

Play

Creating music ~ playing the piano, playing the radio

Pretending ~ playing the fool, playing a role

A theatrical performance ~ she performed in the play

Activating a process ~ put the ball into play

Taking a risky action ~ playing fast and loose

The course of events or fate ~ letting things play out

Stalling ~ playing for time

Joking ~ just playing around, playing tricks

Gambling ~ playing the horses

A subtle effect ~ play of light on the wall

Loose space between gears or cogs ~ the play of a car's steering wheel

Fooling or deceiving ~ playing on someone's feelings

Being artful or clever or jubilant ~ dressing in a playful way, wordplay

playing with toys

playing a game

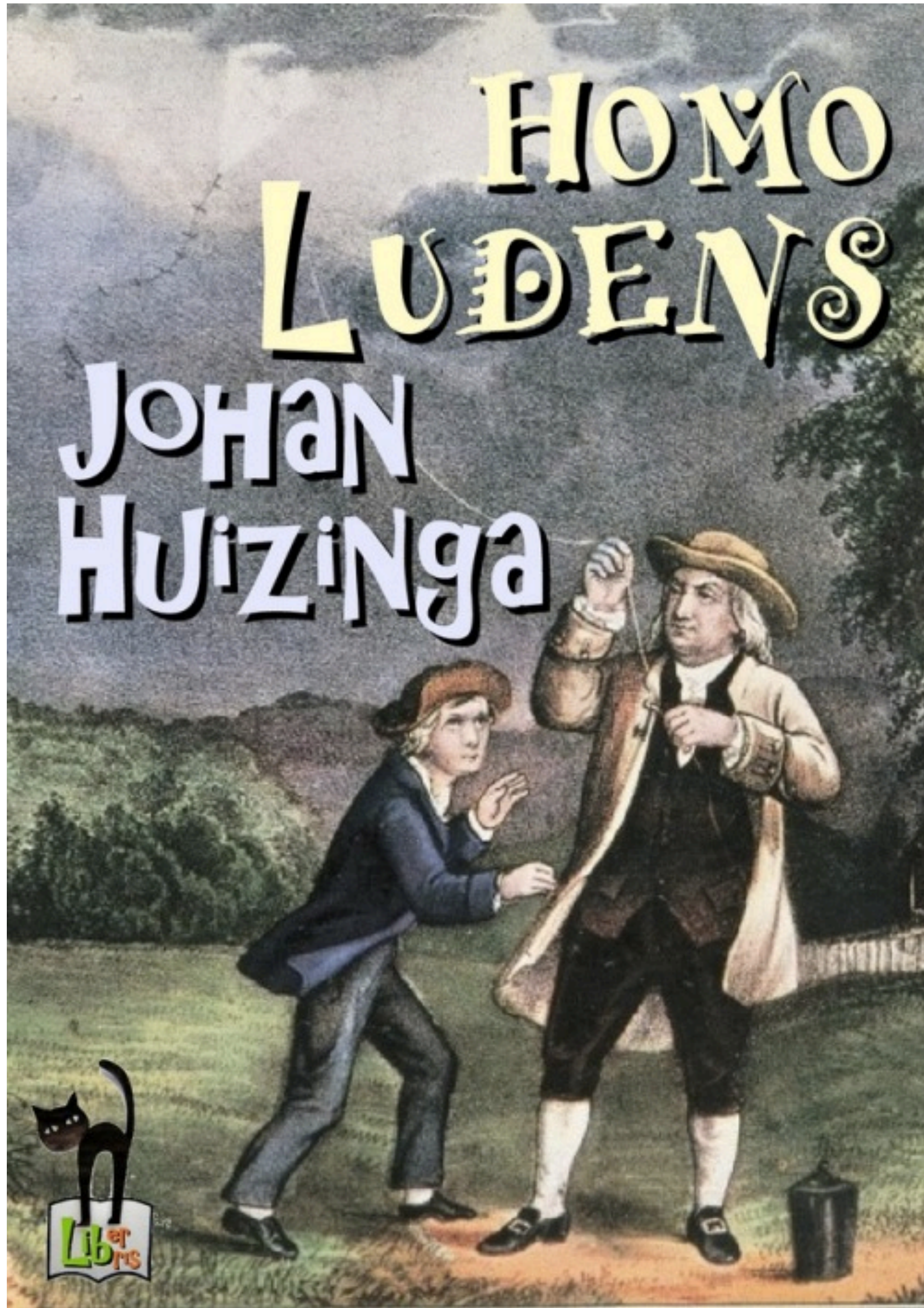
from Rules of Play, pp 310-311

**“activities not consciously performed for
the sake of any result beyond themselves”**

**“activities which are accompanied by
a state of comparative pleasure,
exhilaration, power, and
the feeling of self-initiative”**

HOMO LUDENS

JOHAN
HUIZINGA



“First and foremost, then, all play is a voluntary activity. ”

“(P)lay is not ‘ordinary’ or ‘real’ life. It is rather a stepping out of ‘real’ life into a temporary sphere of activity with a disposition all its own.”

“Play is distinct from ‘ordinary’ life both as to locality and duration. ... It is ‘played out’ within certain limits of time and place. It contains its own course and meaning.”

Being Playful

The broadest category. It refers not only to typical play activities, but also to the idea of being in a playful state of mind, where a spirit of play is injected into or infuses some other ordinary action.

