Play and Politics and Computers

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Playful Design 2014

Today

- [ ] Go!
- [ ] Another word for appropriation
- [ ] Critical thinking
- [ ] Action
- [ ] Design
- [ ] Politics

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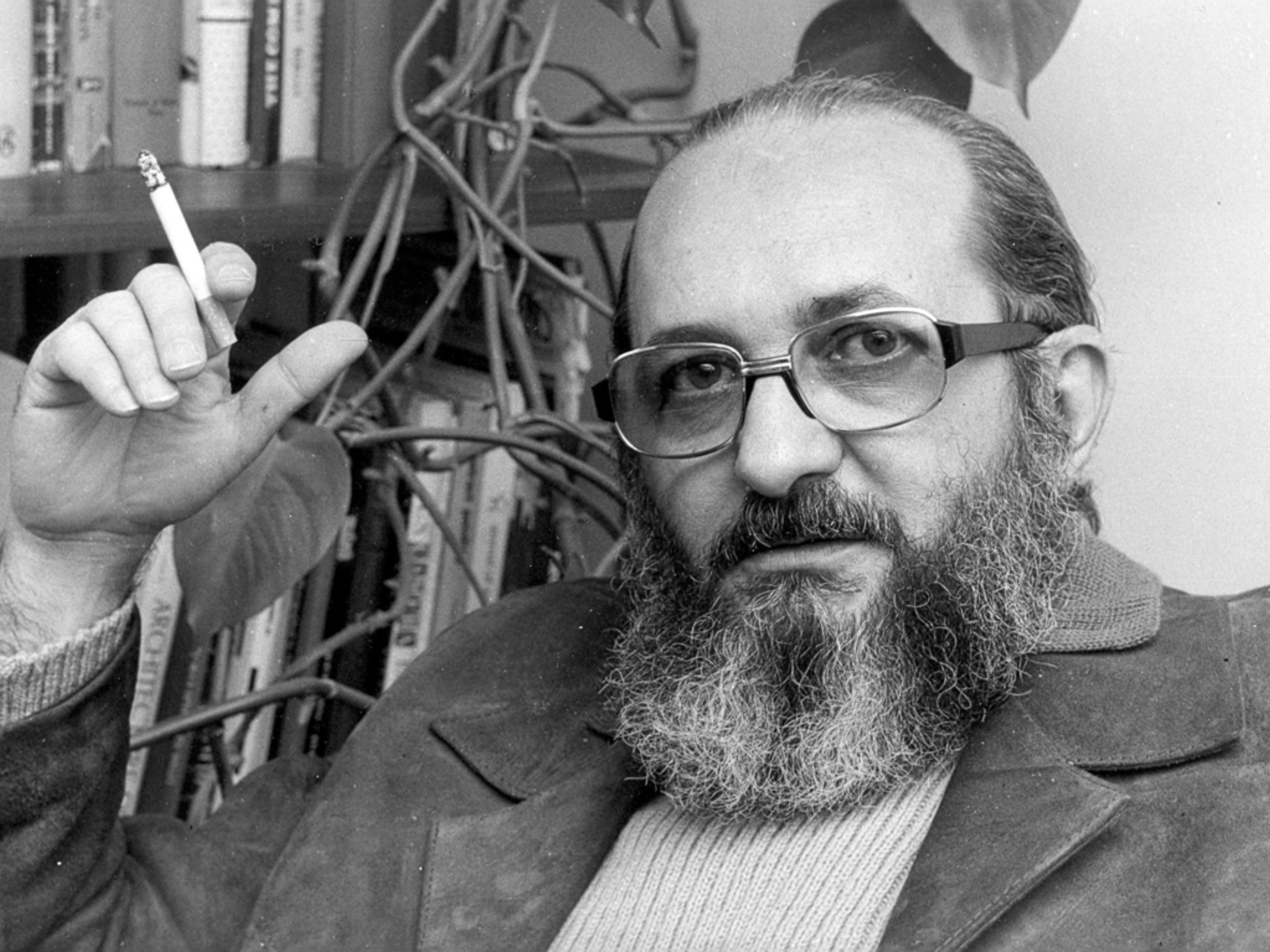
WAR IS TERRORISM WITH A BIGGER BUDGET

critical thinking



Critical Play

1 Shout METAKETTLE! to start the game.

2 Start your own team by shouting an animal name - eg. "COW! COW! COW!" or join an already established team by linking arms with them.

