

Play

Play = Experience

Play is the experience of interacting with a game via the system of rules provided.

Play is in cooperation with rules because players agree to be bound by them.

Play is also in opposition to rules, because play is the activity of testing the limits of a system and learning the boundaries.

Definition of Play

Play as free movement within a more rigid system.

The designer creates the rigid system.

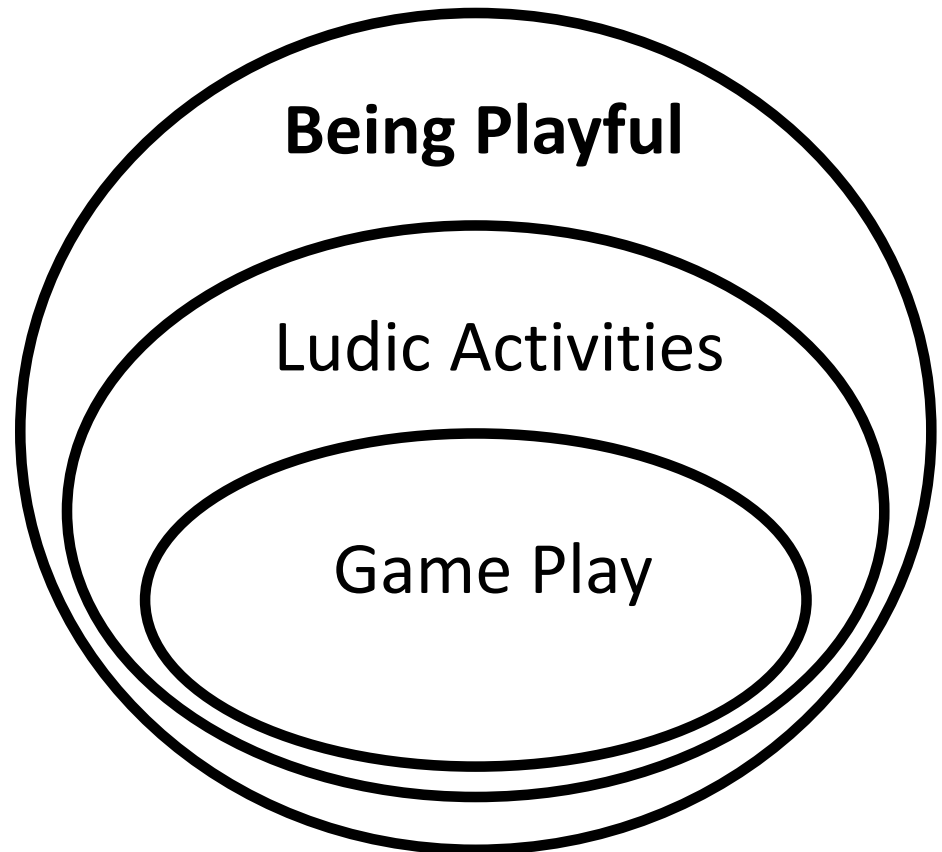
The player moves freely within that system.

Play Activities

Being playful mean injecting a sprit of play into other activities.

Example: Puns

Be playful with the theme of your game to integrate it into the experience.

