

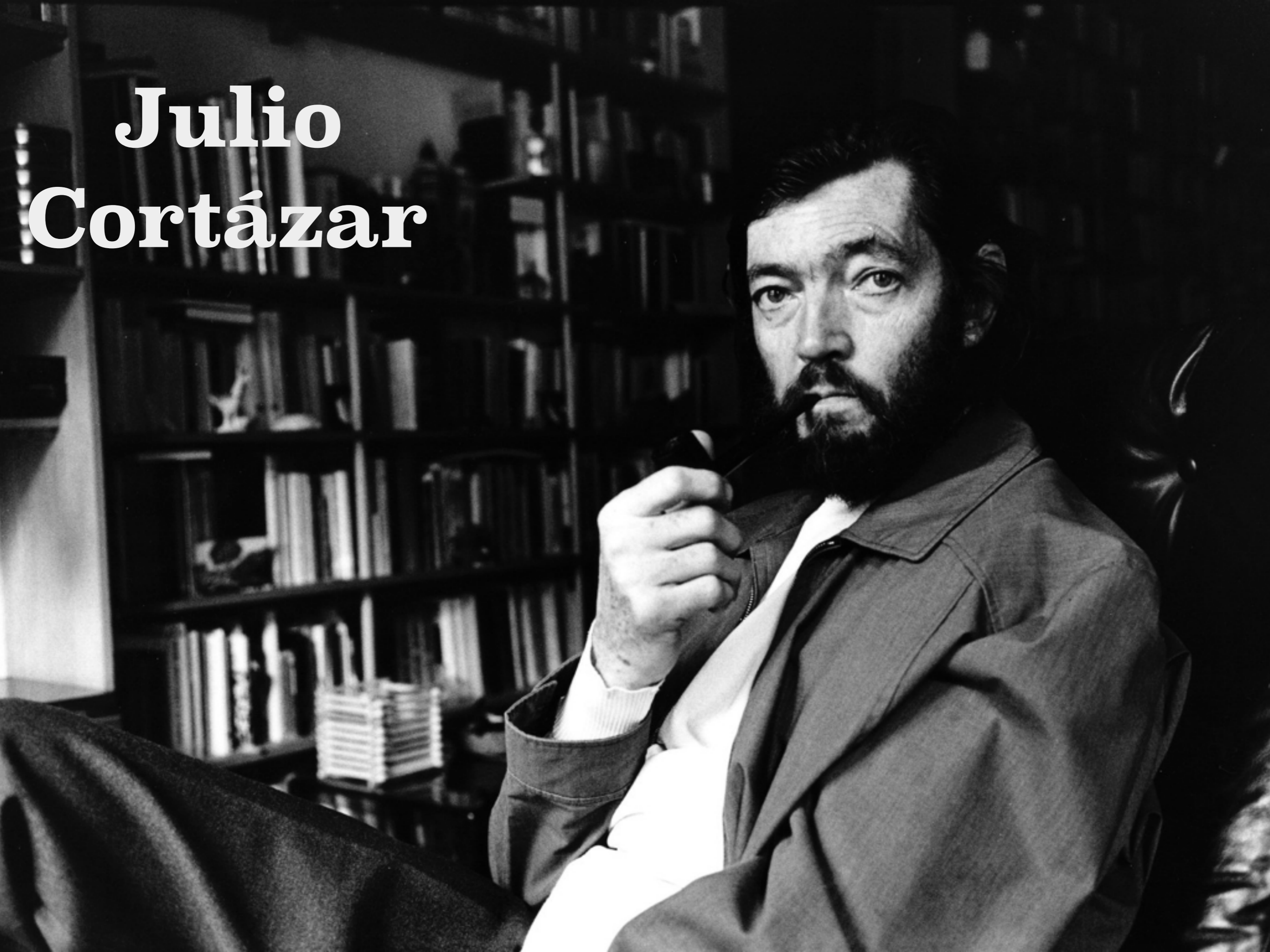
play, playfulness

miguel sicart
playful design

Today

- Play, reconsidered**
- Playfulness**
- Situations, rules.**
- Play is other people**
- Schedule:**
 - lecture: 140 minutes**
 - quick presentation of projects 60 minutes.**

Julio Cortázar





Back to our stuff

we are not here for the literature

Play Playfulness

Differences?



