

Understanding Play

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playful design

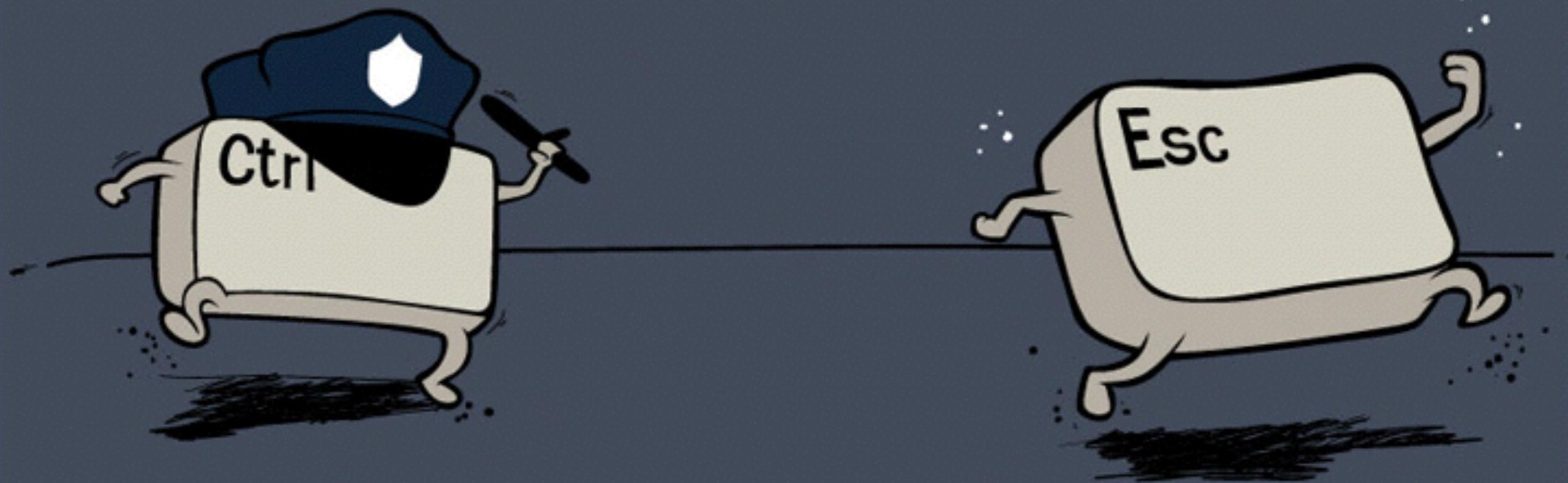
Today

- Understanding play**
- Play and materiality**
- Play and technology**
- Play in theory**
- Play in playful design**

Thinking play



- Thinking through things.
- Each object, each practice questions an understanding of play.
- But play is not about objects, right?



What is at stake?

why does play matter?

Play is a social activity





Play is about things



Play is embodied

Embodied

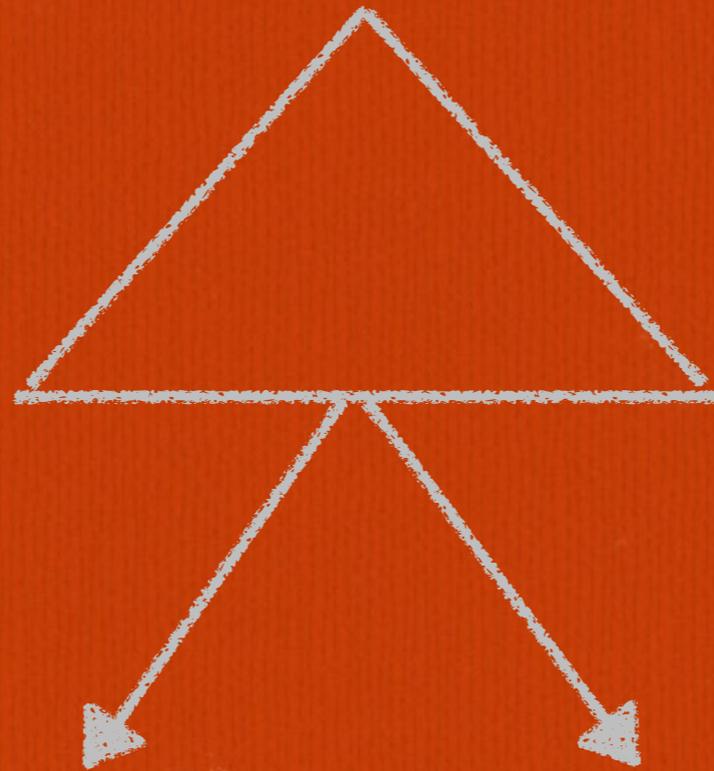
Social

Technical

cultural

designed

a christmas tree!





