

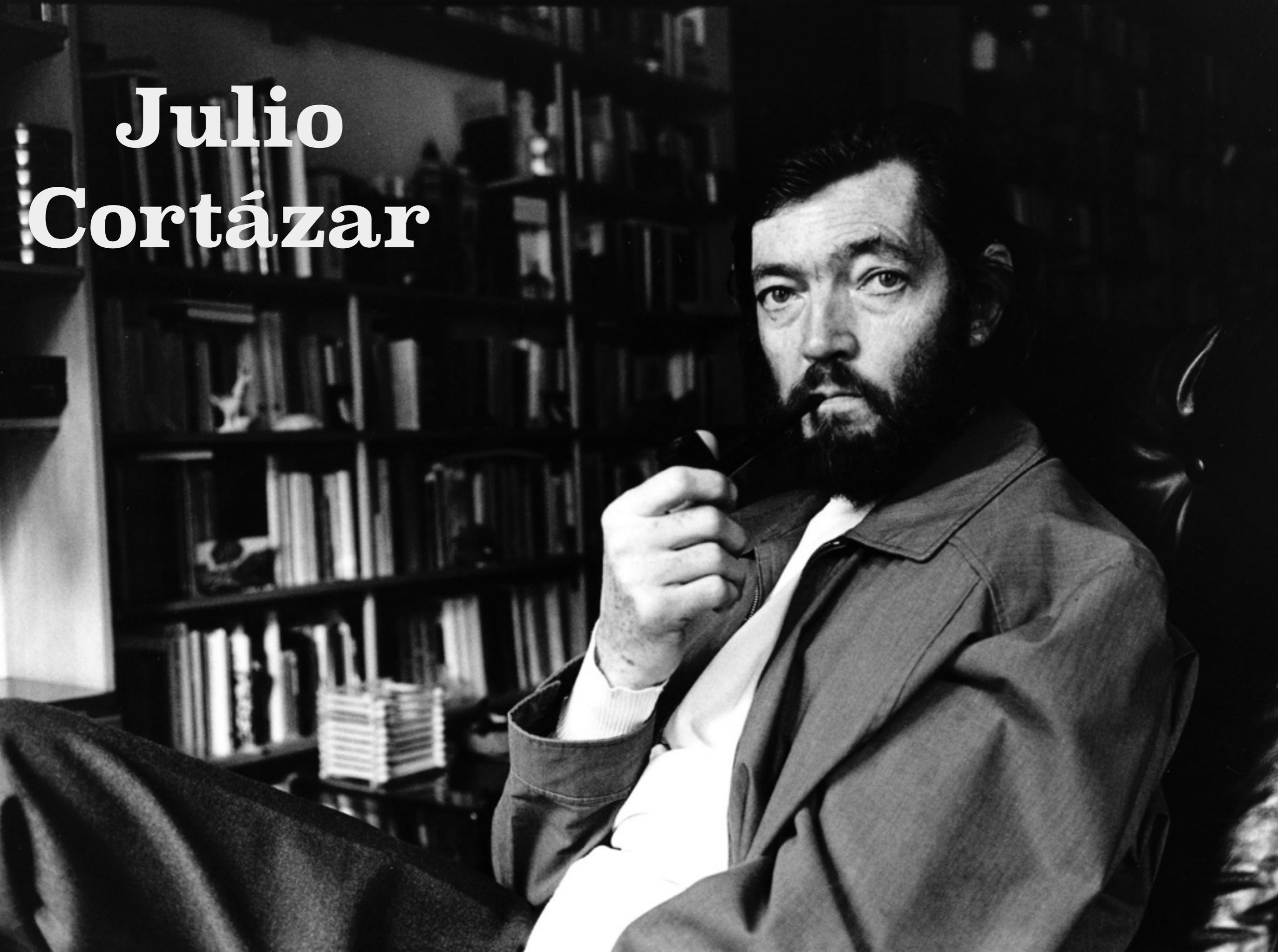
play, playfulness

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?