The problem with play

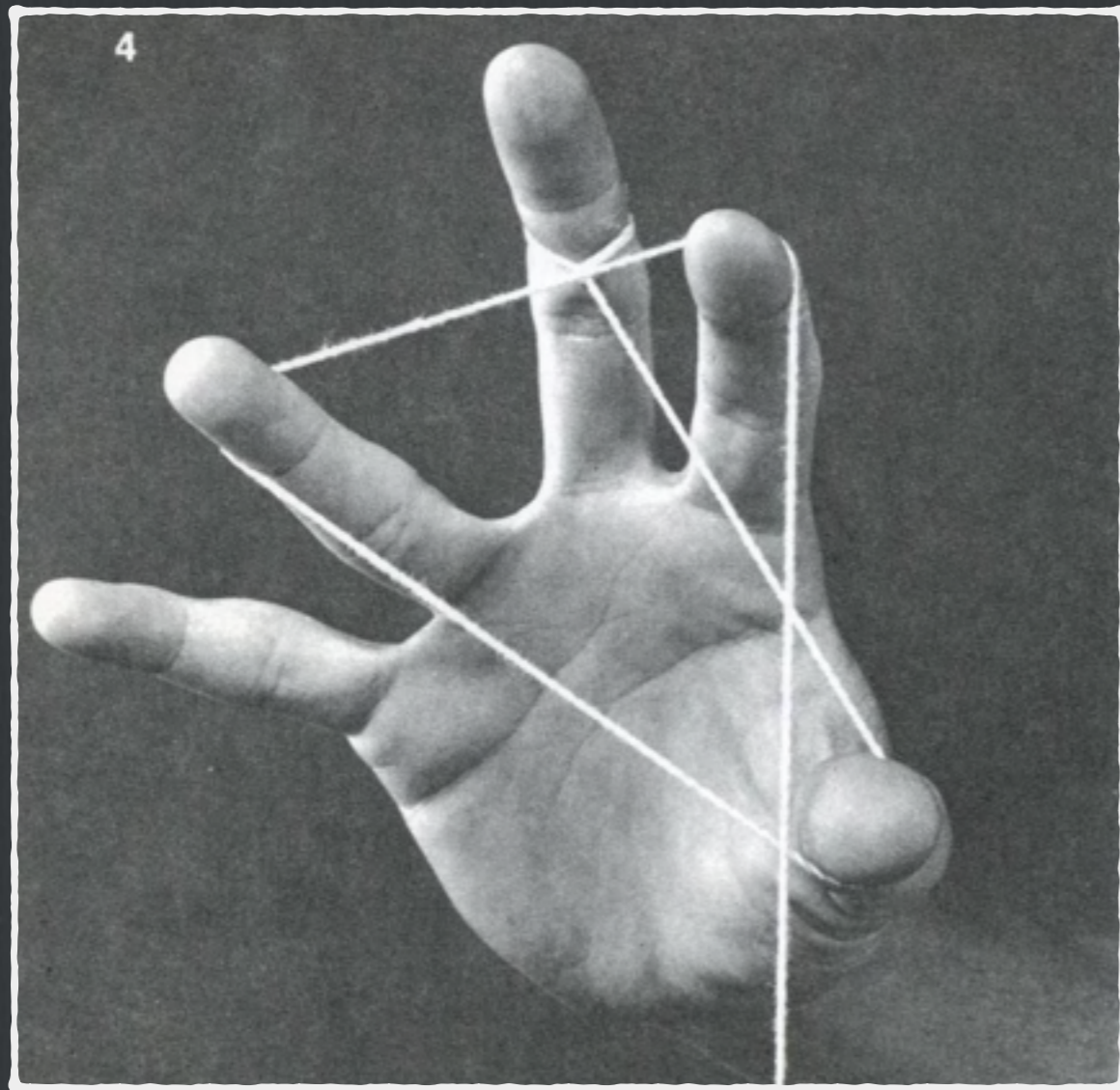
- Sutton-(e)Smith: we don't know what play is
- Both:
 - attitude/experience
 - performance/stylization

Sutton-(e)Smith

Play is a virtual simulation, it is “staged contingencies of variation, with opportunities for control engendered by either mastery or further chaos” (p. 231)



