

play matters - chapter 2

The author characterises and consequently defines playfulness with it's "capacity to use play outside the context of play". Once software appropriates hardware, the many little playful animations of the user interface on a Mac lends it personality and play.

A mac is first and foremost a computer, we want it to be functional and performative and then playful.

"The attitude of play without the activity"

So, playfulness allows us to engage with non-play activities as if they were play while respecting their purposes.

play is an activity — playfulness is an attitude

play is autotelic — playfulness preserves the purpose of the activity.

The author gives several examples of playfulness in various contexts from sex to sports to anything and everything. players of a game are playful when they manipulate the rigid systems of the game to be disruptive.

The concept of Game Juice suddenly popped in front of me. courtesy of my relevancy where sub-conscious no doubt. Game Juice makes the game feel more playful while respecting the functional design, purposes and goals of the game.

It seems to be characteristically similar to playfulness.

meeting 4

cyberpunk is the theme for this meeting.

and we immediately veered off topic.

Tung - mount riding exploration game.

- Apple tree Simulator

- Sword Smith Simulator

The Boomerang teleporter game seems to have the most traction within the team.

The great debate between boomerang or axe followed

There are ways to justify it being an axe

As of now it makes more sense to keep it a boomerang, merely for the sake of simplicity and to avoid unnecessary confusion during the prototype phase.