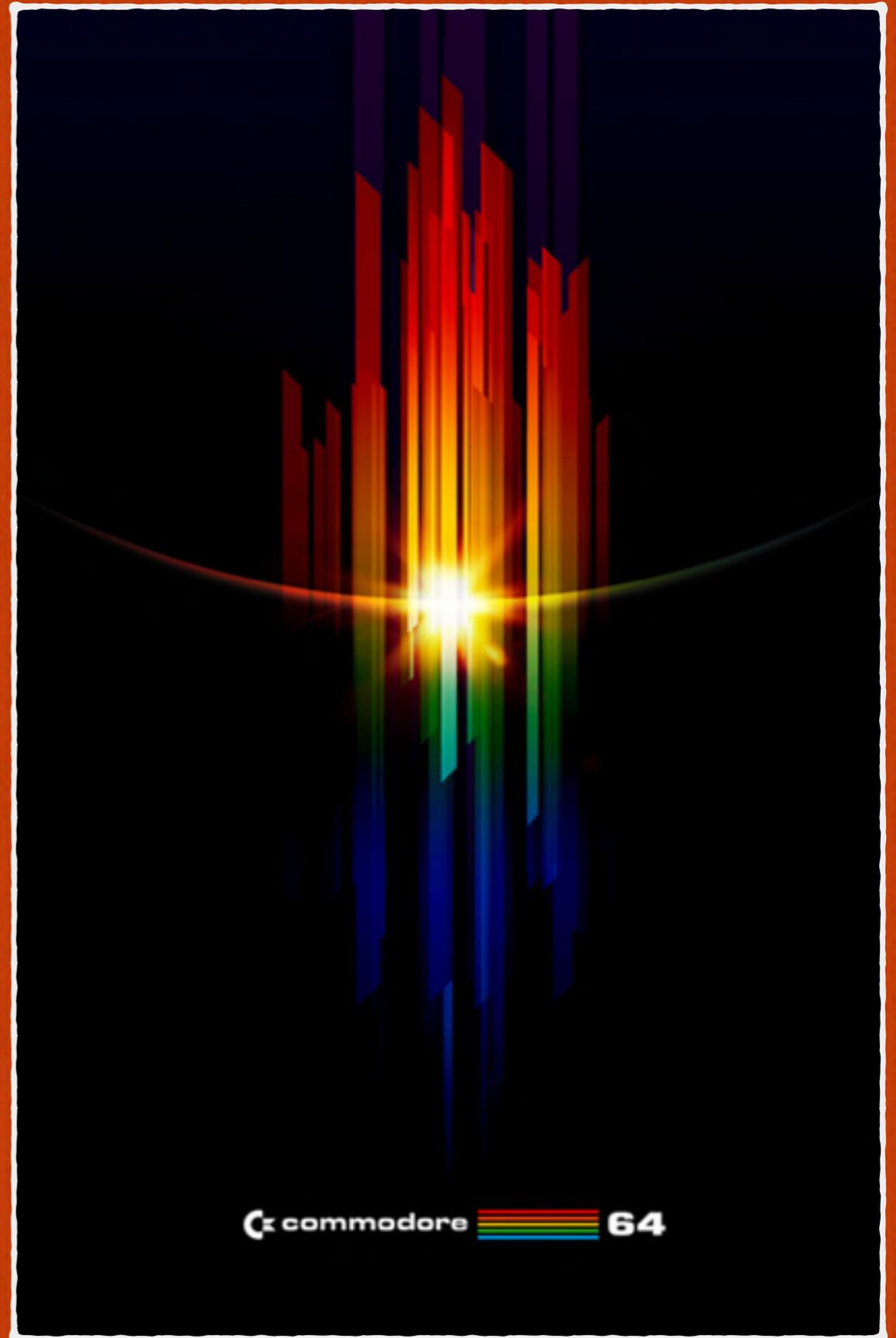


The problem with play

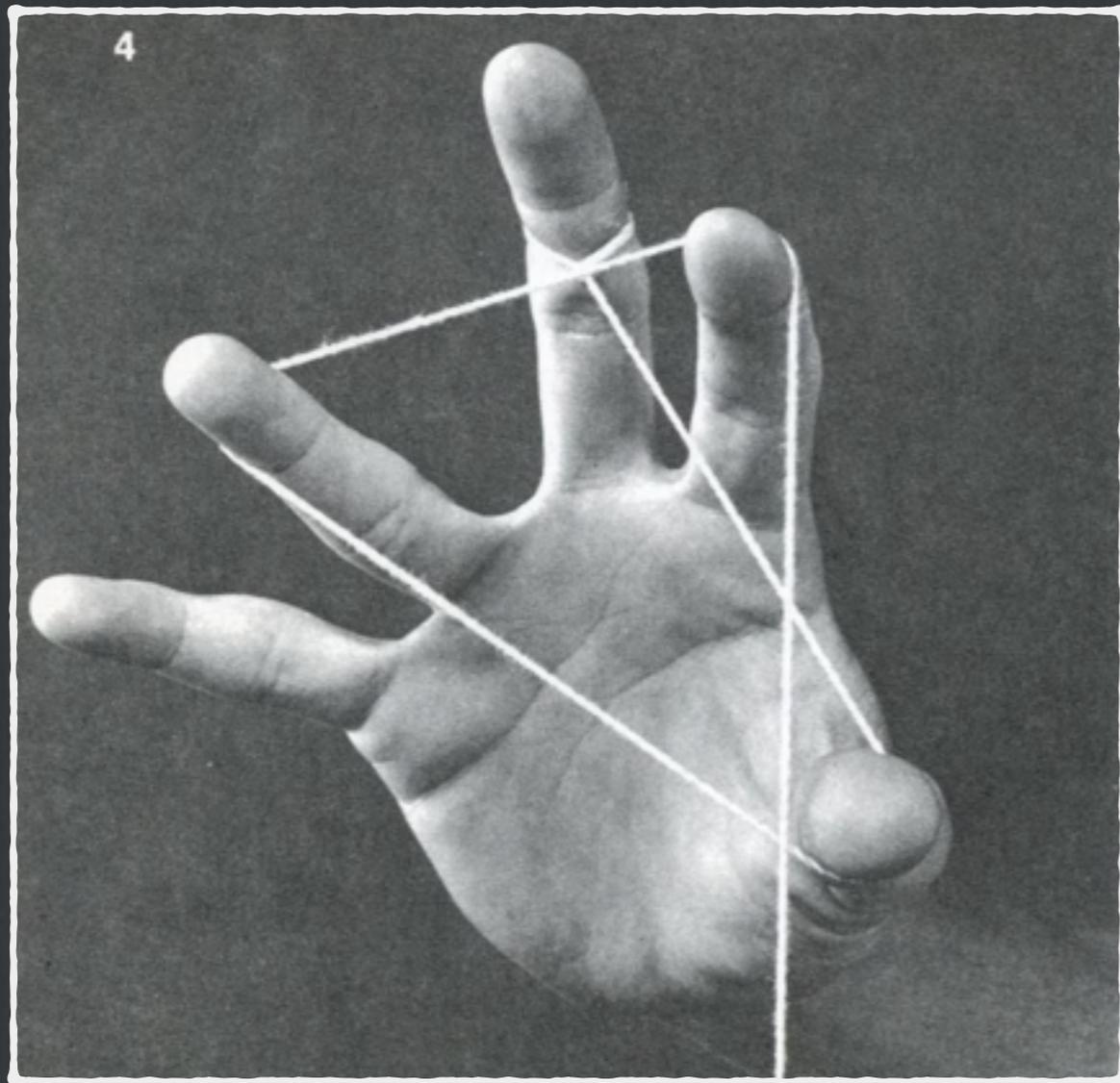
- Sutton-(e)Smith: we don't know what play is
- Both:
 - attitude/experience
 - performance/stylization