Play



- Staged**
- Variation**
- Opportunities for control**
- Mastery**
- Chaos**

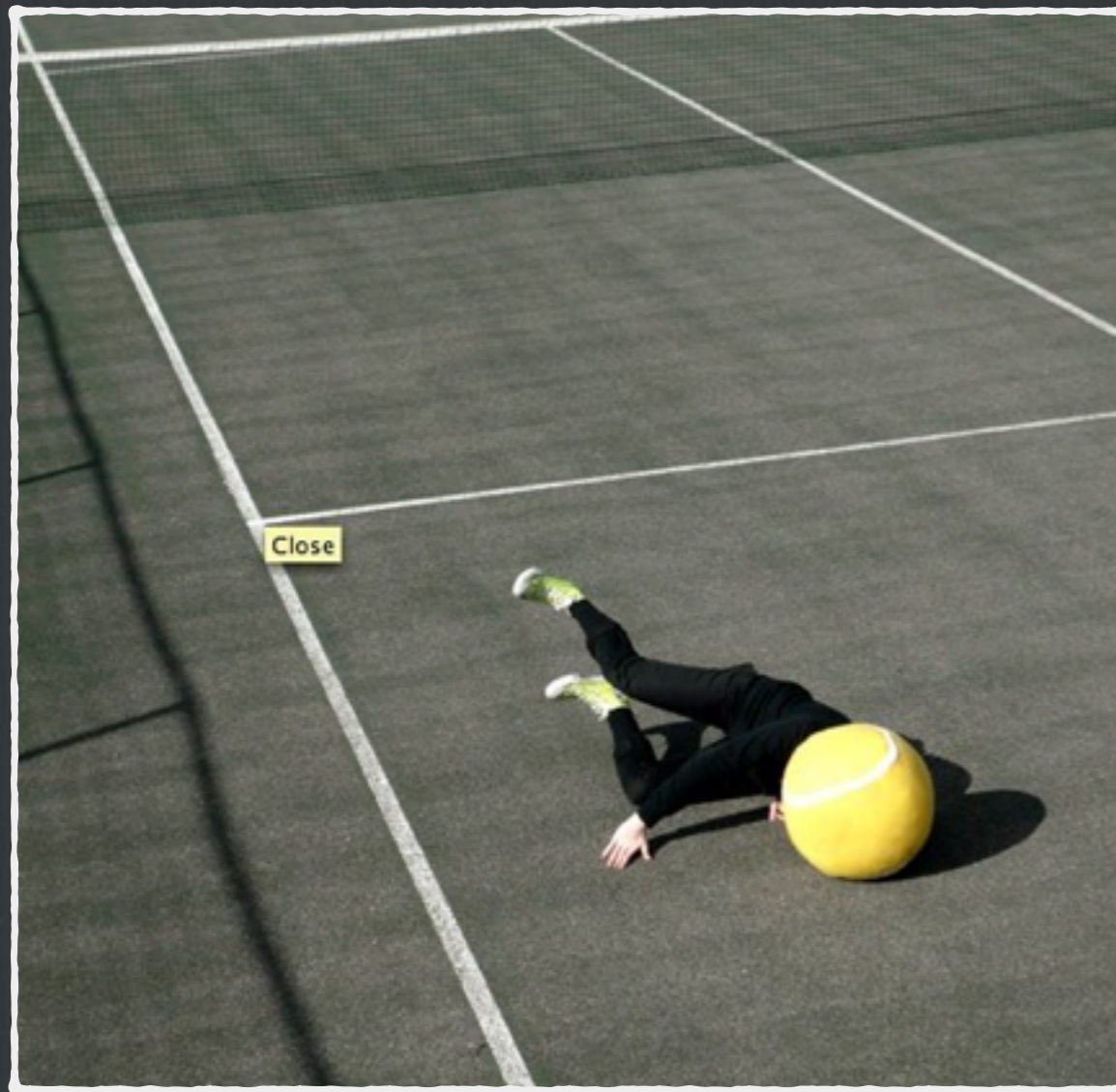
Wait wait wait



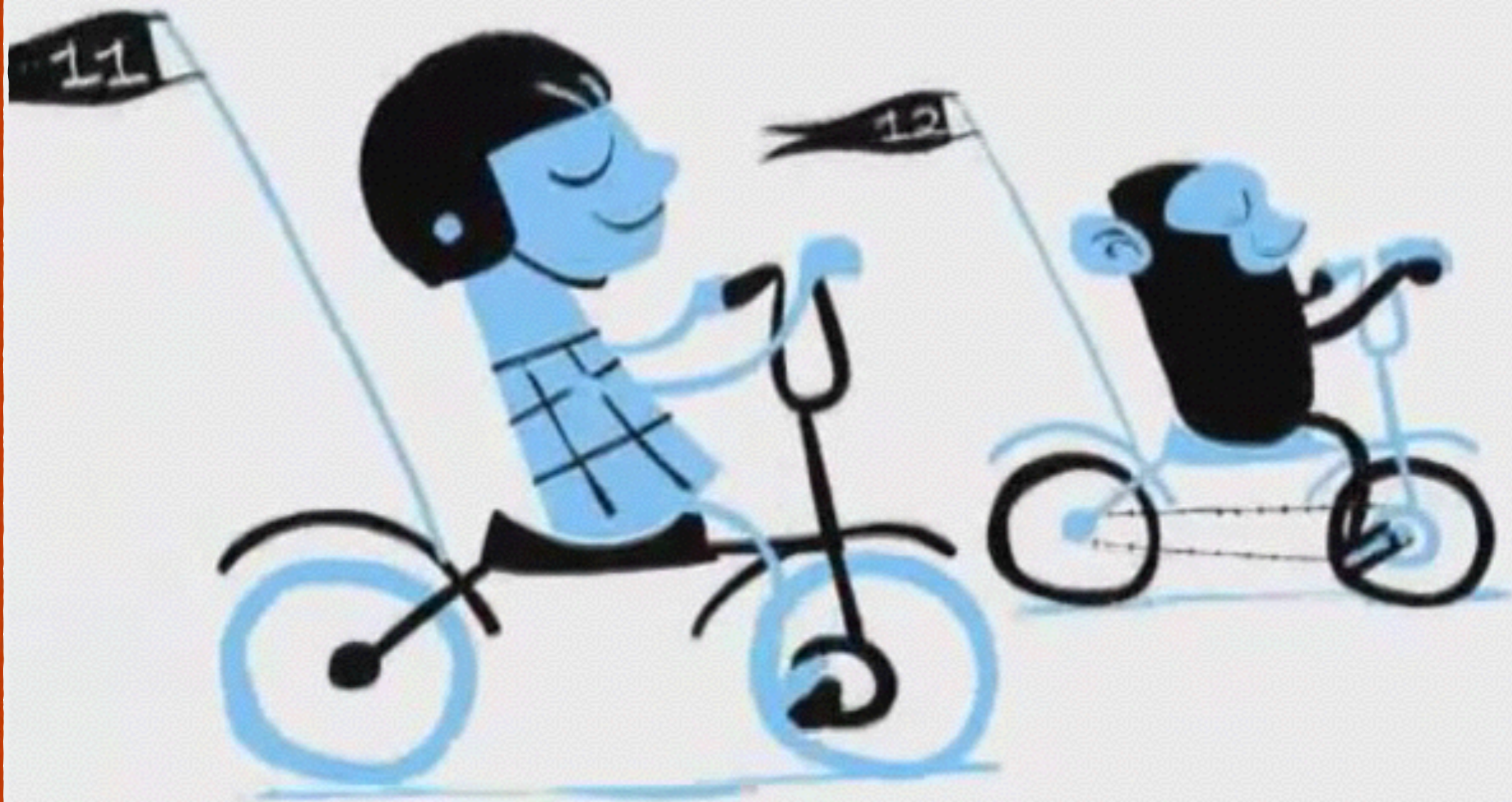
less but better

- Appropriative
- Expressive
- Personal
- Autotelic

Making sense of Sutton- (e)Smith

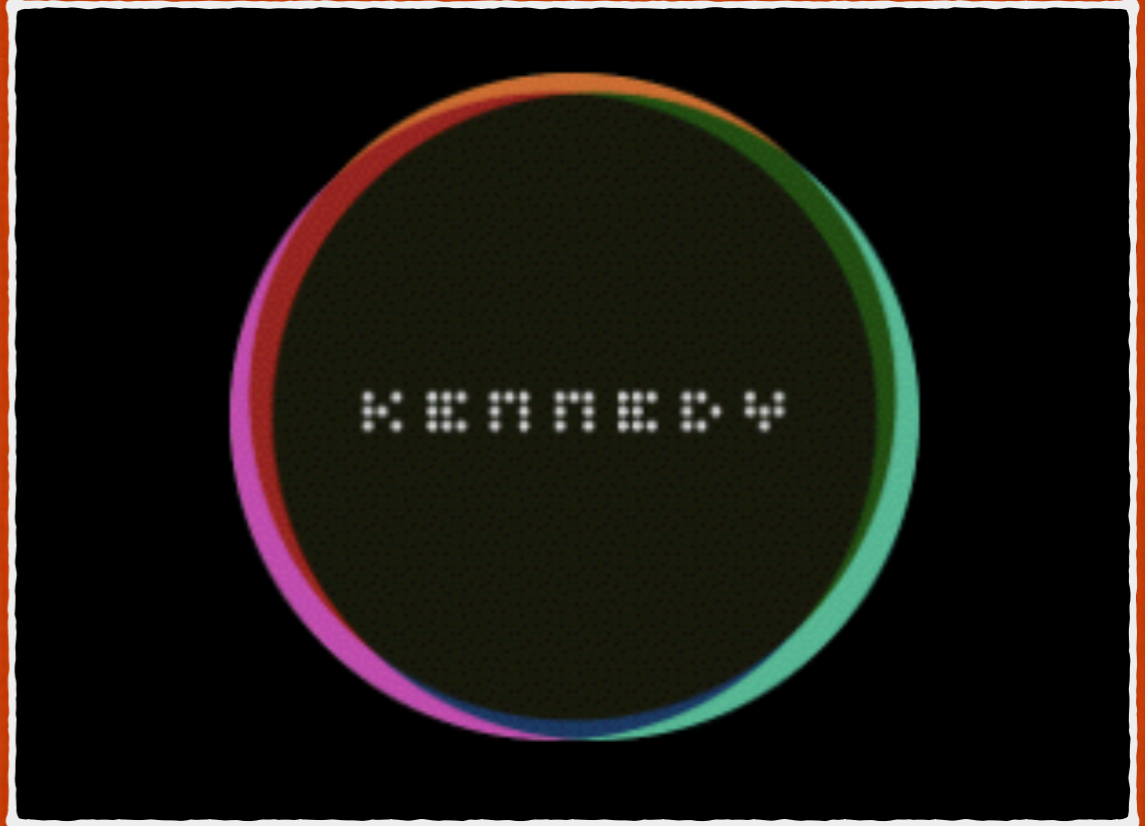


- Performance -> Expressive
- Attitude -> Personal/Expressive
- Experience -> Appropriation
- Autotelic?



classic play theory

all play is autotelic



**But what
happens when
we look into
context?**

play happens somewhere



Goffmann

- Encounters that provide a world
- A sense of reality is created by:
 - rules of irrelevance
 - rules of relevance
 - transformation rules

Both sides, in the same place.

Change the way you experience intimate moments.

See the whole picture.



Context!



- Encounters are based on tensions
- Symbolic distance
- Material incarnation
- Tension, flooding in and out

