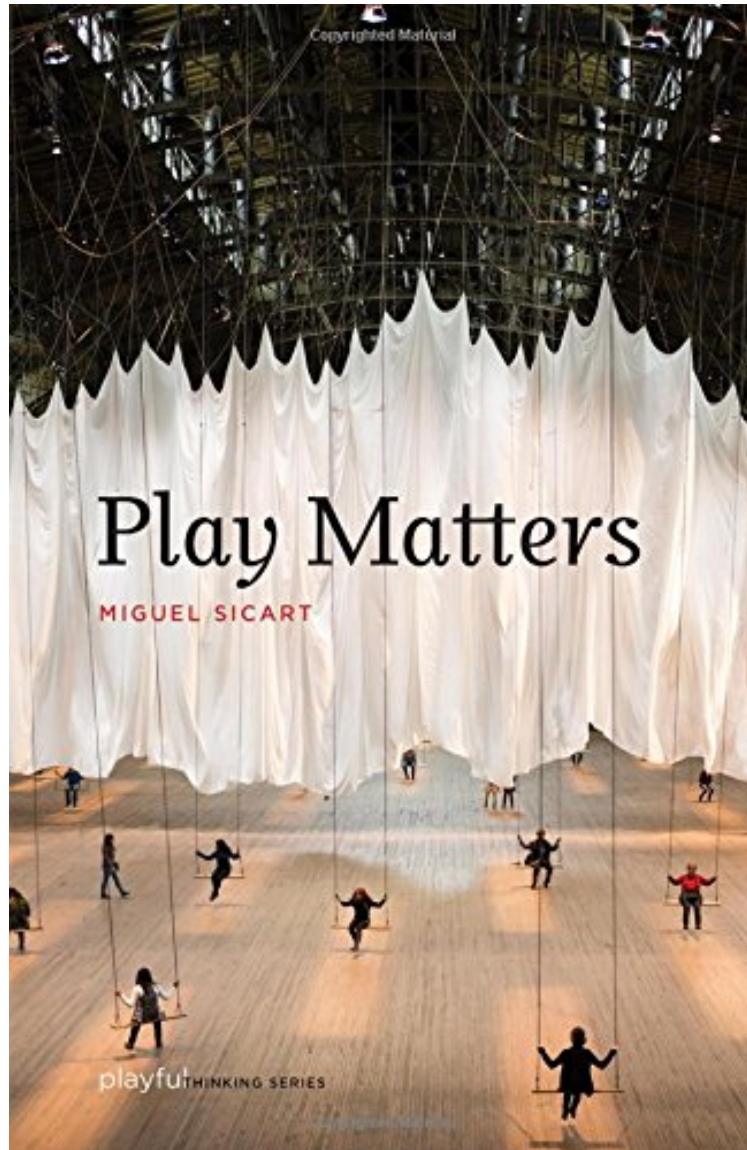


(Ebook free) Play Matters (Playful Thinking)

Play Matters (Playful Thinking)

Miguel Sicart

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Miguel Sicart : Play Matters (Playful Thinking) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Play Matters (Playful Thinking):

1 of 1 people found the following review helpful. Five Stars By Iskander Smit Great compact read on playful design that reaches to broader design insights. 0 of 0 people found the following review helpful. But I had to buy this book for a college course I was taking and holy crap is it horrible By Emily Pearce Maybe I'm not allowed to write a review of this book since I'm not going to school for anything related Psychology. But I had to buy this book for a college course