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



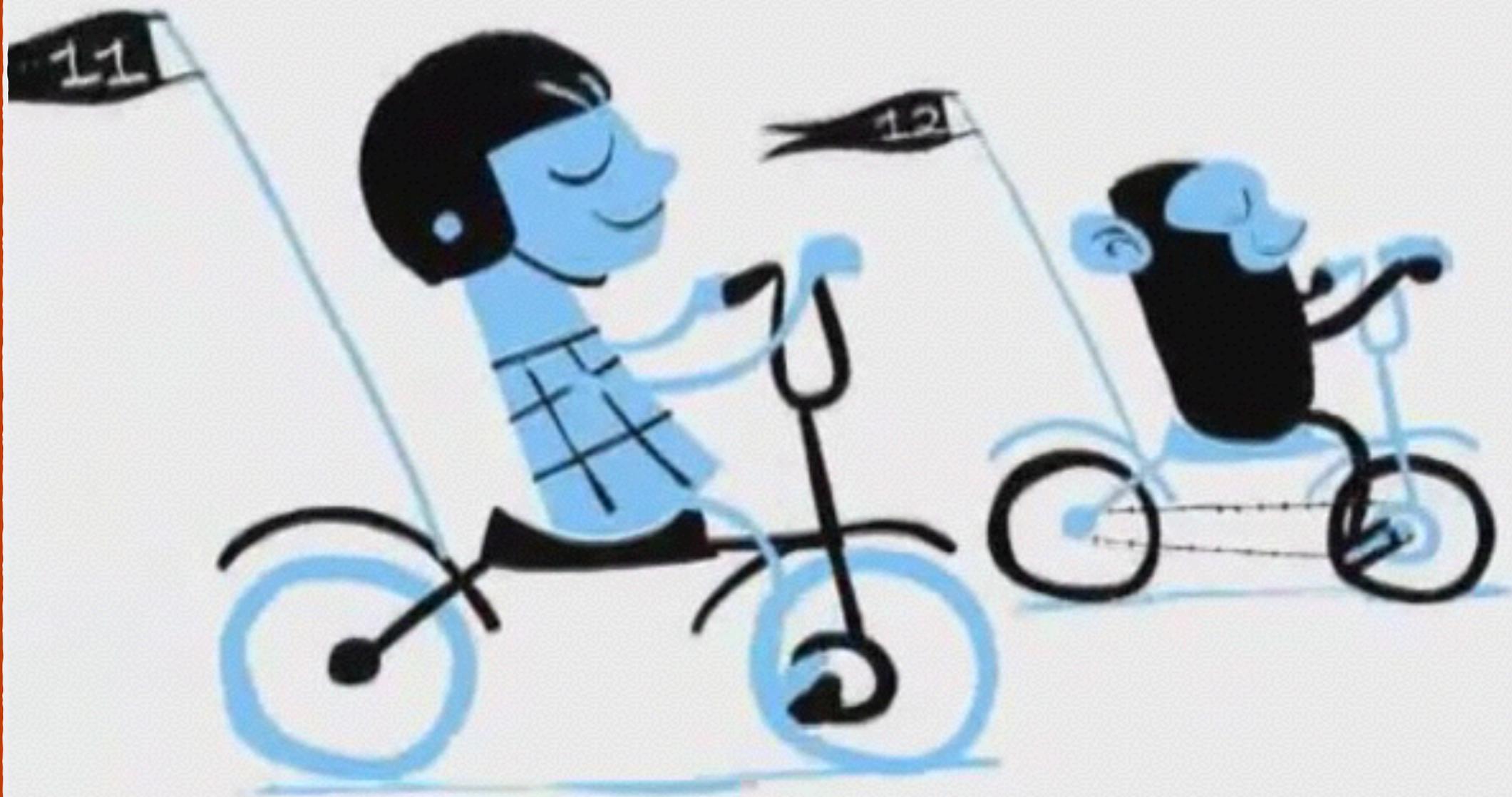
less but better

- 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



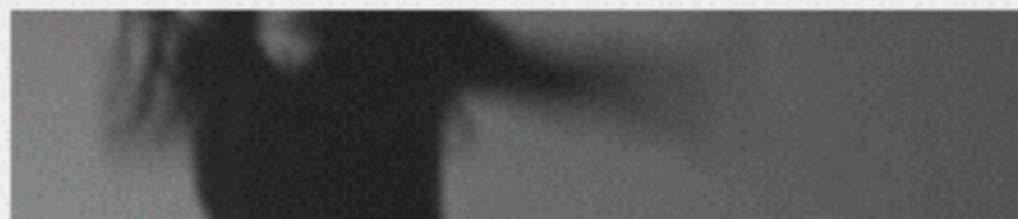
Goffmann

- 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!