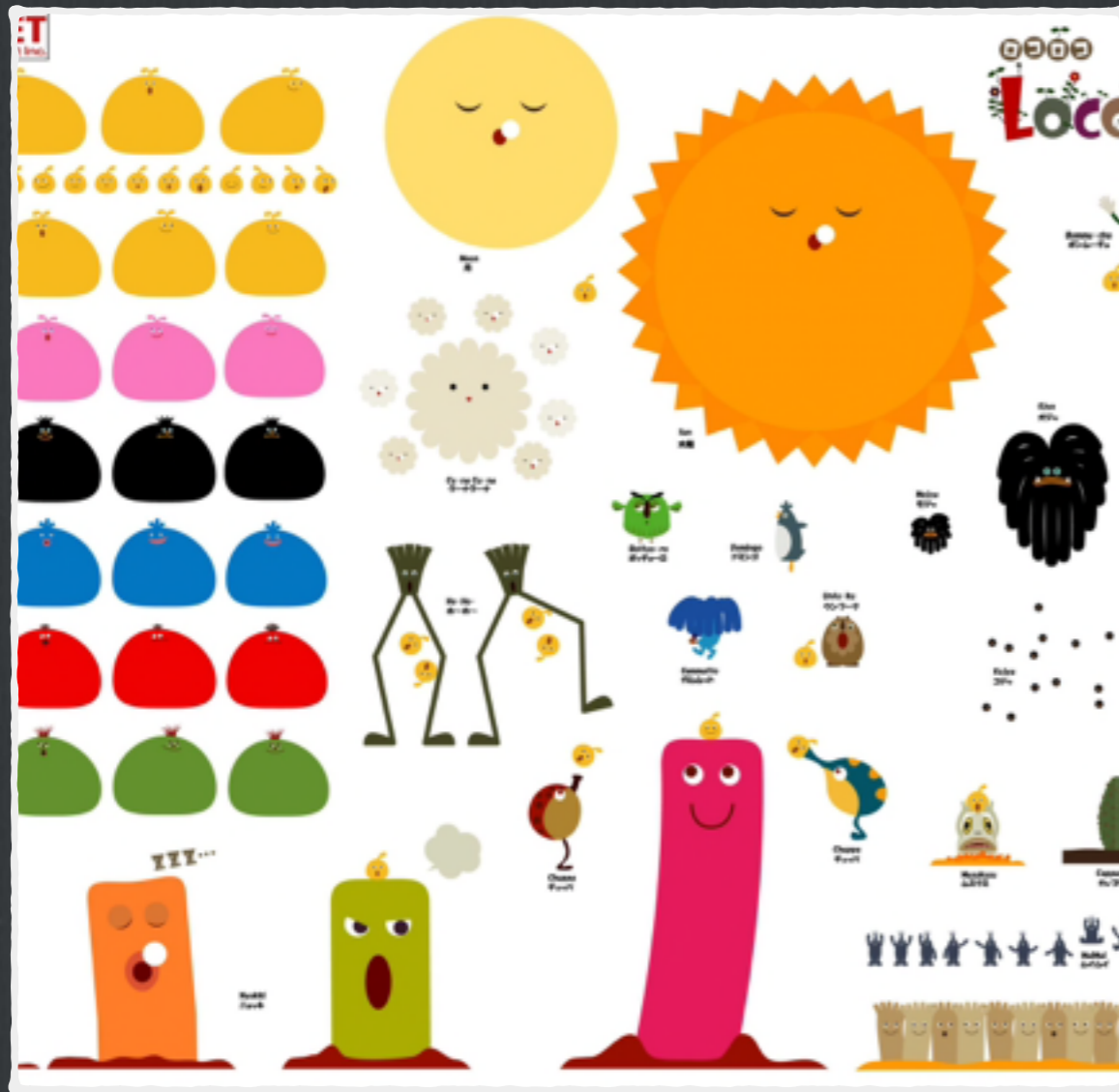


WAR ON TERROR

THE BOARDGAME

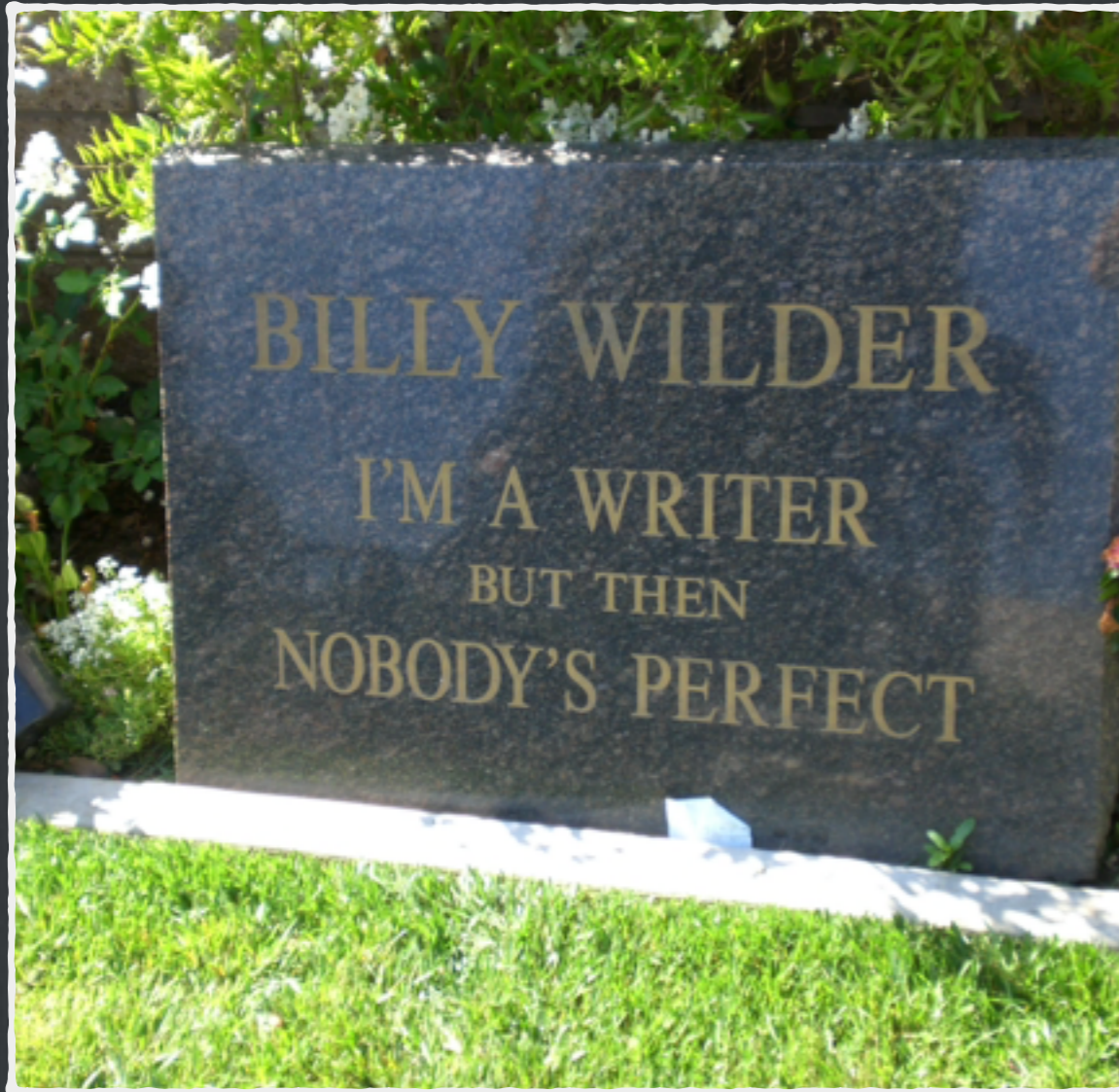


Games as the form of play



- Games guarantee:
- problematic outcomes