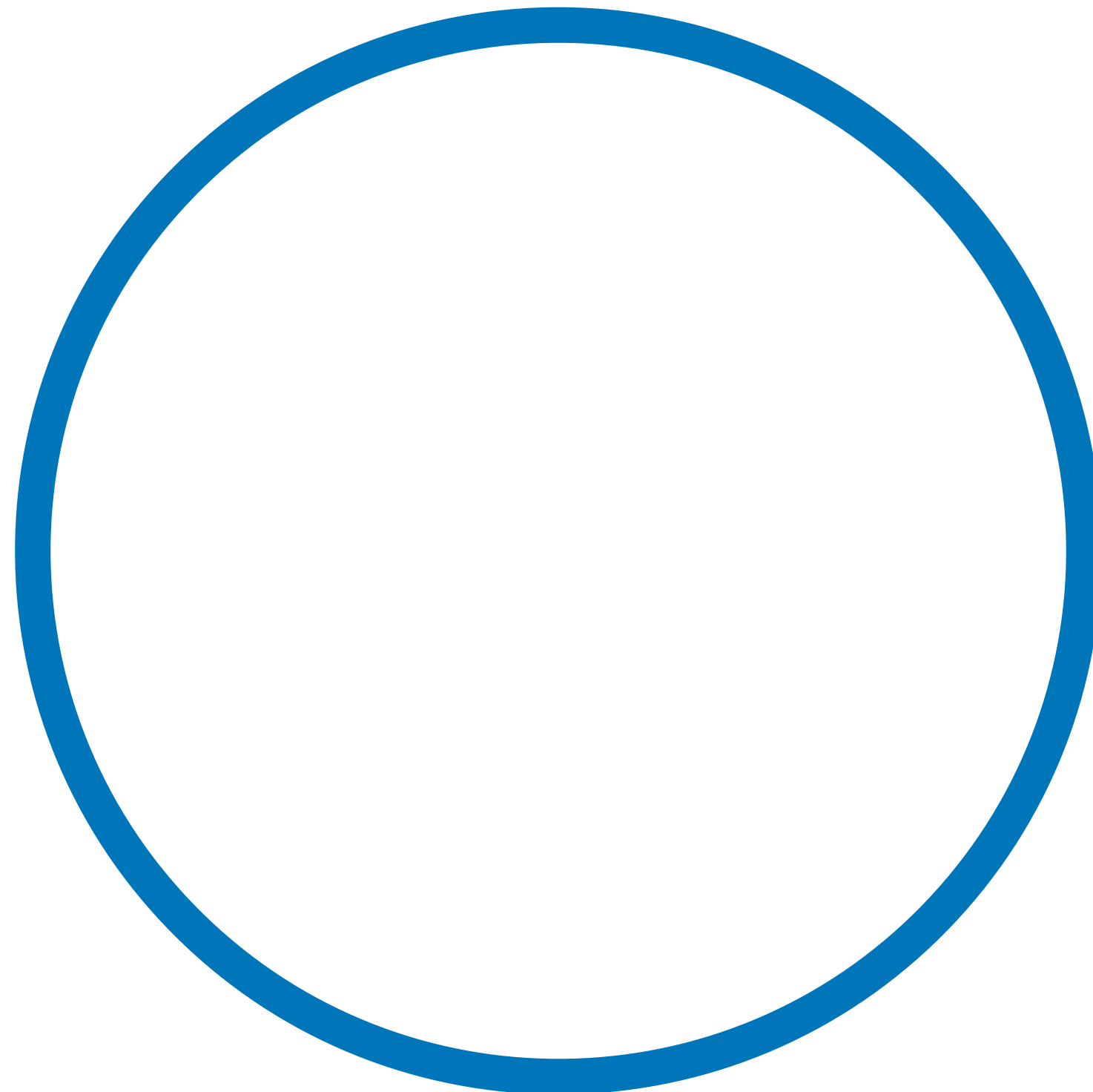
Being Playful

The broadest category. It refers not only to typical play activities, but also to the idea of being in a playful state of mind, where a spirit of play is injected into or infuses some other ordinary action.

Why is six afraid of seven?