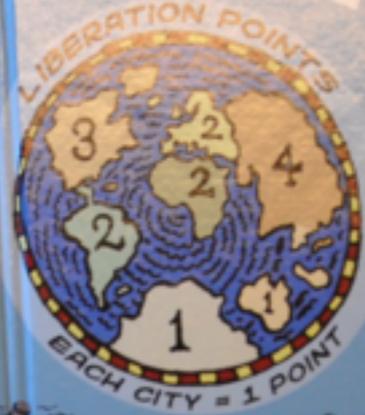


- Encounters are based on tensions
- Symbolic distance
- Material incarnation
- Tension, flooding in and out



WAR ON TERROR

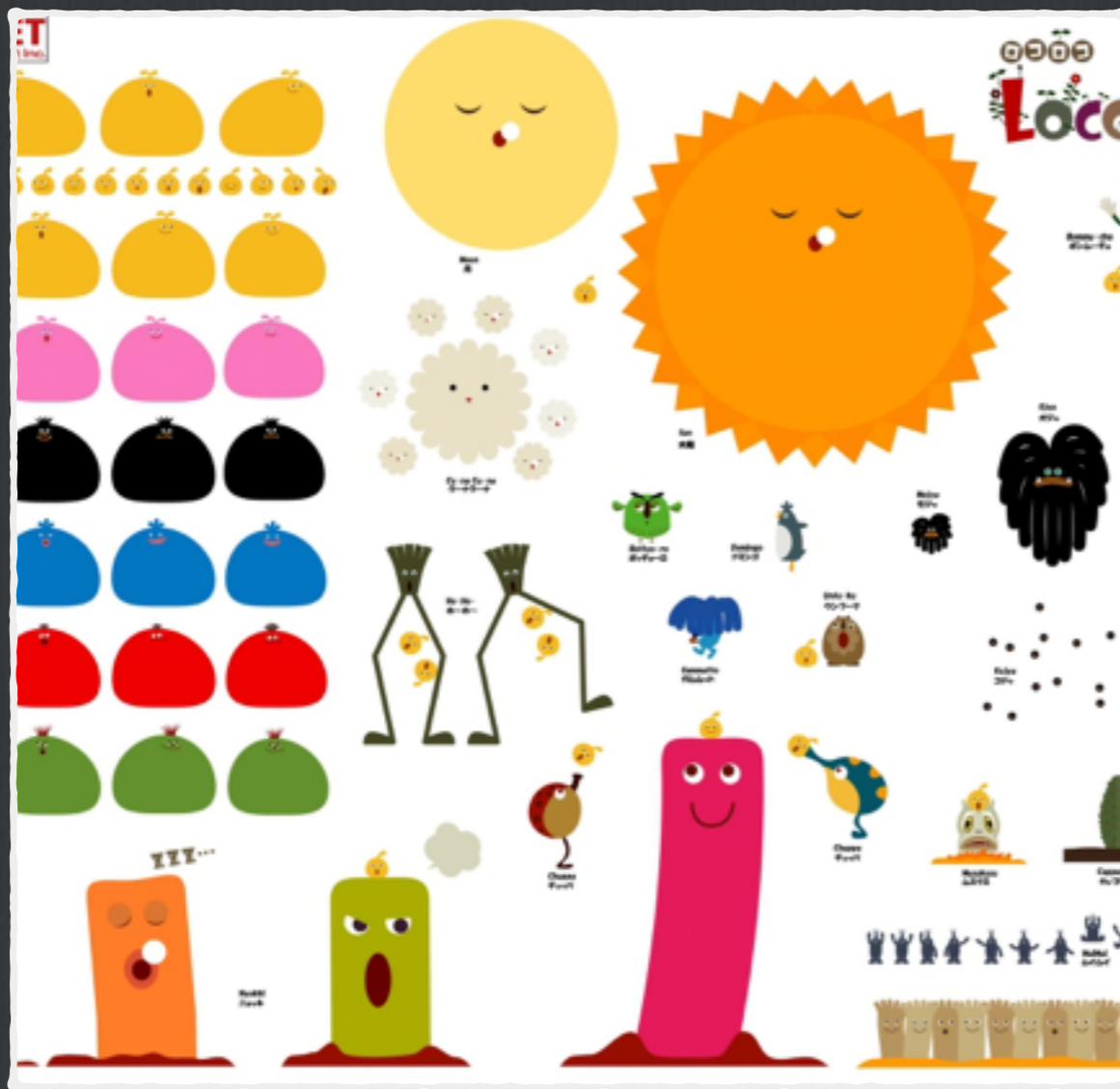
THE BOARDGAME



ALASKA, NUNAVUT, GREENLAND, ICELAND, SCANDINAVIA, WESTERN RUSSIA, NORTHERN RUSSIA, EASTERN RUSSIA, UKRAINE, EASTERN EUROPE, WESTERN EUROPE, BALKANS, IRAN, AFGHANISTAN, MONGOLIA, EASTERN RUSSIA, IRAQ, SAUDI ARABIA, PAKISTAN, CHINA, INDIA, MALAYSIA, SOUTH AFRICA, MADAGASCAR, SUDAN, LIBYA, ALGERIA, EGYPT, WESTERN EUROPE, EAST CANADA, WEST CANADA, MID-WEST STATES, EASTERN STATES, CUBA, VENEZUELA, ARGENTINA, BRAZIL, COLOMBIA, MEXICO, WEST, NOWHERE, EAST NOWHERE, EMPIRE CARDS, TERRORIS CARDS