- display of attributes

Playfulness

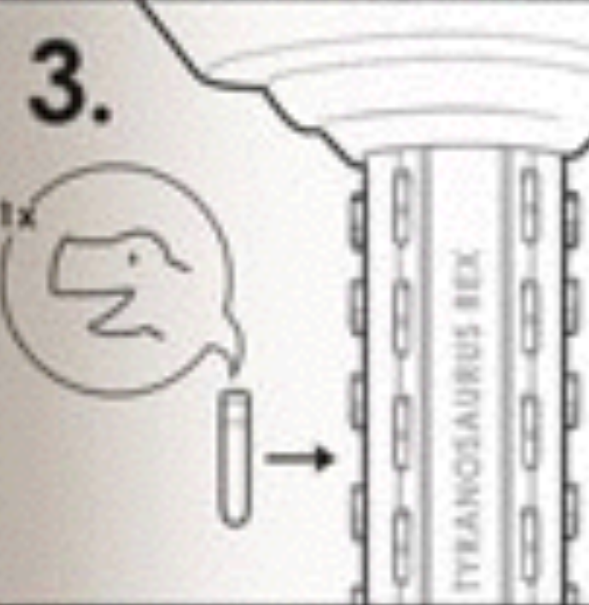


- The outcome cannot be challenged
- But we add:
 - performance
 - personality
 - attitude
 - experience
 - Gofmann's rules