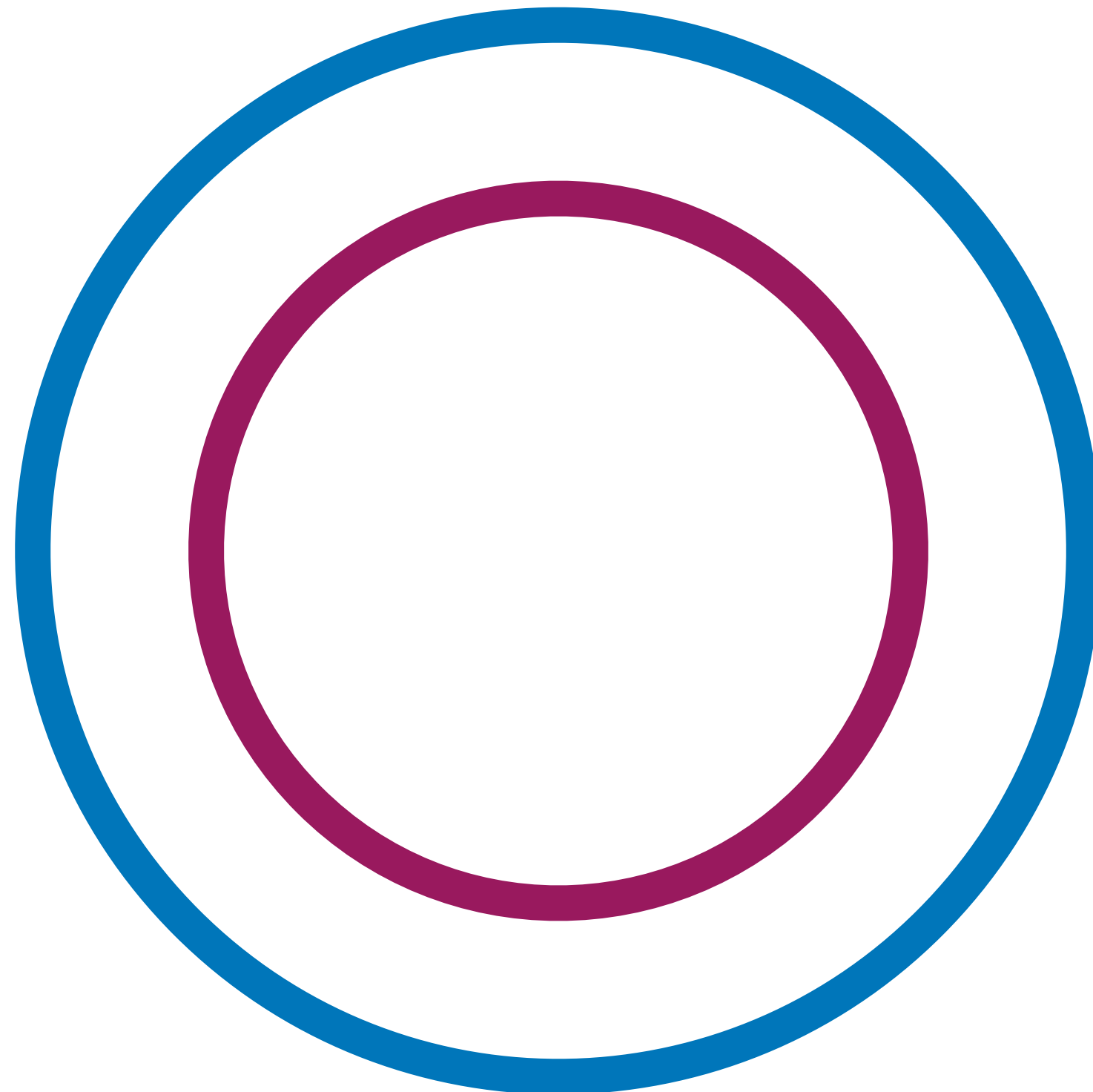
Being Playful

The broadest category. It refers not only to typical play activities, but also to the idea of being in a playful state of mind, where a spirit of play is injected into or infuses some other ordinary action.



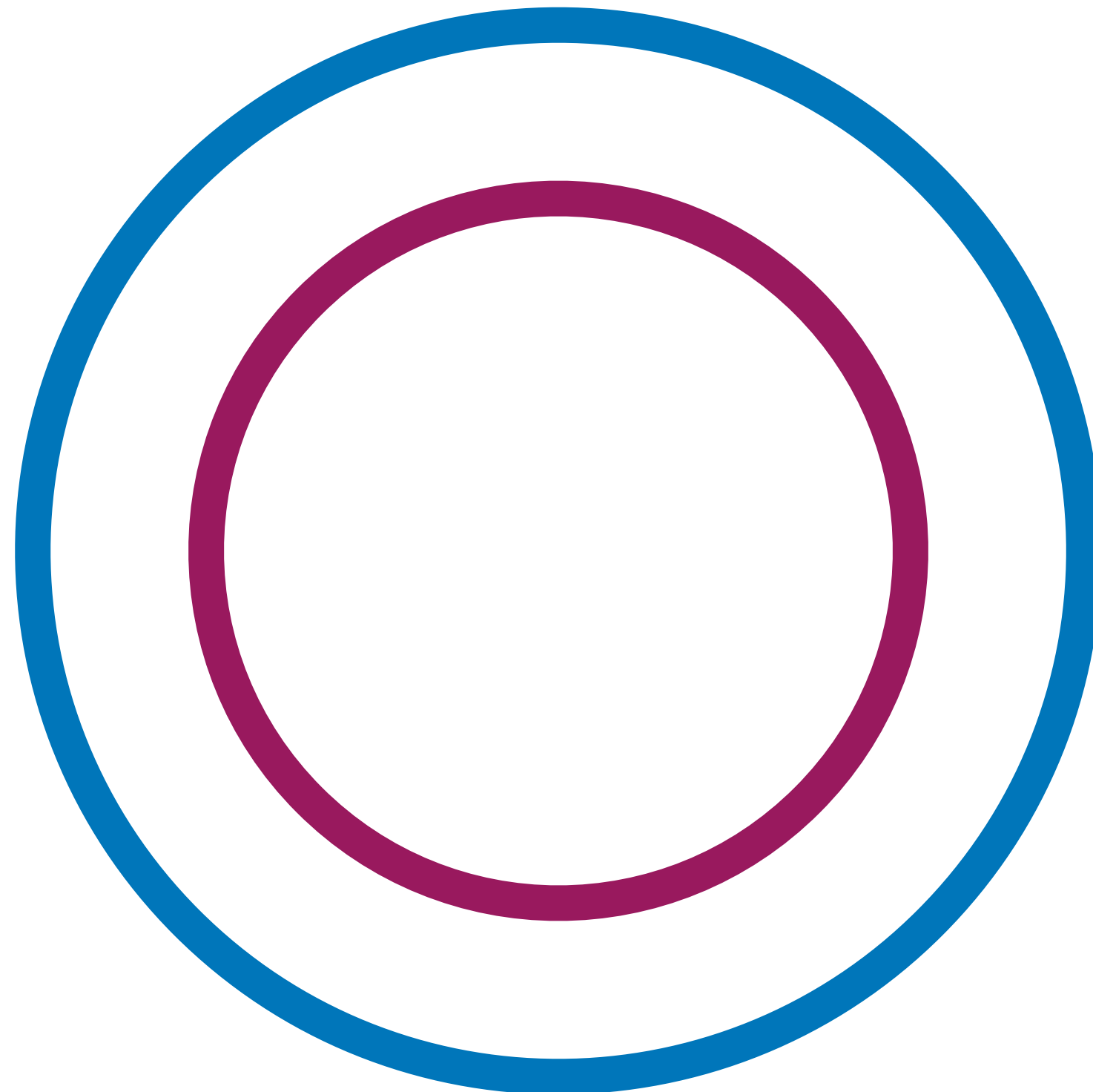
Ludic Activities

These are play activities that include games but also all of the non-game behaviors we also think of as “playing”: a kitten batting a ball of yarn, people tossing a Frisbee, children on a jungle gym.