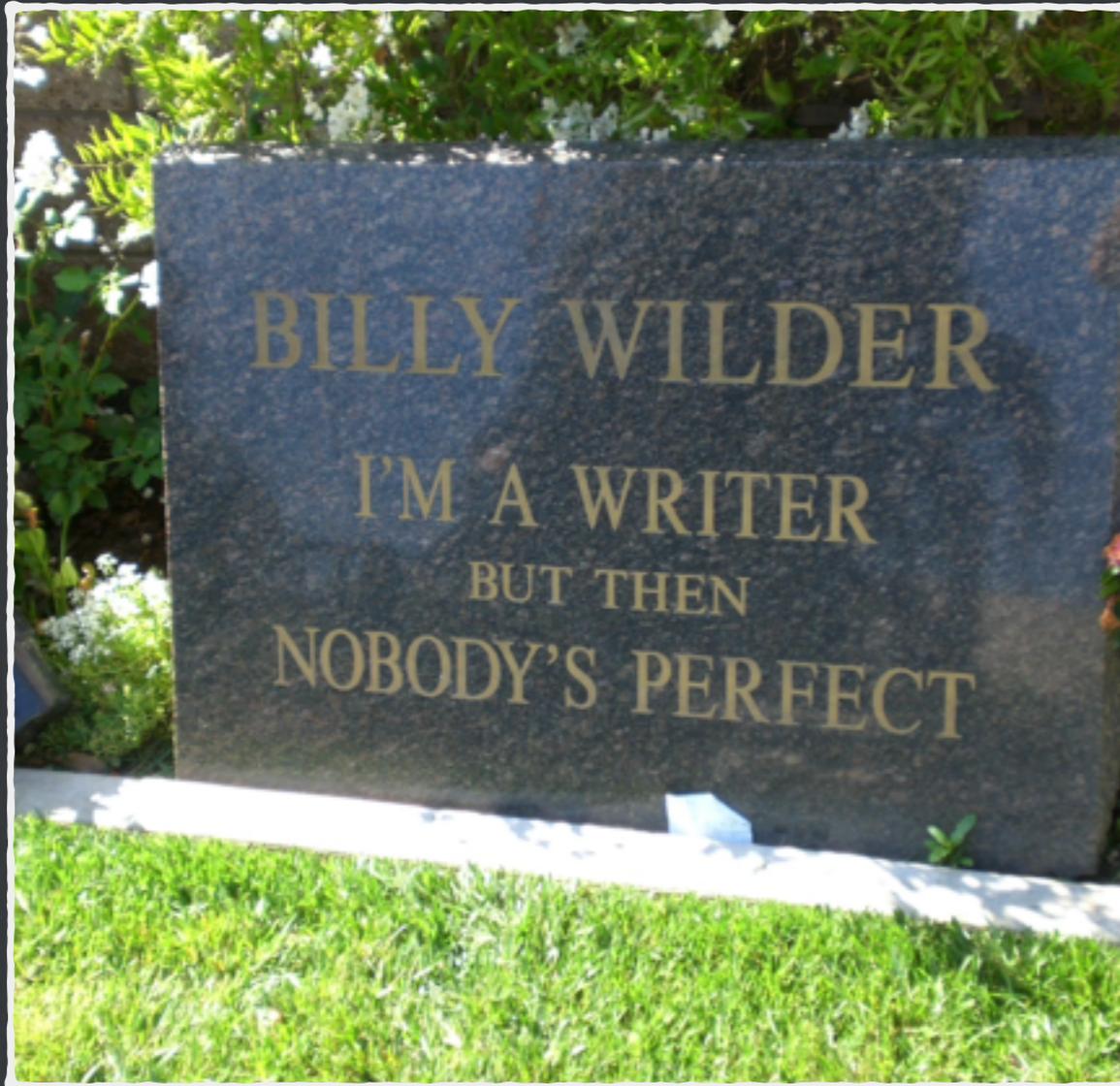
10M, 20M, 40M, 60M, 100M

Games as the form of play



- Games guarantee:
- problematic outcomes