I was taking and holy crap is it horrible. (I love to read by the way). It was hard to even get through a few pages at a time. This book is so incredibly redundant. The first two chapters could have been summed up in a couple paragraphs. Its like this entire book is one of those work meetings that could have been an email. The way its written skips around a whole bunch and made my assignments for it pretty difficult because I spent more time trying to find definitions or references than actually writing about the concepts. Maybe this is just over my head or maybe I needed more context or psych experience to enjoy this book.5 of 8 people found the following review helpful. without spoiling the fun. It opens a way into this worldBy Bernard De KovenWhen Miguel Sicart sent me a draft of his new book, Play Matters, I was deeply gratified by his explorations of play and playfulness and their implications for video game design. Deeply gratified. So deeply that when he asked me if Id consider writing an endorsement for his book (which you can read on the back cover), I jumped at the chance.Heres what I wrote:Play Matters opens a door into our increasingly playful world. It frames the world of play and playfulness just enough to create a coherent image of these fundamental forces, without spoiling the fun. It opens a way into this world, inviting the reader to engage, creatively and intelligently, in the design of a more playful future.Now that I have the published book finally in hand, I am pleased to tell you that, though I fully stand by my endorsement, the book proves to be even more insightful, and, in its playful way, revolutionary, than I indicated, despite my obvious enthusiasm for the project.Sicart thinks clearly and deeply about play.To play, writes Sicart, is to be in the world. Playing is a form of understanding what surrounds us and who we are, and a way of engaging with others.and:I am not going to oppose play to reality, to work, to ritual or sports, he says, because it exists in all of them. It is a way of being in the world, (my italics) like languages, thought, faith, reason.we need, he continues, to reclaim play as a way of expression, a way of engaging with the world not as an activity of consumption, but as an activity of production. Like literature, art, song and dance; like politics and love and math, play is a way of engaging and expressing our being in the world.And: Playfulness glues together an ecology of playthings, situations, behaviors, and people, extending play onward an attitude for being in the world. Through playfulness, we see the world, and we also see how the world could be structured as play.and when it comes to games, I give you, as a taste, Sicarts description of the game of Metakettle:In the protests of late 2009 and 2010 that took place across the United Kingdom, a police tactic for containing dissenters became popular: kettling. Kettling consists of surrounding a group of protestors with enough riot police to contain them in an area, either to facilitate their arrest or to break down large demonstrations into more manageable groups. Kettling is not necessarily a violent teactic, bit it immediately showcases the force of riot police. Kettling is also the inspiration for one of the most interesting political games ever made: Metakettle.The rules of Metakettle are simple:1. Shout Metakettle to start the game.2. Start your own team by shouting an animal name or joining an already established team by linking arms with them.3. Get other people on yor team by completely encircling them with members of your team.4. The person who formed the last surviving animal team wins.5. Repeat until the police let you go.Sicart comments:Metakettle is designed to appropriate a particular situation and playfully turn it around. It is carnivalesque play at its best an appropriation of a situation turned into the absurd trough play that shows a political interpretation of the situation in which it is played.And this is just one small example of the depth of his thinking and the power of his message all in the name of play.Its written largely for videogame designers, and in that, it succeeds brilliantly. It is one of those books that clearly belongs in the core curriculum of every game design program (and, fortunately, there are many such). But it is equally, as I hope the small taste of his writing that I shared with you demonstrates, an extremely valuable book for those of us who think about things like political action, games of any and every kind: games for change, serious games, games for education, for communication, and, of course, beyond games to the very art of living.

Why play is a productive, expressive way of being, a form of understanding, and a fundamental part of our well-being.What do we think about when we think about play? A pastime? Games? Childish activities? The opposite of work? Think again: If we are happy and well rested, we may approach even our daily tasks in a playful way, taking the attitude of play without the activity of play. So what, then, is play? In Play Matters, Miguel Sicart argues that to play is to be in the world; playing is a form of understanding what surrounds us and a way of engaging with others. Play goes beyond games; it is a mode of being human.We play games, but we also play with toys, on playgrounds, with technologies and design. Sicart proposes a theory of play that doesn't derive from a particular object or activity but is a portable tool for being--not tied to objects but brought by people to the complex interactions that form their daily lives. It is not separated from reality; it is part of it. It is pleasurable, but not necessarily fun. Play can be dangerous, addictive, and destructive.Along the way, Sicart considers playfulness, the capacity to use play outside the context of play; toys, the materialization of play -- instruments but also play pals; playgrounds, play spaces that enable all kinds of play; beauty, the aesthetics of play through action; political play -- from Maradona's goal against England in the 1986 World Cup to the hactivist activities of Anonymous; the political, aesthetic, and moral activity of game design; and why play and computers get along so well.

Play Matters opens a door into our increasingly playful world. It frames the world of play and playfulness just enough to create a coherent image of these fundamental forces, without spoiling the fun. It opens a way into this world,

inviting the reader to engage, creatively and intelligently, in the design of an even more playful future. (Bernard De Koven, author of *The Well-Played Game* and *A Playful Path*) Play is undoubtedly the most important part of any creative process; in fact it is the creative process. Miguel Sicart shows time and time again why play is something that must be taken seriously, why it leads to better, more beautiful, more considered work, and ultimately why play does indeed matter. (Brendan Dawes, designer, brendandawes.com) In *Play Matters*, Sicart shares with us a fascinating toy chest full of concepts, ideas, and observations on the most elusive subject in game studies. (Gonzalo Frasca, ORT University Uruguay) *Play Matters* is a succinct but provocative addition to the Massachusetts Institute of Technology Press's *Playful Thinking* book series. (*American Journal of Play*)

About the Author Miguel Sicart is Associate Professor at the Center for Computer Game Research at IT University Copenhagen. He is the author of *The Ethics of Computer Games* and *Beyond Choices: The Design of Ethical Gameplay*, both published by the MIT Press.