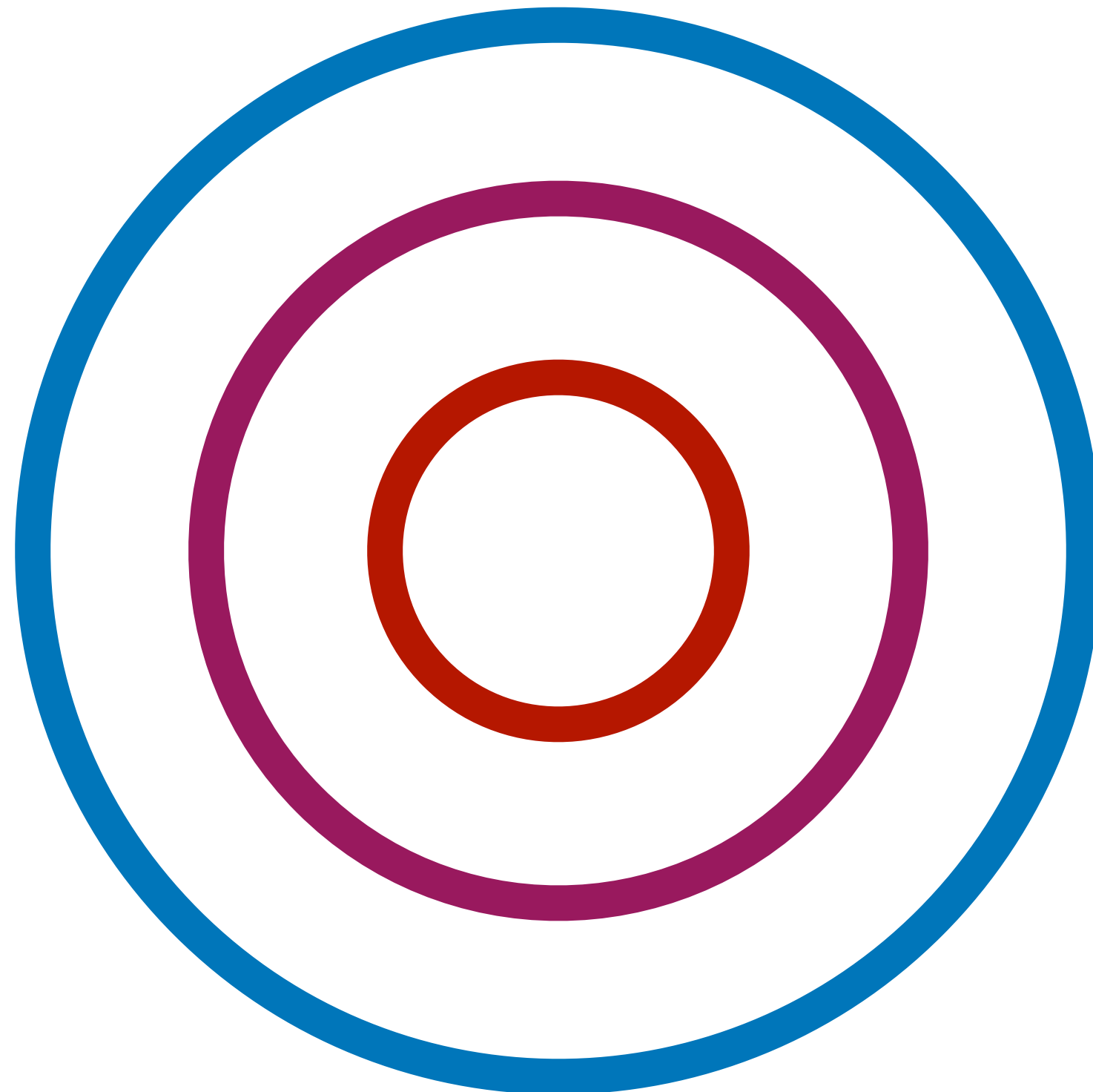
Ludic Activities

- **Alea** Chance-based play
- **Mimicry** Role-playing, make-believe, theater, imagination
- **Ilinx** Playing with the physical, vertigo, sensual, body
- **Agón** Competitive play



Game Play

The formalized interaction that occurs when players follow the rules of a game and experience its system through play.



Games

Syllable Clap
Footloose
Shoe Store
Name Train
Hog Call
Spill the Basket
Ha Ha
Teapot
Spot
Fruit-Basket
Electricity
Human Knot
Dragon Fight
As a Rule
Mafia
Rainstorm
Stuck in the Muck
Vampire
Red Light/Green Light

Pelvis Ball
Balancing Act
Sardines
Calvin Ball
Boomerang Fish
Rattler
The Animal Game
The Pie of Life
The Know-It-Ball
The Pudding Game
One And Only
Madame X
Colors
Two Truths and A Lie
Lemons
Bump
Mirror Games
Rhythm Jam
Secret Friends

Mailbags
Fame Tags
Love Feast
Car Wash
Carousel
Potter's Wheel
Sensorium
Angel Wash
Vision
Zoom
Tone Singing
Acorn/Tree
Group Sneeze
Oomwah!
Seek Bananas
Trust Fall
Forest Trail
Pins and Needles
Human Machine

What is a game?

Parts of a game

Goal

What does a player or team have to do to win?

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting?

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game?

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Components

What parts make up the materials of play?

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Components

What parts make up the materials of play? *Bandanas? A grassy field, marbles, red rubber balls and a court?*

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Components

What parts make up the materials of play? *Bandanas? A grassy field, marbles, red rubber balls and a court?*

Rules

What relationships define what a player can and cannot do in the game?