- display of attributes

Playfulness

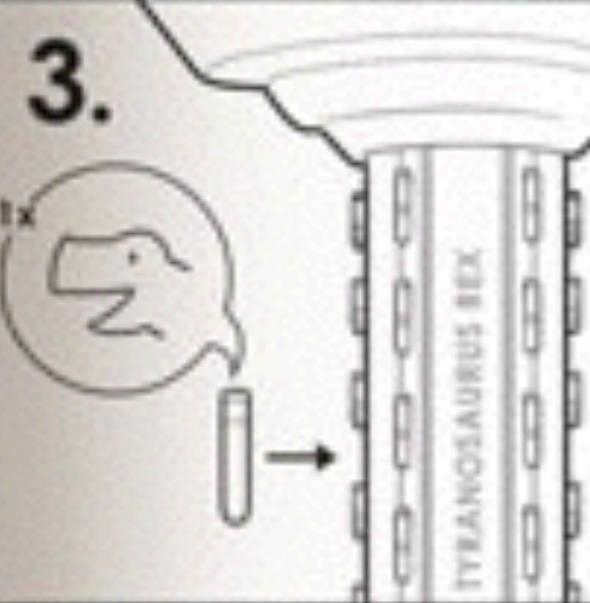
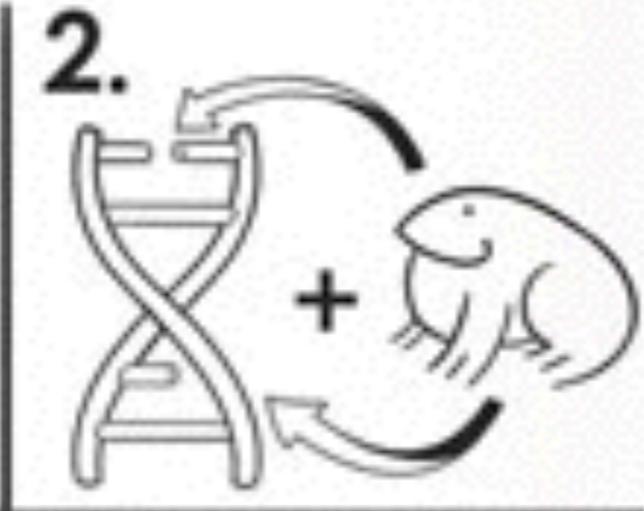


