

play matters

Games as a form of play particularly video-games digital games.

The most important thing about play is not the form but the activity or the attitude

To understand play we focus on games which is wrong. games are just one of the manifestations of play.

Looking at games through a play perspective,

play is a powerful manifestation of knowledge

Games are the most dominating aesthetic form (TV, movies, literature)

an obvious academic and commercial but there is also a cultural interest.

Soz Games themselves are a privileged form of play and in our society today we give privilege to people who are able to create and understand mechanical creation and human expression.

He also seems to be against the systems design approach to game design

nature of design and nature of play.

play is not as rigid as traditional design.

There is a little bit of wiggle room between the rules and the systems etc

Game designers create a setting rather than a system, a stage rather than a world.

A game designer is more an architect than a designer