## Teleology

**Philosophy** 



## Teleology – Paper Example

Teleology Teleology Teleology refers to the explanation of occurrences of some phenomenon by the rationale and appeal to the goal orend to which it attributes. It involves referring to some purpose, end, goal or function that associates with a given phenomenon. The word originates from two Greek words, telos meaning end and logos meaning reason (Ruse, 2008). A literal combination of the two implies that the end matters in the determination of occurrences that people encounter.

Sports face some ethical issues that affect it directly and indirectly. The ethical issues include discrimination, drug use and use of steroids, gambling and corruption. The results, rational and impacts that such ethical issues pose to the sports industry explain the leading occurrences. Drug use and steroids instill unfairness in sports, as the users tend to possess boosted and comparable advantage of the non-users. The act negatively influences behavior and characters of the participants as many will resort to the unethical conducts to emerge victorious with the aided advantages. Human beings conduct themselves in a manner that the aftermaths rational dictate. The assertion relies on reference to the ends or goal attainment, this is teleology and the dependence of human conduct on it implies ethics. Ethics refers to the moral principles that administer an individual's or group's behavior. Teleology has helped the humans to understand the behavior as of either pursuing their ends or goals to fulfill a purpose that the mind determines or dictates. According to Aristotle, a comprehensive explanation of any phenomenon must consider its formal, efficient and final cause. The mind has to be present for a thing to act for an end (Woodfield, 2010). References

Ruse, M. (2008). The Oxford handbook of philosophy of biology. Oxford: https://assignbuster.com/teleology/ Oxford University Press. Print.

Woodfield, A. (2010). Teleology. Cambridge: Cambridge University Press. Print.