- The outcome cannot be challenged
- But we add:
 - performance
 - personality
 - attitude
 - experience
 - Gofmann's rules

DINDASÜR

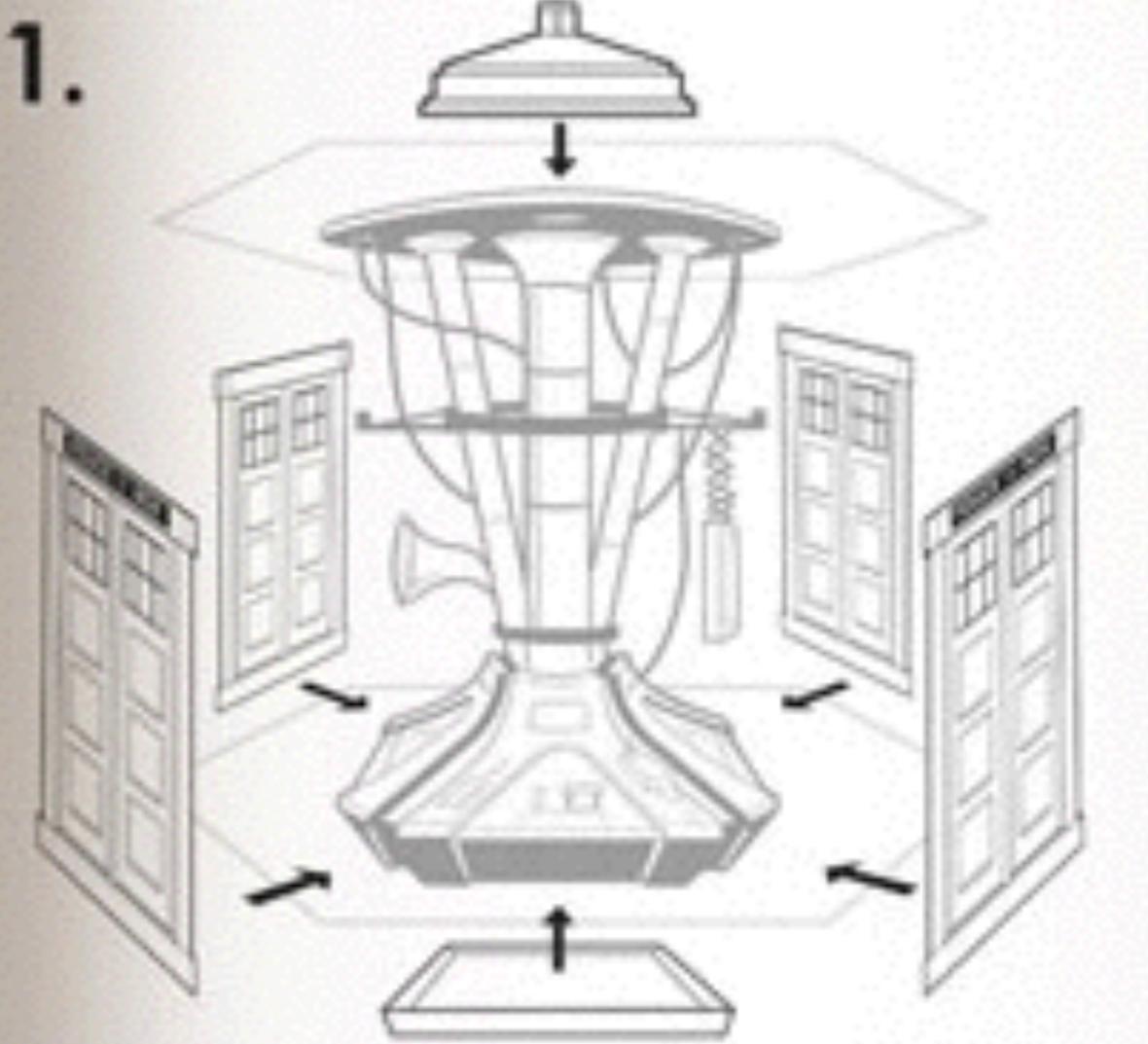


200x	1x	15,000,000x
1,255x	1x	2x



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?