If you meet another team shouting the same animal name, you automatically join teams

3 Get other people on your team by completely encircling them with members of your team

Chant your team's animal name during the game

4 The person who formed the last surviving animal team wins*

Things to

task:
make a folk game political

Play is a privileged space

- Autotelic
- that’s why it allows for the expressions that would otherwise be forbidden
- tension in the nature of the encounter

Designing political play

key concepts:
agonism
carnivalesque

Agonism

- [ ] Carl DiSalvo
- [ ] Forever looping confrontation
- [ ] Politics vs. the political

Carnivalesque

- Bakhtin
- Modernity starts with Middle Ages Carnival
- Expression and Freedom against the political

CTRL + ALT + DELETE

ill God forgive what you have done?

FREE

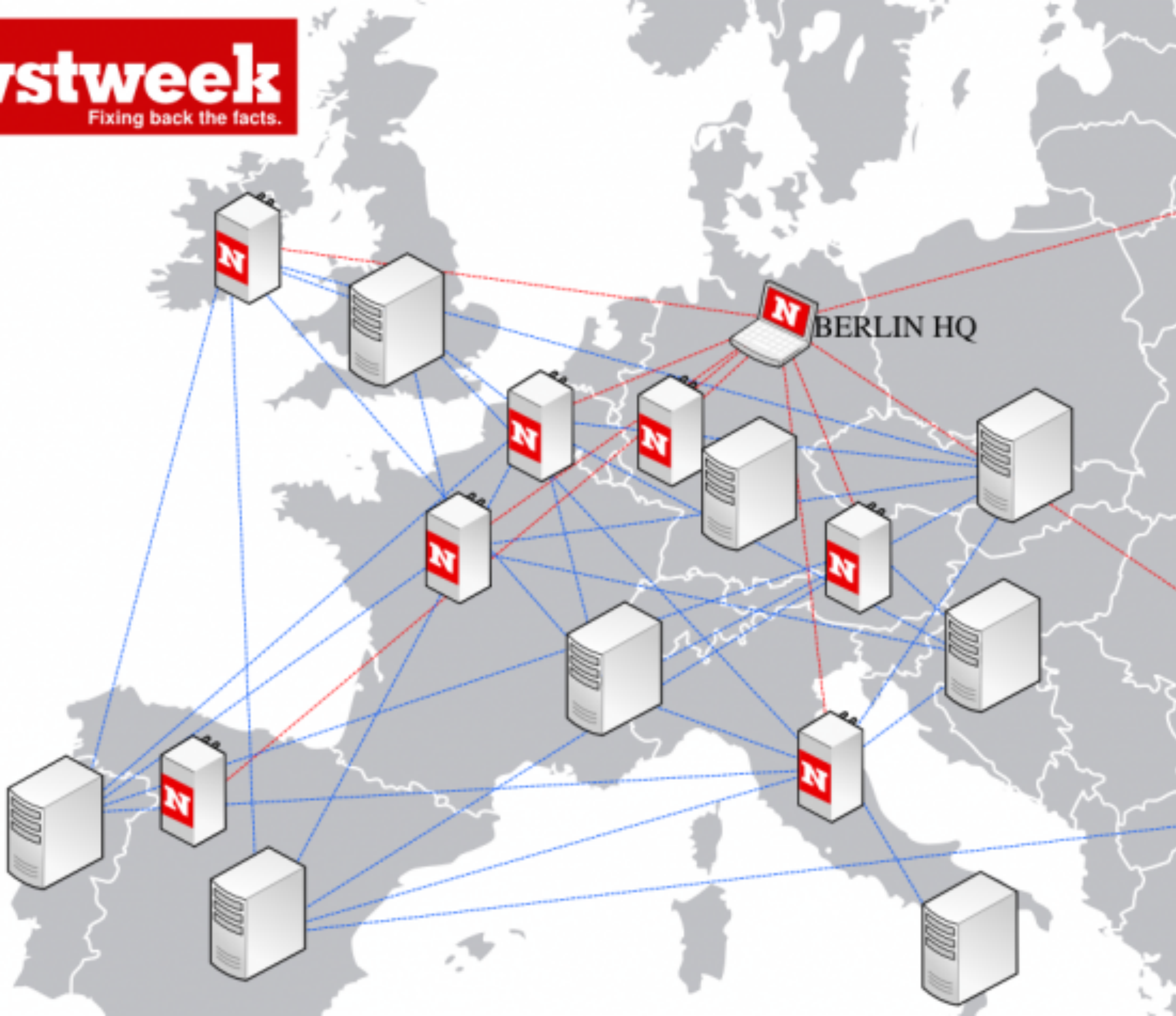
JUSTICE

Newstweek

Fixing back the facts.

news flow

control net



Putting Politics into Play

- ☐ Identify confrontations between the political and politics
- ☐ Appropriate them through play
- ☐ Make the action political

Now

Go make something