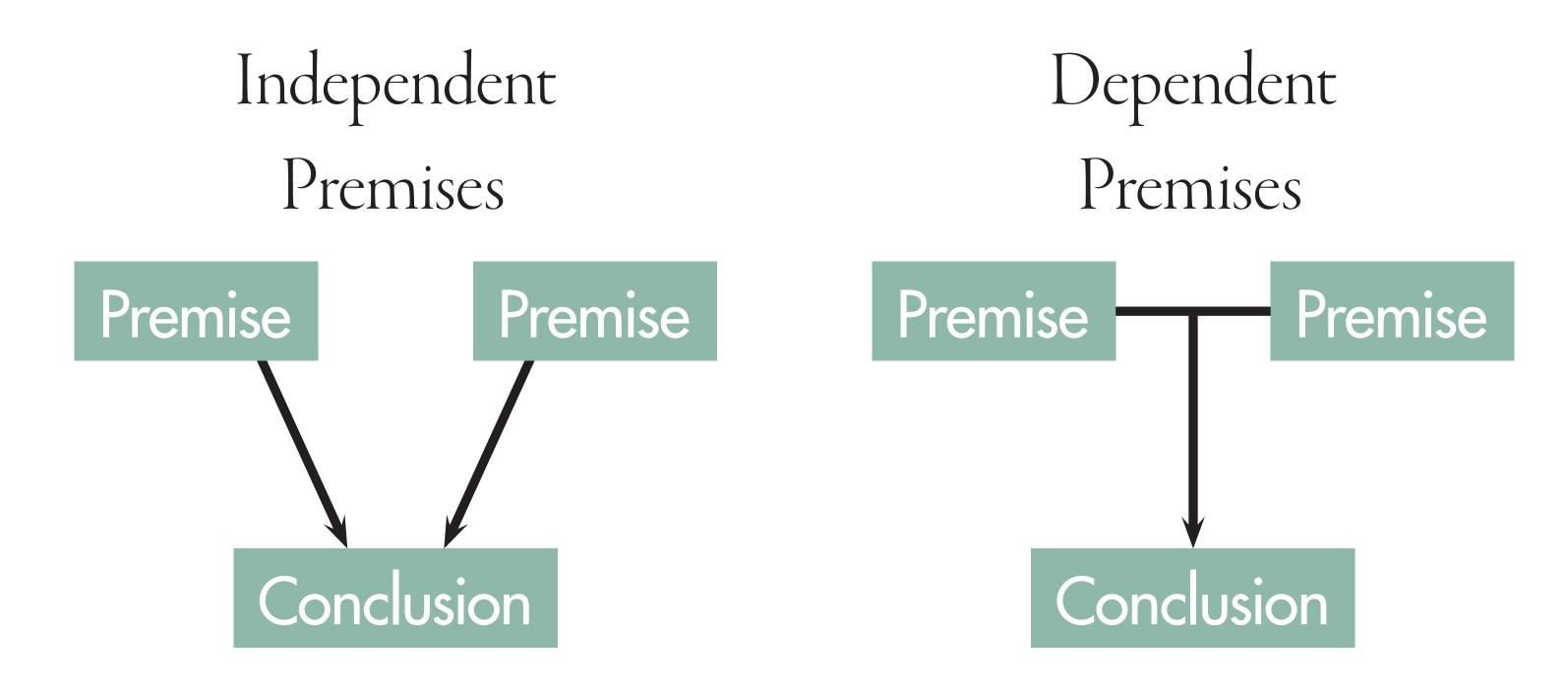
Diagramming Arguments: Instructions

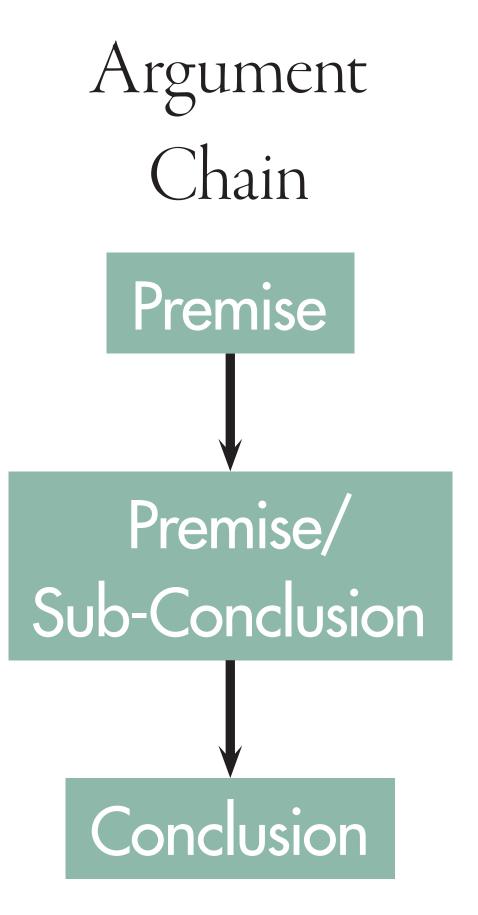
Diagraming an argument to reveal its inferential structure works as follows:

- 1. Circle and denote with a C the argument's main conclusion,
- 2. Underline and number each premise and sub-conclusion (if any), and
- 3. Arrange these into an argument map that faithfully represents the argument as given.

For each argument map, put boxes around the statements and use arrows to indicate inferential support, arranging these in a clear way that is visually easy to follow.

Different Inference Patterns





Argument #1

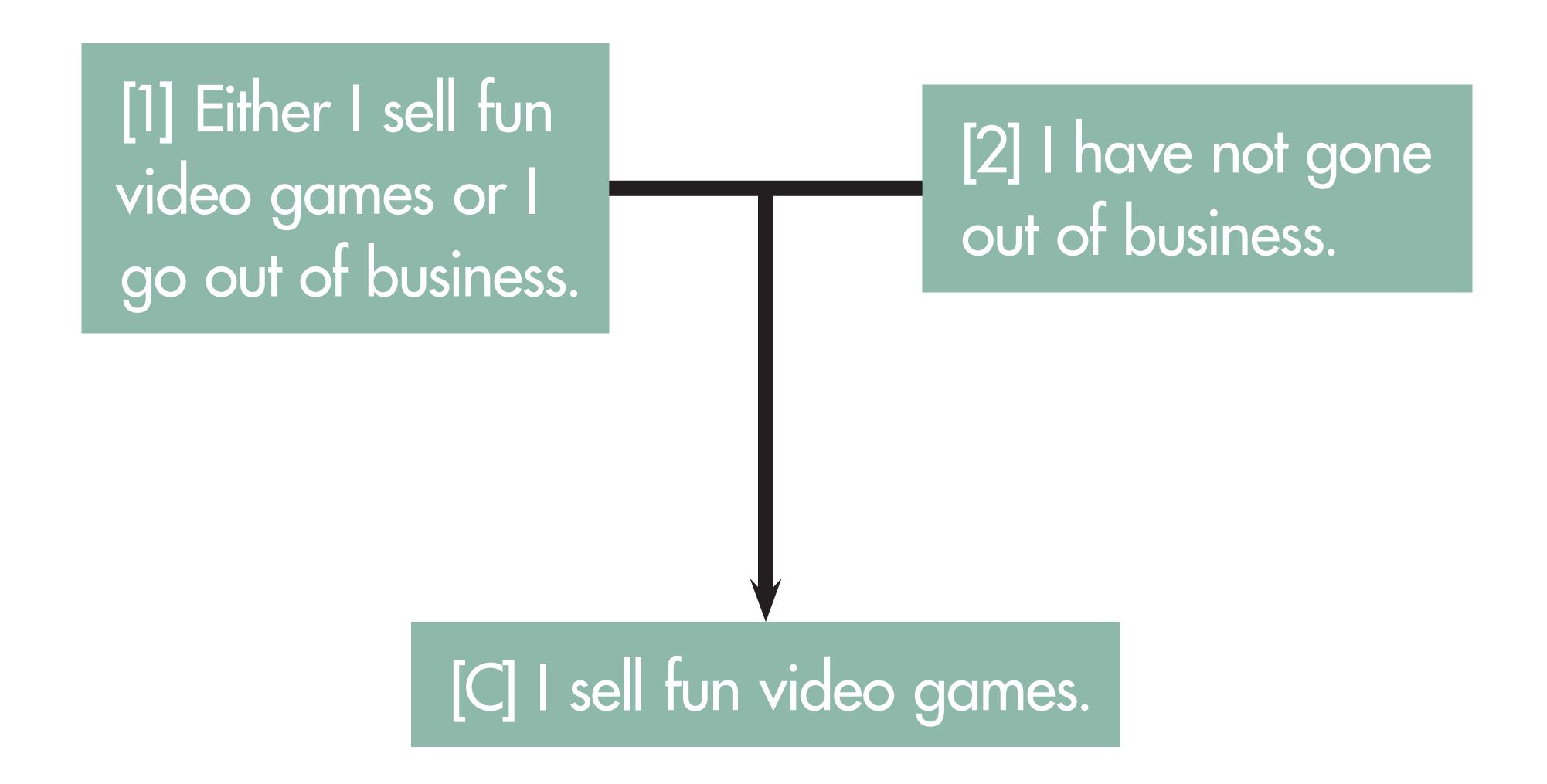
Diagram the following argument:

Either I sell fun video games or I go out of business, and therefore I sell fun video games since I have not gone out of business. Argument #1: Parsed

Diagram the following argument:

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Either I sell fun video games or I go out of business, and therefore I sell fun video games since I have not gone out of business.
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Argument #1: Diagramed



Argument #2

Diagram the following argument:

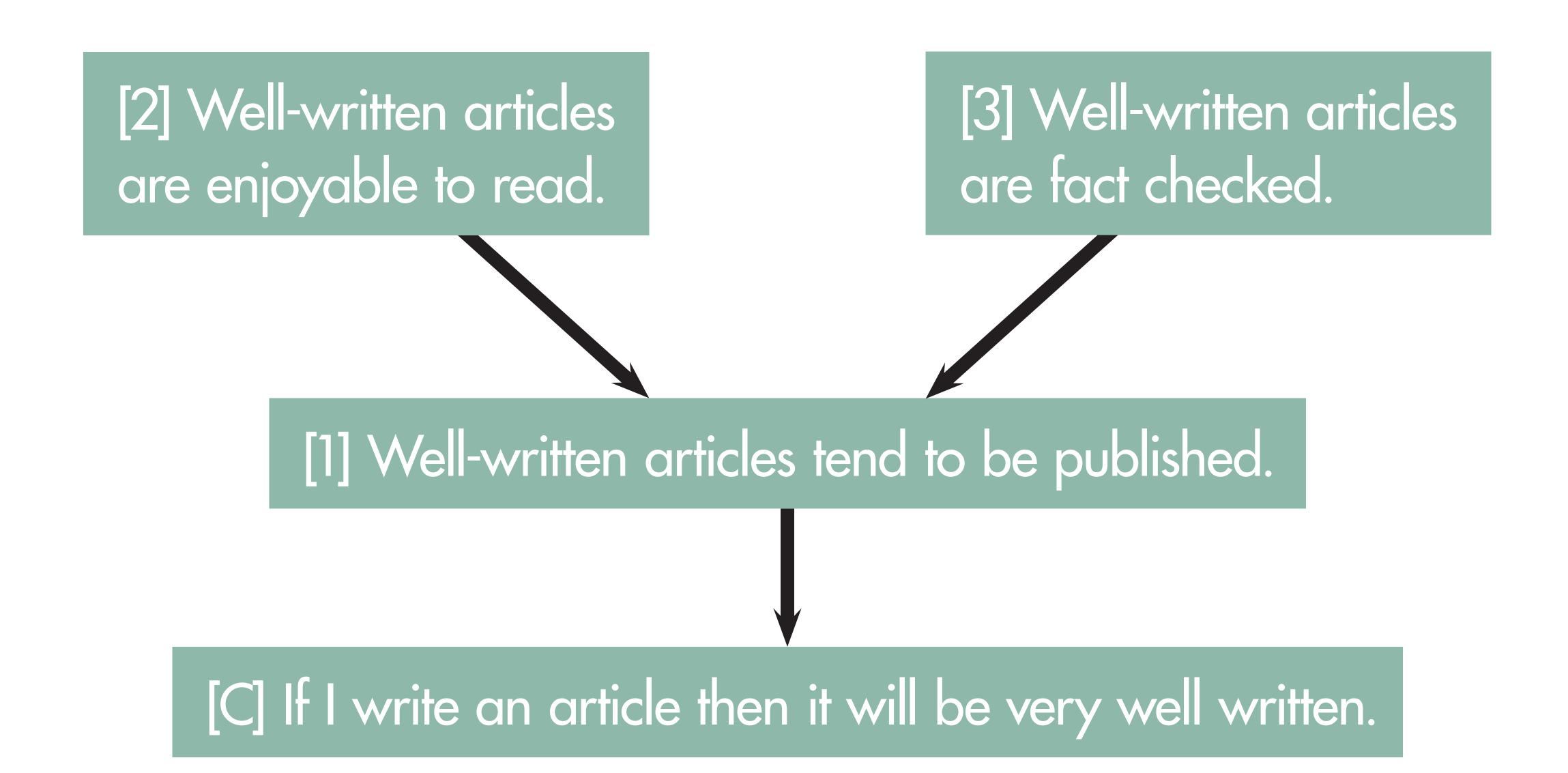
Well-written articles tend to be published because they are enjoyable to read and they are fact checked. Consequently, if I write an article then it will be very well written.