**USE WHAT IS DOMINANT
IN A CULTURE
TO CHANGE IT QUICKLY**

Let's figure this mess out



Play and Work

Western Electric
is crossing a telephone
with a TV set.



Someday you'll be
a star!

What you'll use is called, simply enough, a Picturephone® set. Someday it will let you see who you

The Picturephone set is just one of the communications of the future Western Electric is working

Western Electric builds regular phones and equipment for your Bell telephone company. But we also

- Huizinga: opposites
- Burke: variations of the same activity
- but play lacks ultimate seriousness



High stakes sports

Henricks



- Play is related with freedom
 - why? examples?

- Play is transformation:
 - form
 - deform
 - reform circumstances

Play is:



- action
- activity
- interaction
- purely aesthetic



‘A laboratory of the possible’

What does Henricks mean?’

Exercise 1



- What is a 'service'?
- The possible vs. the experimental
- Laboratories of the possible

Henricks: Characteristics of play



- Free ...
- ... within a shared environment ...
- where we have full control.
- Transformation
- Consumption
- Contestive
- Unpredictable

Let's look at services



Play for designers

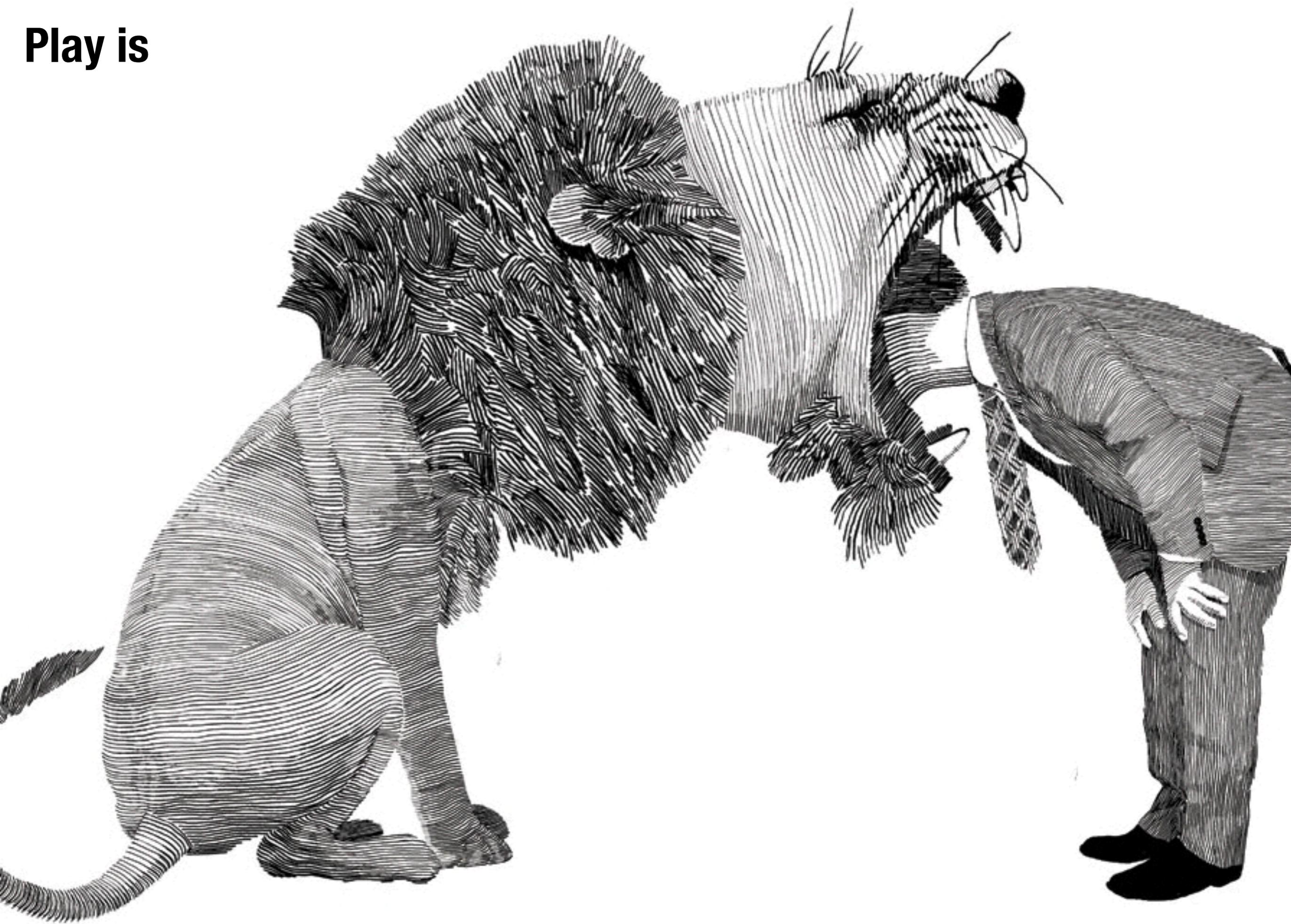
a theory of play, people, machines, and how
they relate to each other