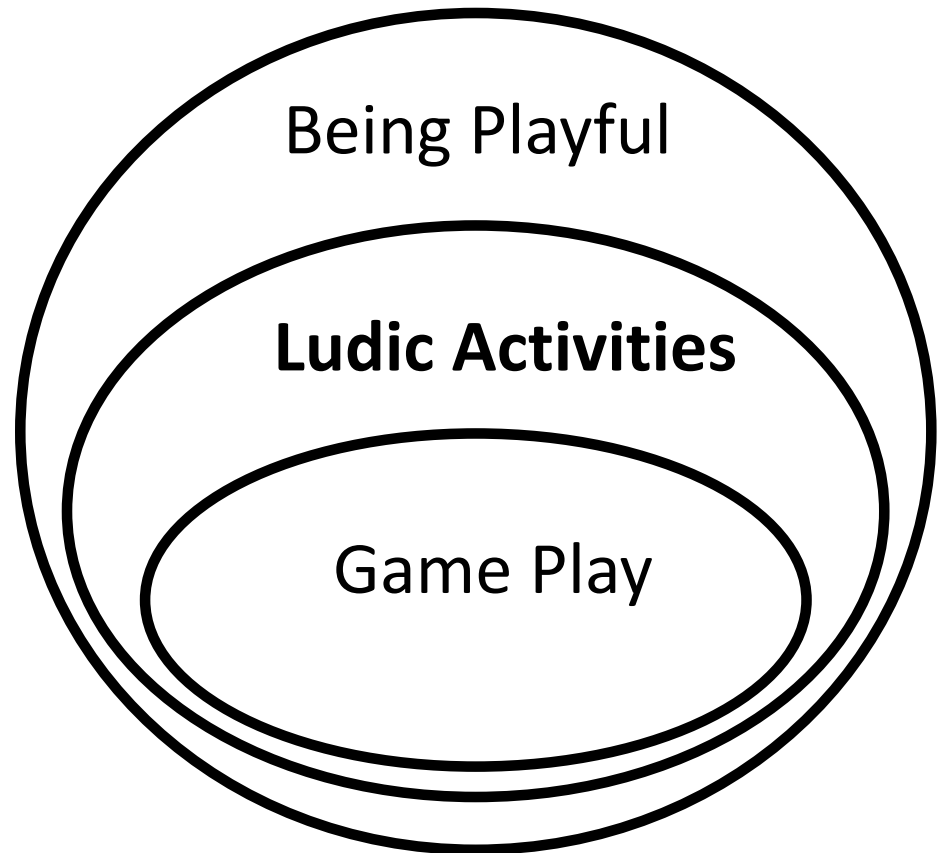


Play Activities

Ludic activities are non-game forms of play, such as playing with toys.

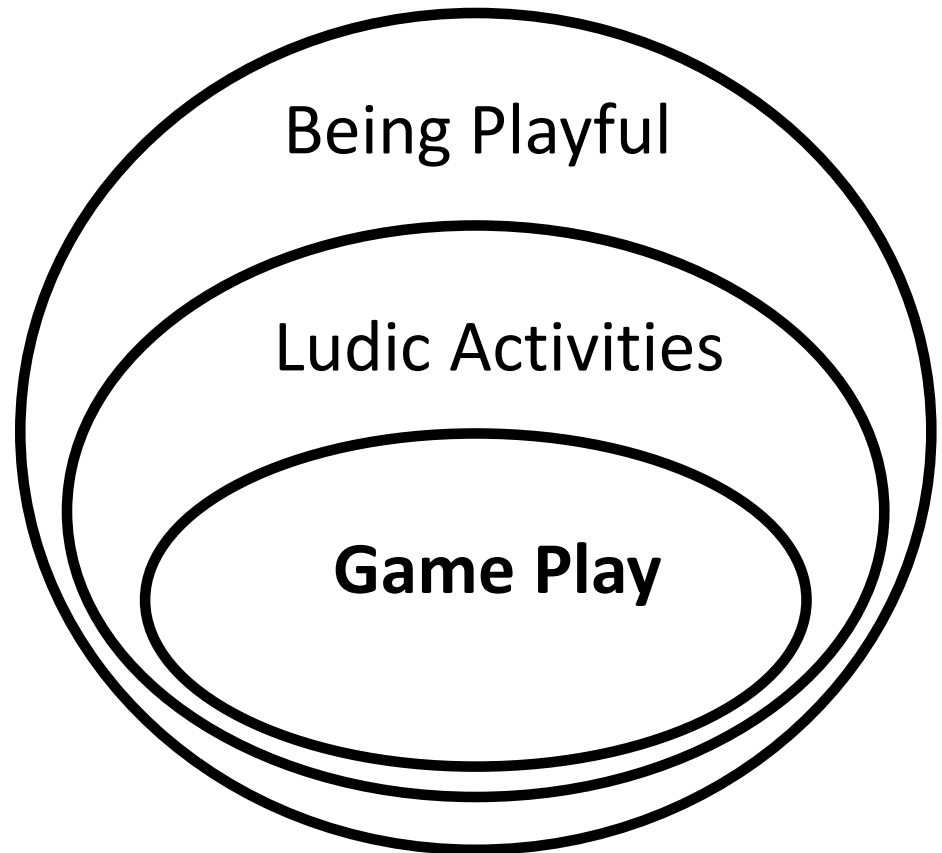
Ludic activities are improvisational and can start and stop ambiguously.

Make your games good toys.



Play Activities

Focused play that takes place during a game.



Roger Caillois's 4 Kinds of Play

1. Agon: competition
2. Alea: chance
3. Mimicry: simulation
4. Ilnix: vertigo



Why Did Play Evolve?

- As a way to release surplus energy / aggression.
- As a means of communicating joy.
- As a means of encouraging socialization.
- As a means of sexual selection.
- As a way for the young to practice adult activities.

Games as Control Over a Microcosm

One theory: Games provide a smaller, simpler, fairer world. They provide a small slice of cause and effect relationships for us to explore.

Play (specifically game play) evolved because it allows us to exercise our intellect, our ability to reason about the future, and our ability to reason hypothetically. They provide the pleasing sense of being in control of a world. This is escapism from the larger, complex world which cannot fully control or understand.

Spaceteam, 2012

