Many well-known analyses of truth in fiction (e.g., David Lewis’s) are restricted to literary fictions, such as novels and short stories. These are more tractable than other types of fiction, such as plays, musicals, films, television shows, graphic novels, many video games, and so on. However, it’s clear that both creators and consumers of these other types of fiction routinely and instinctively employ a notion of truth in fiction as part of constructing and understanding those works. I will argue for an account of truth in fiction that can be applied to any fictional narrative, including those without narrators, and discuss the limitations that this cross-medium approach imposes on the specificity of the analysis.

Reina Hayaki is an Associate Professor in the Department of Philosophy at the University of Nebraska-Lincoln