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Components

What parts make up the materials of play? *Bandanas? A grassy field, marbles, red rubber balls and a court?*

Rules

What relationships define what a player can and cannot do in the game? *Players' legs are tied together, they must start on the same line, all marbles must be gathered within 3 minutes, you can't hit a player's arm as they are shooting a basket.*

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Components

What parts make up the materials of play? *Bandanas? A grassy field, marbles, red rubber balls and a court?*

Rules

What relationships define what a player can and cannot do in the game? *Players' legs are tied together, they must start on the same line, all marbles must be gathered within 3 minutes, you can't hit a players arm as they are shooting a basket.*

Space

Where does the game take place and how does that space affect the game?

Parts of a game

Goal

What does a player or team have to do to win? *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting? *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

Components

What parts make up the materials of play? *Bandanas? A grassy field, marbles, red rubber balls and a court?*

Rules

What relationships define what a player can and cannot do in the game? *Players' legs are tied together, they must start on the same line, all marbles must be gathered within 3 minutes, you can't hit a players arm as they are shooting a basket.*

Space

Where does the game take place and how does that space affect the game? *Basketball court? A circle? Classroom? The park?*

Parts of The Duct Tape Regatta

Goal

What does a player or team have to do to win?

Components

What parts make up the materials of play?

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting?

Rules

What relationships define what a player can and cannot do in the game?

Core Mechanics

What core actions or moves does the player do to power the play of the game?

Space

Where does the game take place and how does that space affect the game?

Parts of your favorite game

Goal

What does a player or team have to do to win?

Components

What parts make up the materials of play?

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting?

Rules

What relationships define what a player can and cannot do in the game?

Core Mechanics

What core actions or moves does the player do to power the play of the game?

Space

Where does the game take place and how does that space affect the game?

Parts of your favorite game

Goal

What does a player or team have to do to win?

Components

What parts make up the materials of play?

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting?

Rules

What relationships define what a player can and cannot do in the game?

Core Mechanics

What core actions or moves does the player do to power the play of the game?

Space

Where does the game take place and how does that space affect the game?

Rules

What relationships define what a player can and cannot do in the game?

Operational Rules

“Rules of Play”

Play on a 3x3 grid of 9 empty squares.

Two players alternate

Constitutive Rules

Underlying formal structures

Mathematical logic

Implicit Rules

“Unwritten Rules”

Time between turns

Good sportsmanship

“Take backs”

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win?

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting?

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game?

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play?

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; one hand from each player*

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; one hand from each player*

Rules

What relationships define what a player can and cannot do in the game?

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; one hand from each player*

Rules

What relationships define what a player can and cannot do in the game?

- Together, players “throw” a fist with one hand and say “one” “two” “three” “GO!”*
- At the same time as the players say “GO” each person throws a shape with that hand.*
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.*
- If it's a tie, each person throws a shape again.*

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; one hand from each player*

Rules

What relationships define what a player can and cannot do in the game?

- Together, players “throw” a fist with one hand and say “one” “two” “three” “GO!”*
- At the same time as the players say “GO” each person throws a shape with that hand.*
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.*
- If it's a tie, each person throws a shape again.*

Space

Where does the game take place and how does that space affect the game?

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; one hand from each player*

Rules

What relationships define what a player can and cannot do in the game?

- Together, players “throw” a fist with one hand and say “one” “two” “three” “GO!”*
- At the same time as the players say “GO” each person throws a shape with that hand.*
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.*
- If it's a tie, each person throws a shape again.*

Space

Where does the game take place and how does that space affect the game? *Anywhere two people can stand facing each other and extend one arm.*

Mod it

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; one hand from each player*

Rules

What relationships define what a player can and cannot do in the game?

- Together, players “throw” a fist with one hand and say “one” “two” “three” “GO!”*
- At the same time that the players say “GO” each person throws a shape with that hand.*
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.*
- If it's a tie, each person throws a shape again.*

Space

Where does the game take place and how does that space affect the game?

Anywhere two people can stand facing each other and extend one arm.

Parts of rock-paper-scissors

Goal

What does a player or team have to do to win? *To “throw” the winning shape: rock, paper, or scissors.*

Challenge

What obstacles are in the player’s way to make reaching the goal fun and interesting? *To anticipate which shape your competitor will throw— rock, paper, or scissors—so that you can throw the shape that beats it.*

Core Mechanics

What core actions or moves does the player do to power the play of the game? *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

Components

What parts make up the materials of play? *Three shapes: rock, paper, and scissors; **two hands** from each player*

Rules

What relationships define what a player can and cannot do in the game?

- Together, players “throw” a fist with one hand and say “one” “two” “three” “GO!”*
- At the same time that the players say “GO” each person **throws shapes with both hands.***
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.*
- You have two chances to win by using two hands.***

Space

Where does the game take place and how does that space affect the game?

Anywhere two people can stand facing each other and extend one arm.

Mod your favorite game ... or your life!

Goal

What does a player or team have to do to win?

Components

What parts make up the materials of play?

Challenge

What obstacles are in the player's way to make reaching the goal fun and interesting?

Rules

What relationships define what a player can and cannot do in the game?

Core Mechanics

What core actions or moves does the player do to power the play of the game?

Space

Where does the game take place and how does that space affect the game?

Modify! Modify! Modify!: If someone cannot take part for whatever reason ask them how the activity might be modified so that they could take part. Here are some ideas you might think about using:

- For active running around games ask all participants to play like they are in jello so that those who cannot run as fast have a chance.
- If the game involves sitting on the floor make a chair available.
- If it involved reading of a sheet of paper make sure you can provide a large print version for those who have trouble seeing.
- If someone has cognitive delays assign someone to be their helper and explain things to them.
- There are many more that might be helpful. Always be open to troubleshooting with the person and do not be afraid to ask questions. Flexibility is the key!

