

Play

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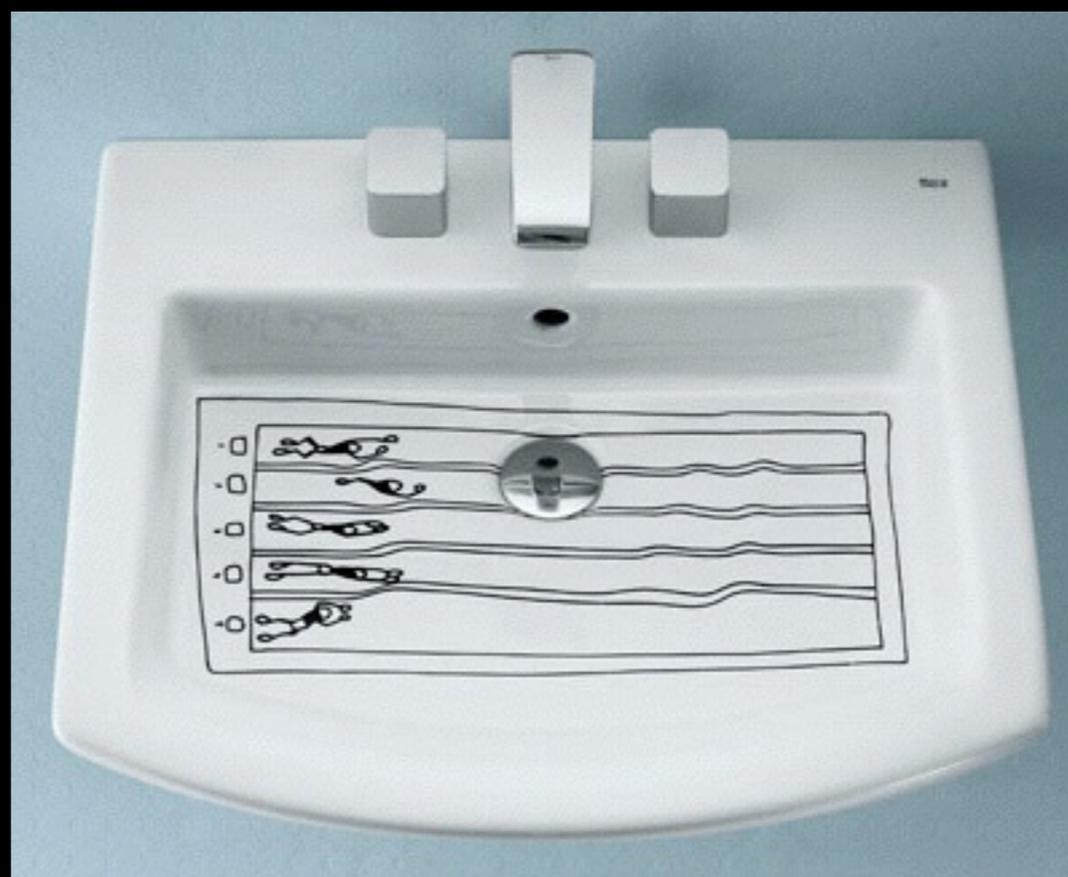
Menu of the day

- What do we do with games?
- Some historical visions
- All work and no play
- Being game designers?
- Looking at games
- Against computers
- Sports and games, statistics and beauty
- Playing *well*
- What games *are*

What is play?



Where is play?