Argument #2: Parsed

Diagram the following argument:

Well-written articles tend to be published because they are enjoyable to read and they are fact checked. Consequently, if I write an article then it will be very well written

Argument #2: Diagramed



Argument #3

Diagram the following argument:

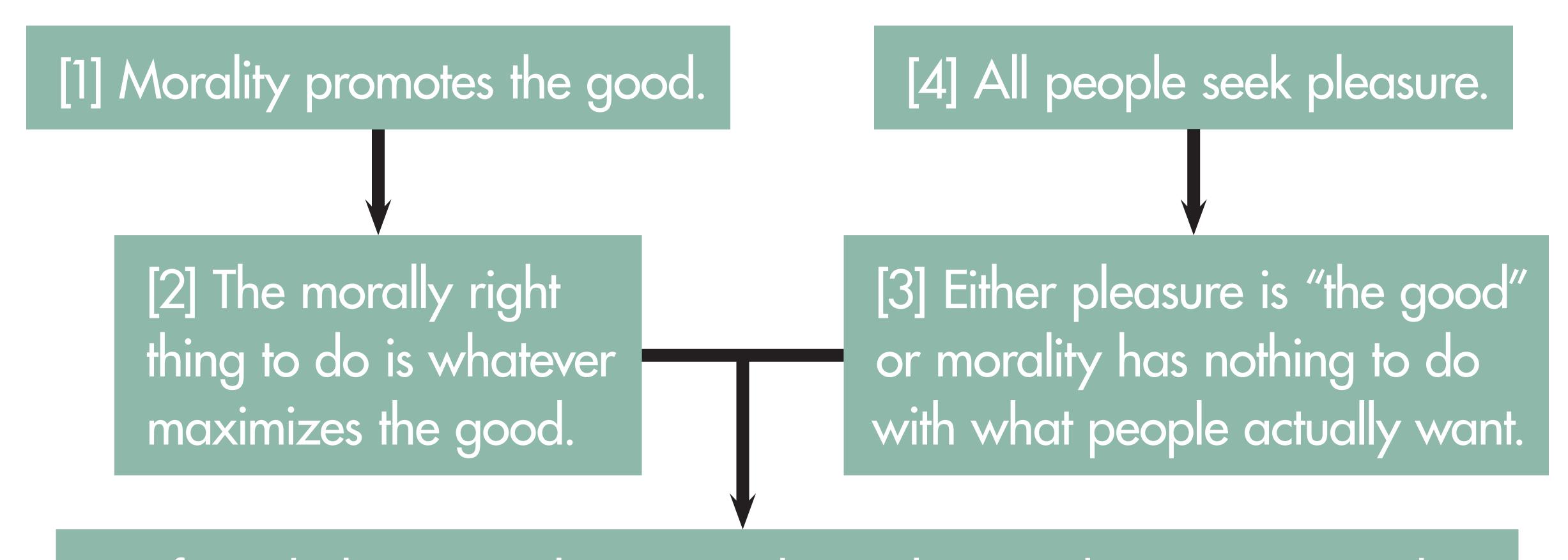
Morality, by definition, promotes the good, and so the morally right thing to do is whatever maximizes the good. But either pleasure is "the good" or morality has nothing to do with what people actually want since it is obvious that all people seek pleasure. Consequently, if you believe morality is not about pleasure then you must admit that morality maximizes something that all people do not want.

Argument #3: Parsed

Diagram the following argument:

Morality, by definition, promotes the good, and so the morally right thing to do is whatever maximizes the good. But either pleasure is "the good" or morality has nothing to do with what people actually want (since) it is obvious that all people seek pleasure. Consequently, if you believe morality is not about pleasure then you must admit that morality maximizes something that all people do not want.

Argument #3: Diagramed



[C] If you believe morality is not about pleasure then you must admit that morality maximizes something that all people do not want.

Next Class...

We will have a workshop on diagramming arguments.