*Deep Fun: Five Steps to Building Community, Adapted by Jennifer Martin and Galen Moore
from Building Community in Youth Groups by Denny Rydberg*



PROTOTYPE

TEST

IN THE WORLD!

JUMP IN

TAKE RISKS

TRY NEW BEHAVIORS

!

simulator of doing something no giving up

Geolocation or Contradiction

Contradiction

What if spending embraced all its contradictions?

celebrate contradictions?

Scarce Resource Time, Money Relation

CARTOON TRADE-OFF BASH IN

Balance Sheet that just adds

Contradiction Uber

How splurge + spend?

Sell your Car

Stupid Store Card

Extra Spence + credit card Goes to Saving

Random Contradiction

Cigarettes + health's Asset

trade-off leap frog

running out of \$\$\$ value points

Spend the most award

"You splurge they win" ↓

Splurge Coach

Splurge + donate

Splurge Points

Celebrate People who spend wisely

"Brewster's Millions" How fast can you spend \$5 mil?

Alternate Contradiction Points

Contradict correct - the - dots

Partner does Opposite

Convert every purchase to a splurge

Shake collar that breezes

extreme life coach

IRS Funds No-TAX Paper

car drive fast

\$ for ridiculous things

YES Booth

yes man?

YES & TAN

No Butternut

INTENTIONAL Community around trade-offs

stripper win

Strippers + priests

Contradiction

Behind the Trade-off Series

"I splurge myself"

