

Schrödinger's Notebook

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Abstract: The short story is a condensed and modified version of a novel of ideas that will be part of my dissertation. The protagonist, an experimental particle physicist, is sent on a mission to recover a hidden notebook supposedly belonging to Schrödinger (a 'what-if' fictive element) that will reveal how the latter had discovered the way for quantum behaviour to be inserted into the macroscopic world of lived-reality, therefore making probable conditions that are impossible under classical laws. Concepts and ideas within quantum physics are used to explore ethical and philosophical questions situated within a macro-human social rubric to instigate an investigation into the hermeneutics of realism. I hope to demonstrate, via the story, that knowledge production in scientific practices is about the exploration of different permutations of reality, and that play, a form of *ludic* methodology, is ritually performed in scientific work, such as in thought-experiments and 'fictional' modeling to reconstruct multiple *worlds* (extending beyond straightforward simulation).

Keywords: simulation, science fiction prototype, theoretical speculations, scientific philosophy, realism, scientism, quantum physics, LHC, knowledge, art

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