Play

miguel sicart

Menu of the day

- What do we do with games?

- All work and no play

- Being game designers?

- Looking at games

- Against computers

- Playing

- What games *are*

they are wrong

What is play?

Where is play?

How (is) play?

The four types of games/play

Agõn

Alea

Mimicry

Ilinx

Thinking about models

Homo Sapiens
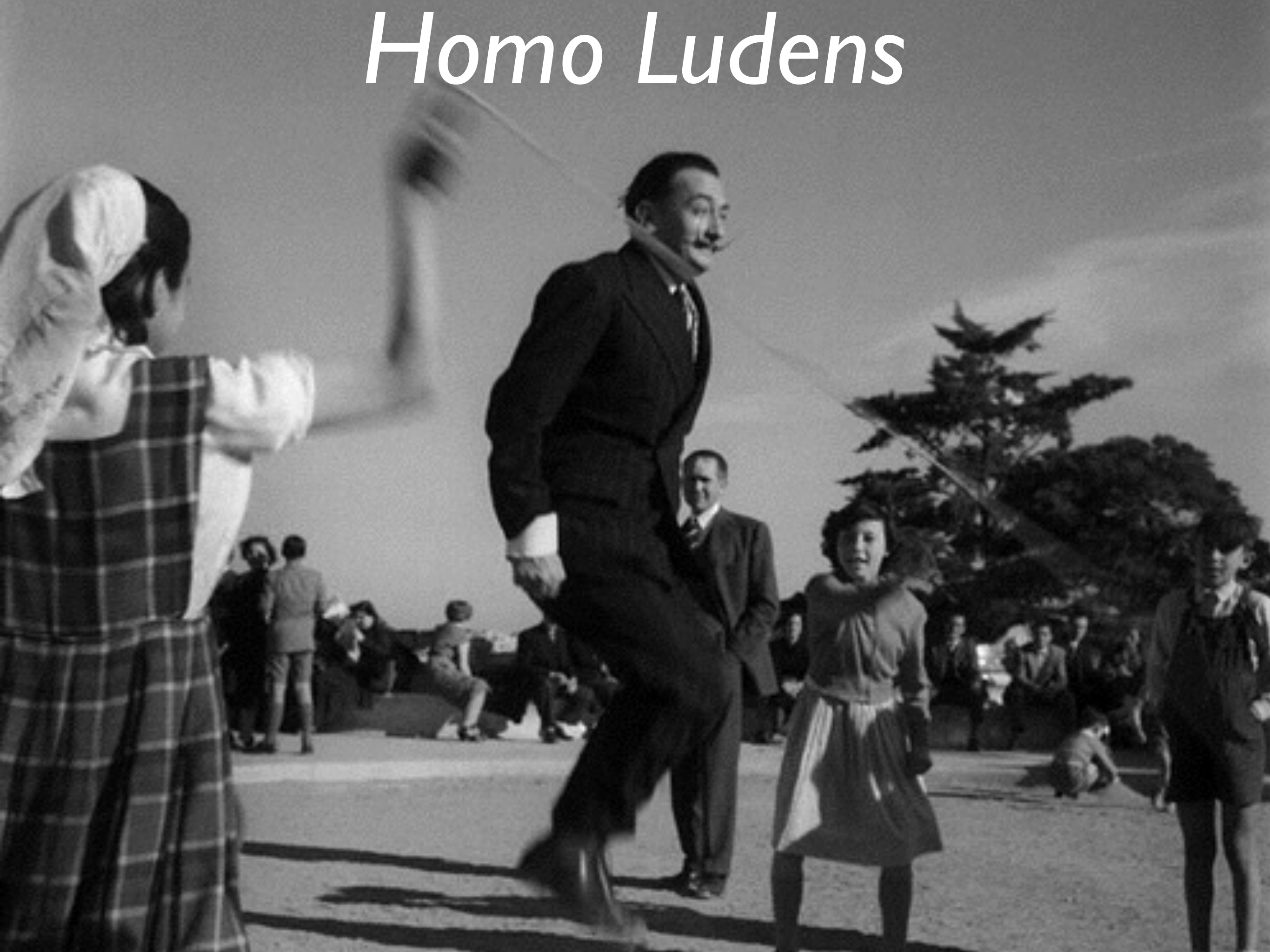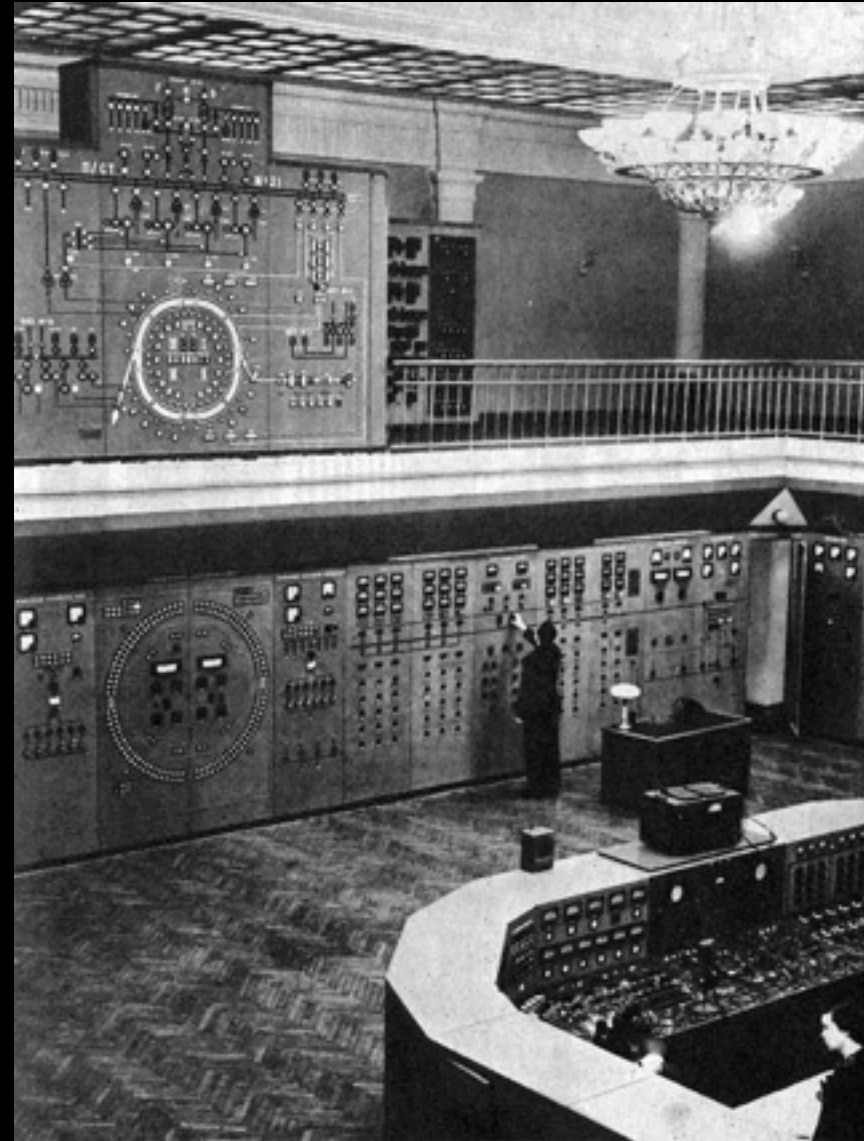
Homo Faber

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

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. 8 people).

- Design a **sport**

- **Deadline: September 12th**

- **Key questions:**

  - what makes a sport?

  - relation between sport and games?

  - Settings, audiences?

  - Performativity, rules, balance, fairness