DINDASÜR

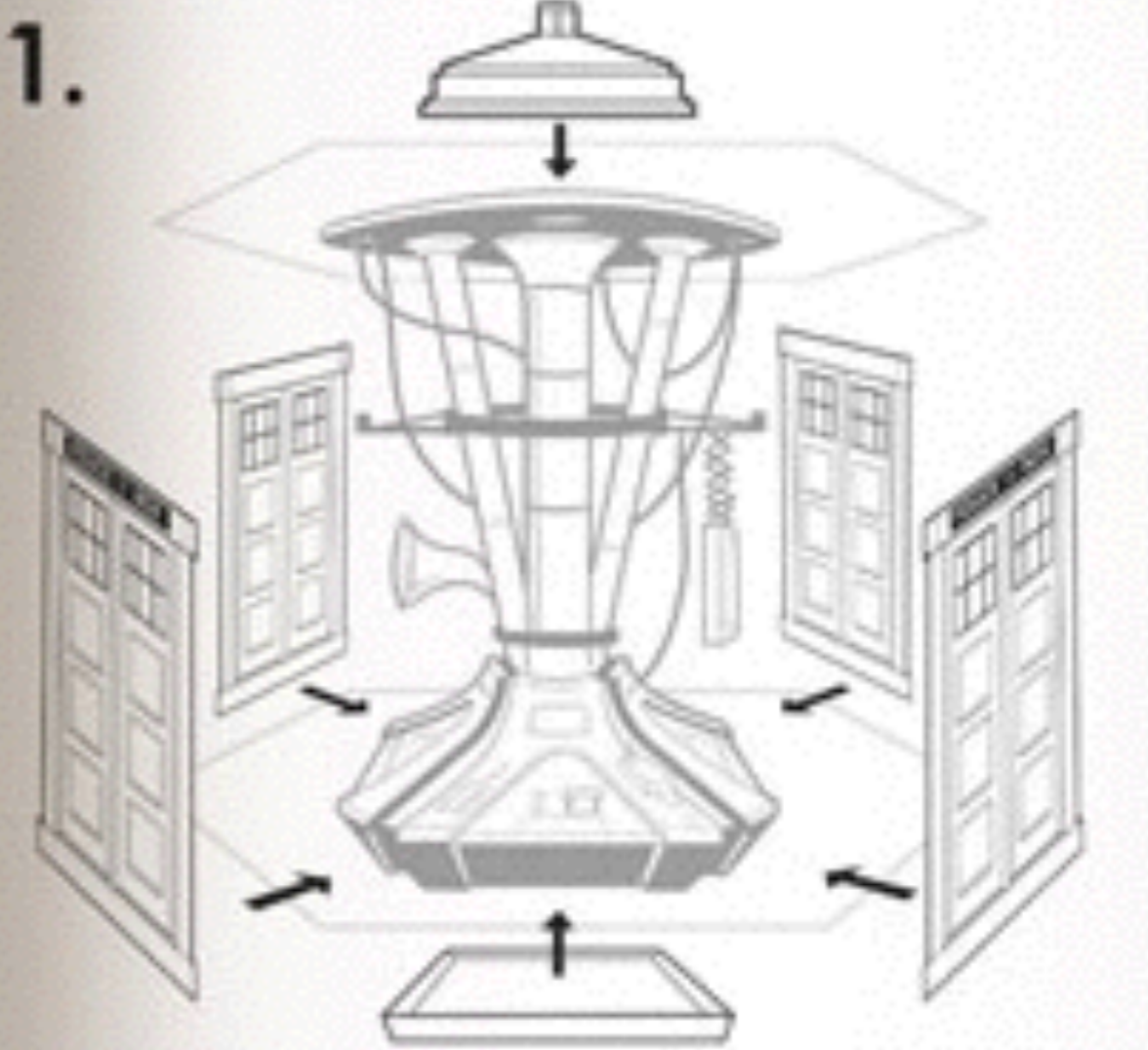


200x	1x	15,000,000x
1,255x	1x	2x



TJARDIIS

1x	wibbly wobbly	1x	4x
1x	oox		



Exercise



Play(fulness) for designers

or why this makes sense

- Play generates encounters**
- In the context of encounters, there are:**
 - rules**
 - performativity**
 - tensions**
- In the context of a game, there are:**
 - goals**
 - evaluations**

Making games



- The purpose of the game defines the nature of the experience
- A game designers focused on the autotelic domain of the play experience
- Flooding in and out, symbolic distance: tension reduced

Making people play (other things than games)



- The purpose is to make the activity:
 - performative
 - expressive
- Focus on:
 - appropriation
 - tension: distance in and out



Playfulness

An attitude that creates an encounter

Project #1

How are you exploring performativity?

How are you exploring personal expression?

How are you negotiating the tension?

How would you define this playful encounter?