The four types of games/play



Agõn



Alea



Mimicry



llinx

Thinking about models

Homo Sapiens

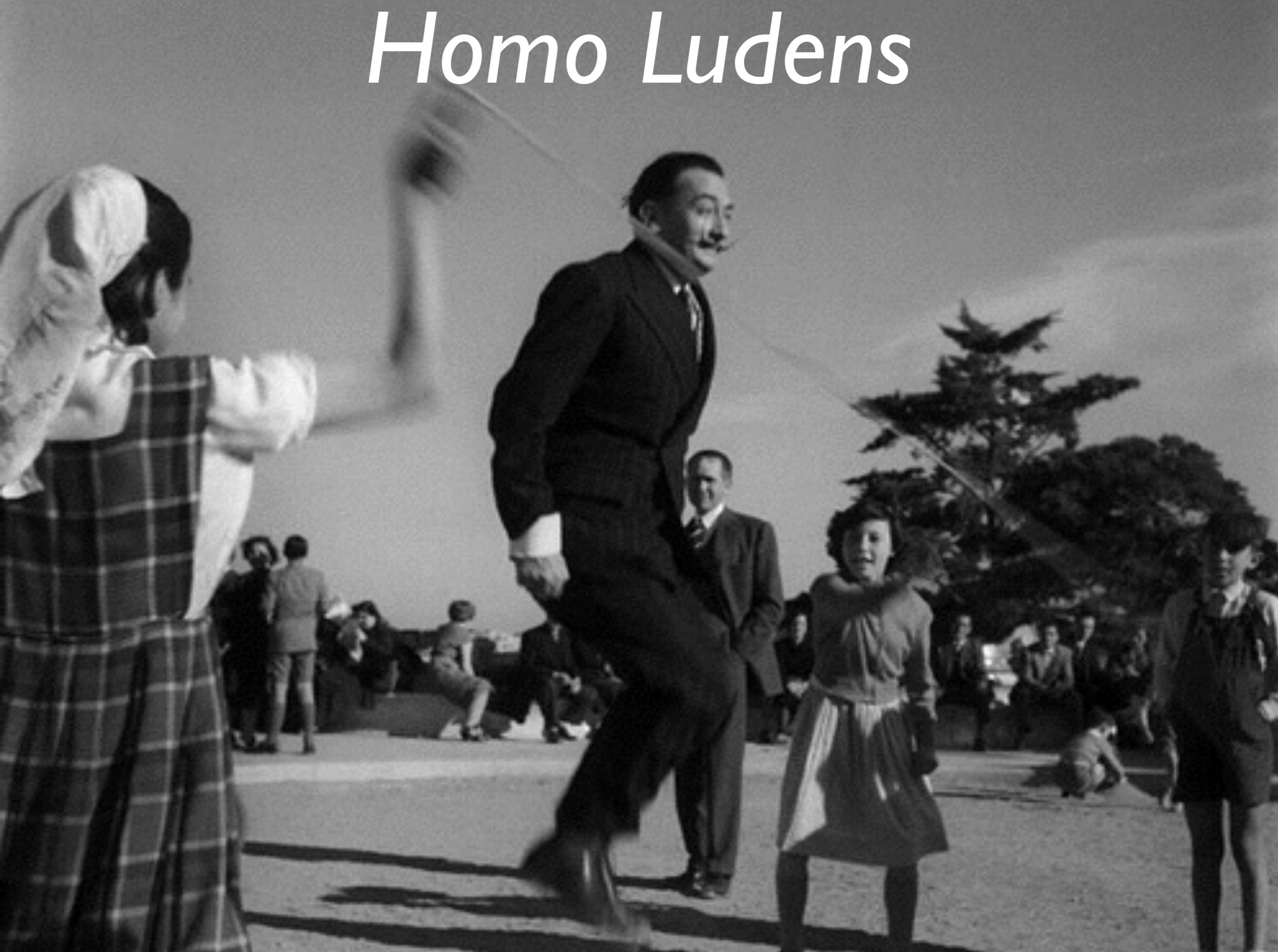




Homo Faber

Fuck these

Homo Ludens

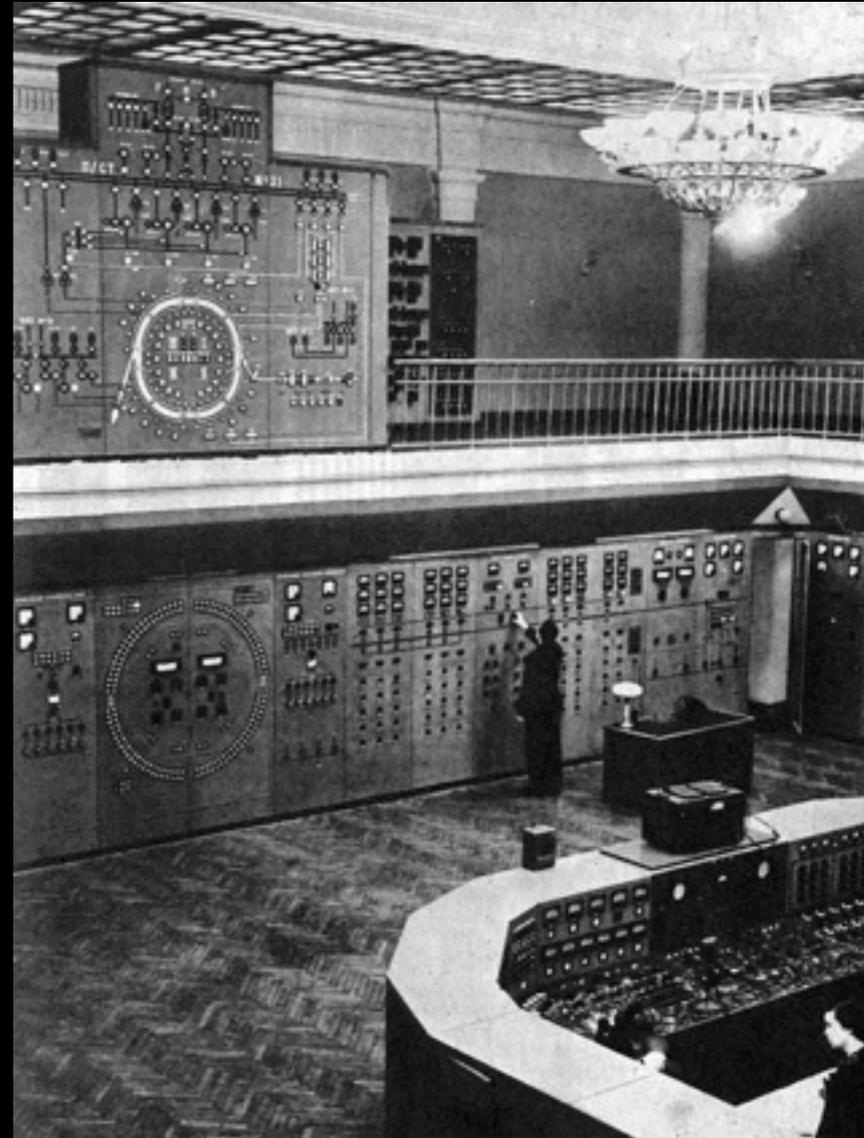




Who do we design for?

The Digital Fallacy

- We study and think about games mostly as *digital*.
- Games as digital things



A group of young men are gathered in a huddle, looking intently at each other. Some are wearing white shirts, while others are in black. The scene is dimly lit, suggesting an indoor setting like a locker room or a team meeting. The men's expressions are focused and serious, indicating they are engaged in a significant discussion or strategy session.

But how do we play?

Games as
'second order design'
(Stenros and Waern)



Play as an activity



Consciously structured



Enacted experience

Where is the designer?

Who the fuck cares!



Games as social fictions

A play approach to game design

- Play is:
- appropriative
- autotelic
- expressive
- personal



games are
props for play



No more
game designers

Architects of Play

summary slide

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-
-
-
-
-

Exercise

- In groups (max. 10 ppl).
- Present next **Friday!!** Design a sport
- Key questions:
 - what makes a sport?
 - relation between sport and games?
 - Settings, audiences?
 - Performativity, rules, balance, fairness_



Now

- Present monday's exercise