Contradiction day

Sweet & Sour Candy

Tornado

FB Campaign

Contradiction

Claziest Contradiction

Gift

Fire work when Contradiction

pinterest

Away for Contradiction

NO TRADE-OFF LOONY

OPTIMISM COACH

Reality Show

A young woman strategy 4 BAR @ Bar

there is exhilaration in having cake + eating it too

help people magnify and celebrate contradictions

Good Lifestyle with Success

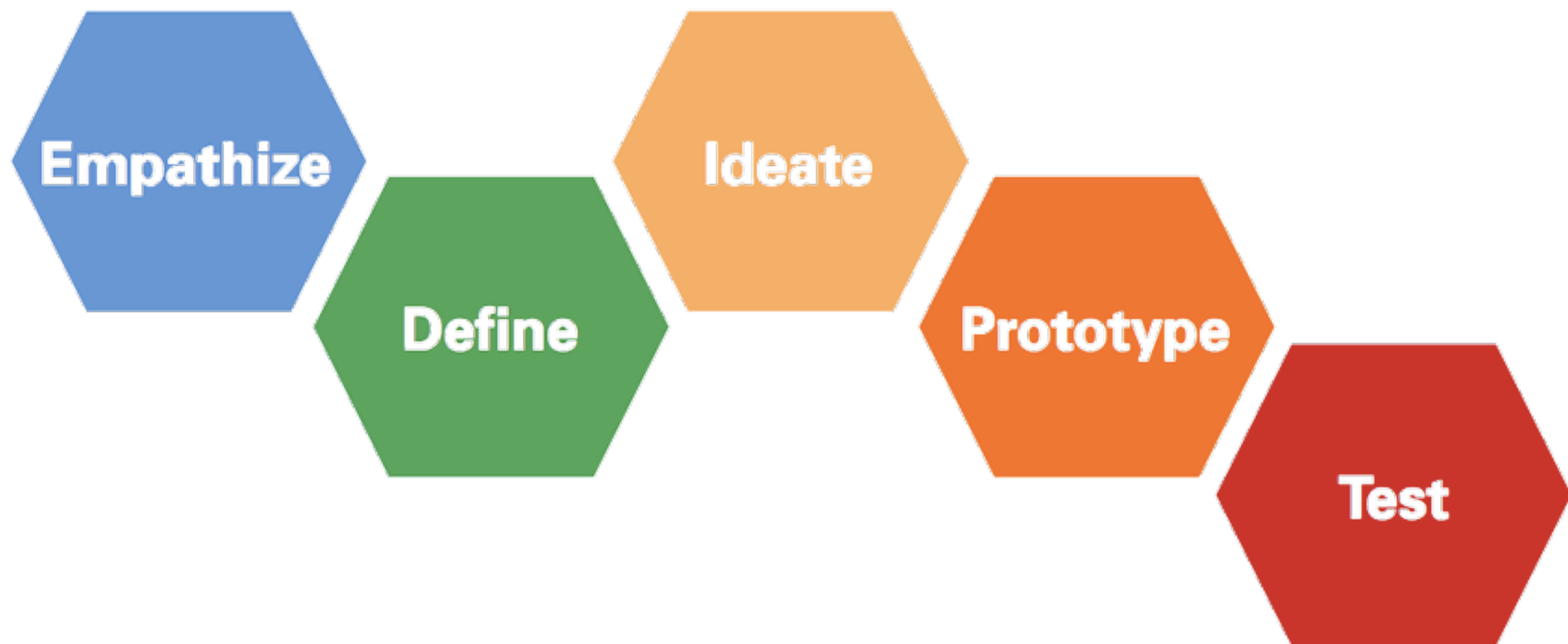
celebrity where No-trade-offs

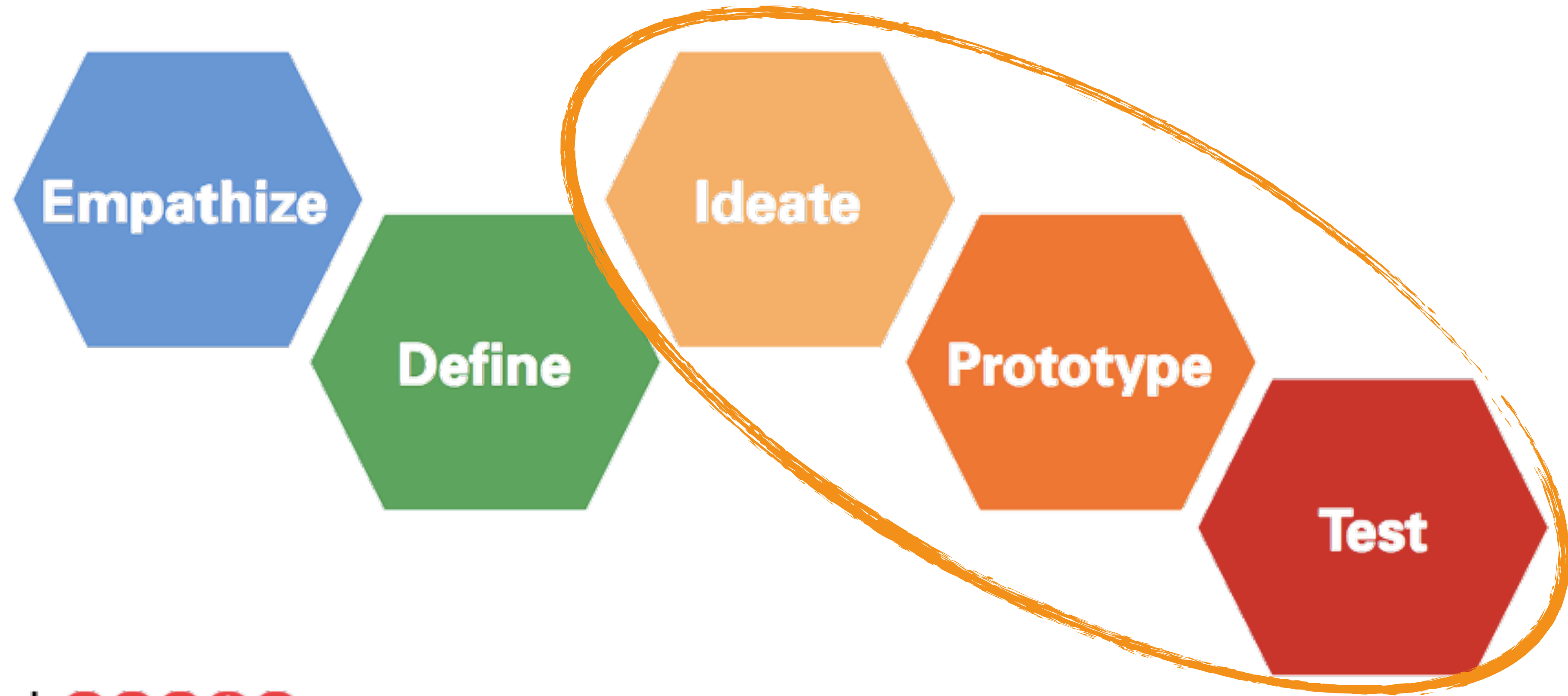
experience kemes ous?

stanford d.school via flickr

Star for All

How might we help make Star Island more playful for people of all abilities?