Play <-> Make

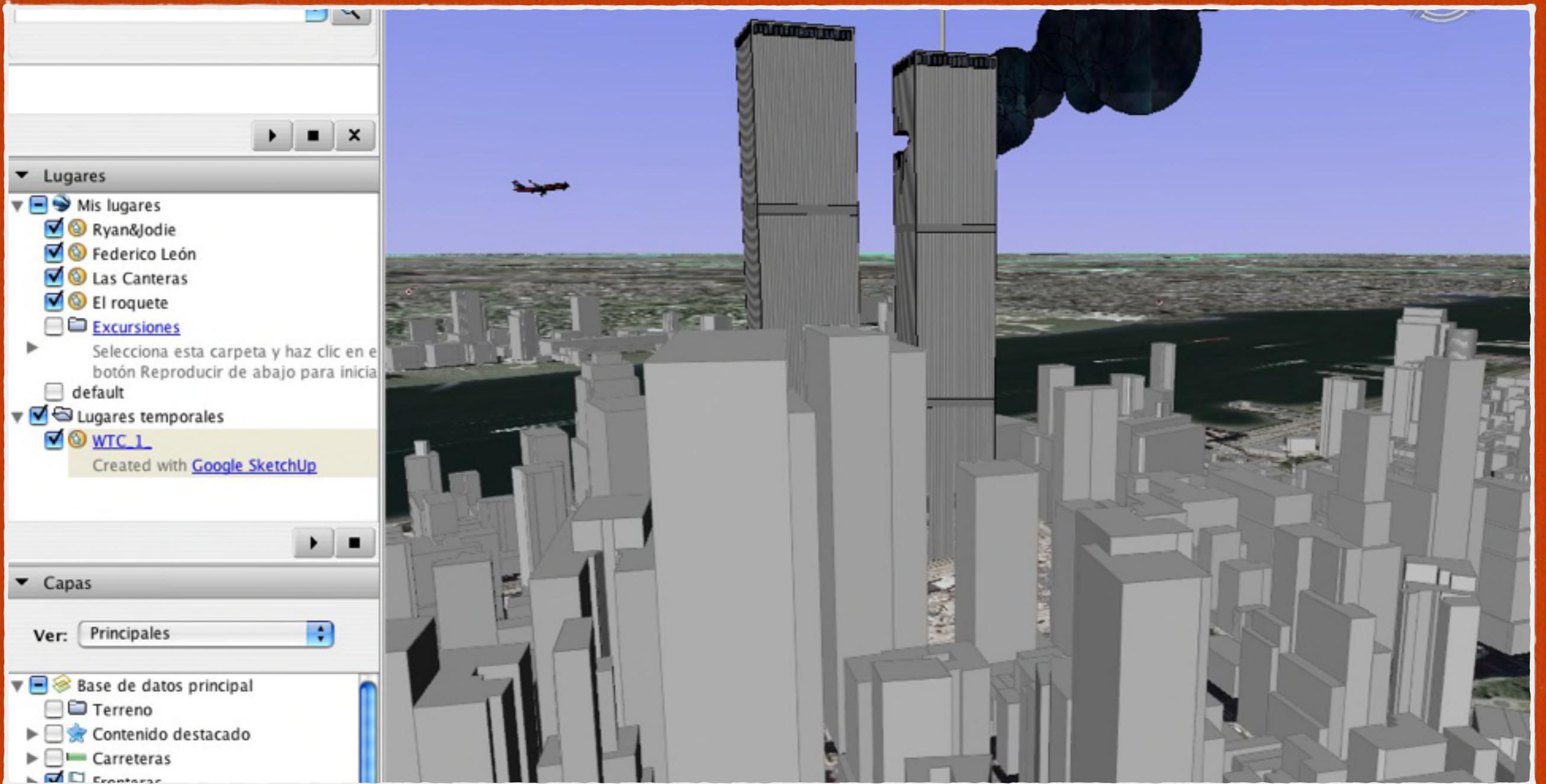
- Systematically thinking.**
- Asking questions to materials.**
- Materials to ask questions with.**
- Every object creates a situation, a practice, and its embedded in a culture.**

Play is





Appropriative



Expressive



Personal



Autotelic

Play and design



- How does an object engage with appropriation?
- How does an object become personal/a personal practice?
- Autotelic?
- Expressive?

Exercise 1: design a playful service

- Main questions:**
 - laboratory of the possible**
 - autotelic + expressive**
 - material uses and practices**