

Uncertainty in Games

Playful Thinking

Jesper Juul, Geoffrey Long, and William Uricchio, editors

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Series Foreword

Many people (we series editors included) find videogames exhilarating, but it can be just as interesting to ponder *why* that is so. What do videogames do? What can they be used for? How do they work? How do they relate to the rest of the world? Why is play both so important and so powerful?

Playful Thinking is a series of short, readable, and argumentative books that share some playfulness and excitement with the games that they are about. Each book in the series is small enough to fit in a backpack or coat pocket, and combines depth with readability for any reader interested in playing more thoughtfully or thinking more playfully. This includes, but is by no means limited to, academics, game makers, and curious players.

So, we are casting our net wide. Each book in our series provides a blend of new insights and interesting arguments with overviews of knowledge from game studies and other areas. You will see this reflected not just in the range of titles in our series, but in the range of authors creating them. Our basic assumption is simple: videogames are such a flourishing medium that any new perspective on them is likely to show us something unseen or forgotten, including those from such “unconventional”

voices as artists, philosophers, or specialists in other industries or fields of study. These books will be bridge-builders, cross-pollinating both areas with new knowledge and new ways of thinking.

At its heart, this is what Playful Thinking is all about: new ways of thinking about games, and new ways of using games to think about the rest of the world.