Team Oceanic

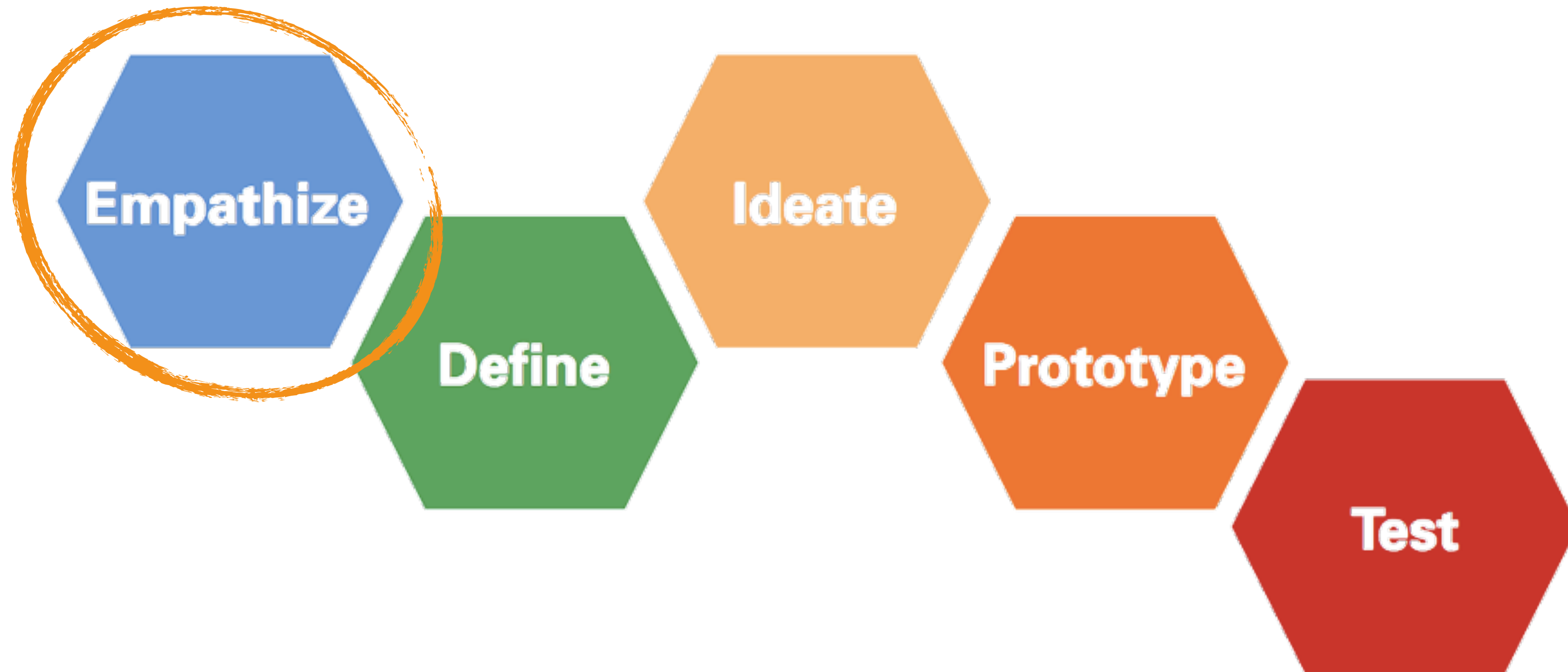
Team Dining Hall

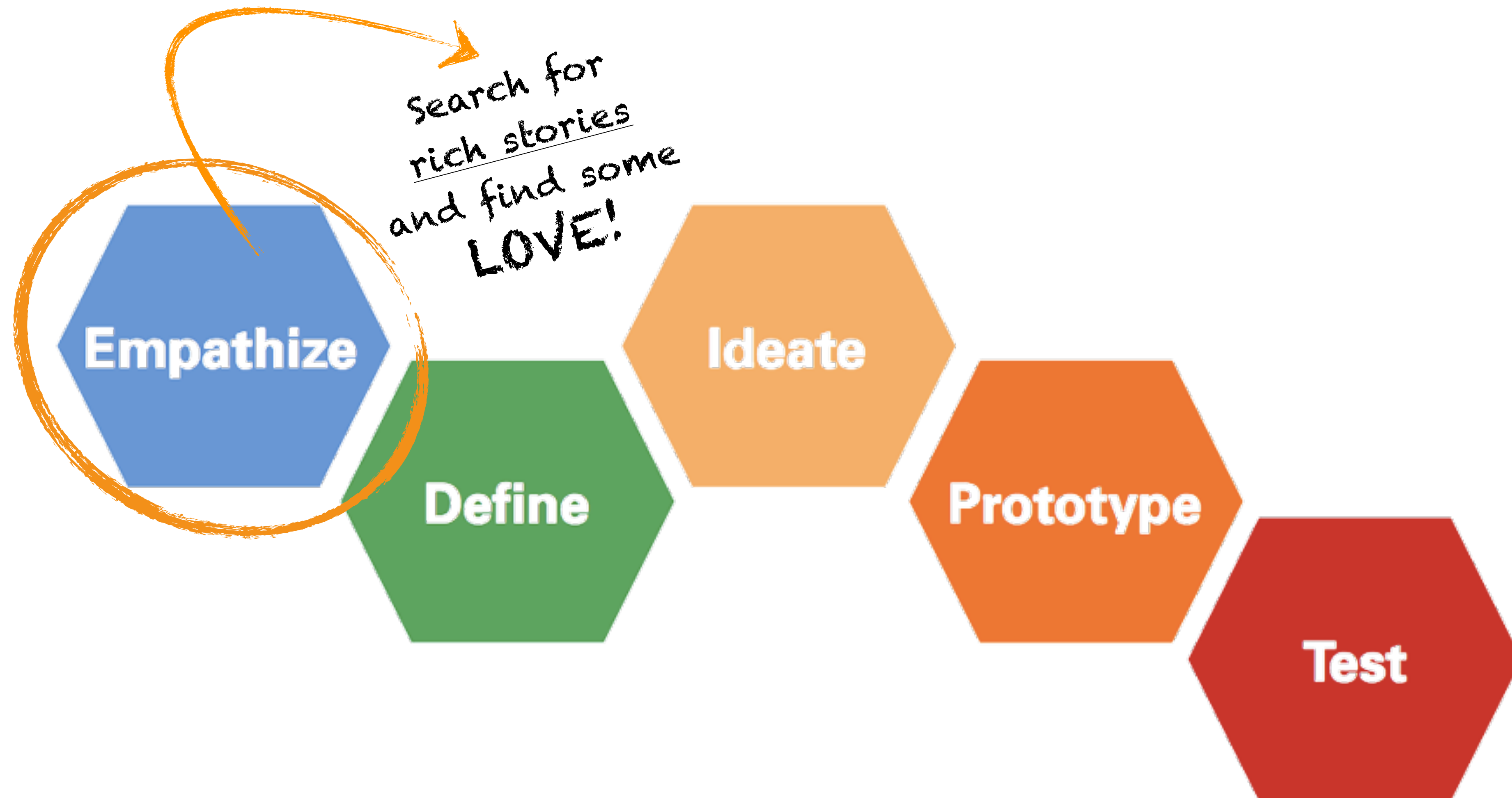
Team Waterfront

Team Stone Village

Star for All

How might we help make Star Island more playful for people of all abilities?





Assume a Beginner's Mindset

Don't judge. Just observe and engage users without the influence of value judgments upon their actions, circumstances, decisions, or “issues.”

Question everything. Question even (and especially) the things you think you already understand. Ask questions to learn about how the user perceives the world. Think about how a 4-year-old asks “Why?” about everything. Follow up an answer to one “why” with a second “why.”

Be truly curious. Strive to assume a posture of wonder and curiosity, especially in circumstances that seem either familiar or uncomfortable.

Find patterns. Look for interesting threads and themes that emerge across interactions with users.

Listen. Really. Lose your agenda and let the scene soak into your psyche. Absorb what users say to you, and how they say it, without thinking about the next thing you're going to say.

Interview Tips

Ask why. Even when you think you know the answer, ask people why they do or say things. The answers will sometimes surprise you. A conversation started from one question should go on as long as it needs to.

Encourage stories. Whether or not the stories people tell are true, they reveal how they think about the world. Ask questions that get people telling stories.

Look for inconsistencies. Sometimes what people say and what they do are different. These inconsistencies often hide interesting insights.

Interview in pairs. It is impossible to engage a user and take detailed notes at the same time.