

摘要

人類正步入一種前所未見的處境：被置於宇宙與 metaverse 兩個不可通約的背景環境之間；前者是不回應人類意圖的既予背景，後者則是人工性自足完成後生成的第二背景。本文認為，metaverse 並未過時，真正失效的是將其等同於頭戴式裝置、三維虛擬世界或延展實境的狹義理解，以及承載此義的中譯「元宇宙」。若僅從既有技術樣態理解 metaverse，將落入對偶然命名的路徑依賴、學科化約，以及將分析侷限於已實現或可設想實現之物的偏誤。有鑑於此，本文採取批判實在論與溯因推論進路，追索任何被建構環境得以生成的條件、機制及其結構後果，並以「道、理、相」對應 real、actual 與 empirical 的分層存有論架構。本文指出，世界是人類在宇宙中建構、並賴以生存的適應性作業系統，而人工性則透過器官外化、非物質向度與自身運作原理，支撐世界的形成與運作。源自希臘—羅馬與猶太—基督之特定傳統（非概括西方全體）的「啟蒙模式」揭橥主體的至高性，一面反映於追求凡事「遂意」的人觀，促使生命走向不遂意的他者與身體不再必須的「自我完結化」，另一面也使人工性透過授權與外包，逐步取得自行運作、維持與更新的能力，即「自足完成化」。基於此，本文主張 metaverse 宜譯為「偽境」（首取「人為」意，但保留「仿造」意作其警示性雙關），亦即由偽道、偽理、偽相構成的人工背景；其核心特徵在於，偽道雖具有真實因果效力，卻不同於宇宙法則的相對恆定，而是持續自我改寫、且依附物質載體的人為法則——這帶來一種人因的「三體難題」，使尋求可循規律的嘗試終將枉然。當人工性形成偽境，人類遂首次同時受制於宇宙與偽境兩個並列背景，並陷入本文所稱的「趨壓」；此一考驗不僅來自適應負擔量升高，更來自兩種不可通約的生存之「道」之間的適應方向矛盾，使人類落入不得不雙重適應的困境。

關鍵詞：偽境、趨壓、人工性、批判實在論、技術哲學

Abstract

Humanity is entering an unprecedented condition: caught between two incommensurable backgrounds — the universe, the given that answers to no human intention, and the metaverse, the second given that artificiality becomes once it has self-completed. The metaverse is not obsolete; what has lapsed is the narrow reading that equates it with headsets, 3D virtual worlds, or extended reality. Adopting a critical-realist, retroductive method — reading Dao (道), structure (理), and phenomena (相) as the real, the actual, and the empirical — the thesis treats a world as an adaptational operating system that humans construct within the universe and upon which they depend for survival. Such a world is sustained by artificiality through exosomatized organs, its semiotic-causal dimensions, and its own organizing conditions and principles. As the Enlightenment mode renders life self-finishing and artificiality self-completing, the metaverse is best understood not as meta-universe (元宇宙) but as forged realm (偽境): a made background whose forged Dao possesses real organizing power yet remains perpetually self-rewriting and tethered to material conditions. As a result, attempts at reliable pattern recognition become increasingly futile — an anthropogenic “Three-Body Problem.” Humanity is thereby pressed, for the first time, between two parallel givens — the adaptational squeeze. This is neither a science-fictional doomsday nor a normative condemnation, but a condition in which life must simultaneously satisfy two increasingly irreconcilable sets of survival conditions.

Keywords: metaverse, adaptational squeeze; artificiality; critical realism; philosophy of technology