

PLAYTHINGS

PlayLab

Recap

previously, on PlayLab

- Artificial Agency
- Infosphere
- Programming, representation, mediation
- Interfaces as practices
- Multistability









the**strong**
NATIONAL MUSEUM OF **PLAY**®

National Toy Hall of Fame®



Materialism

A screenshot from a game showing a large tree in a landscape with a sun in the sky and a text box.

But if you want to, you
can always see things
from a little thing's point
of view

✿
What is a *thing*?



TYRELL CORPORATION

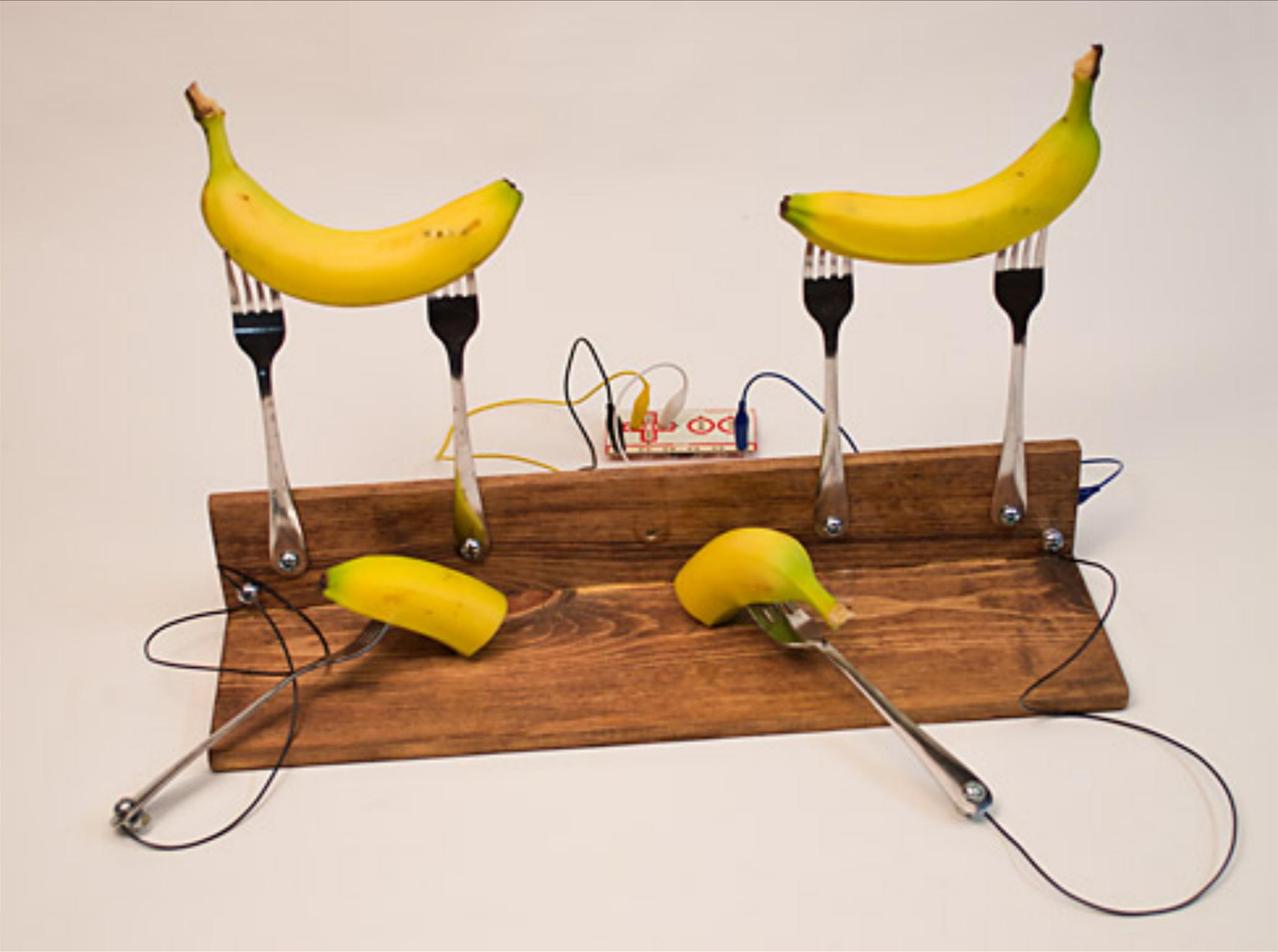


N6MAA10816	COMBAT COLONIZATION DEFENSE PROGRAM
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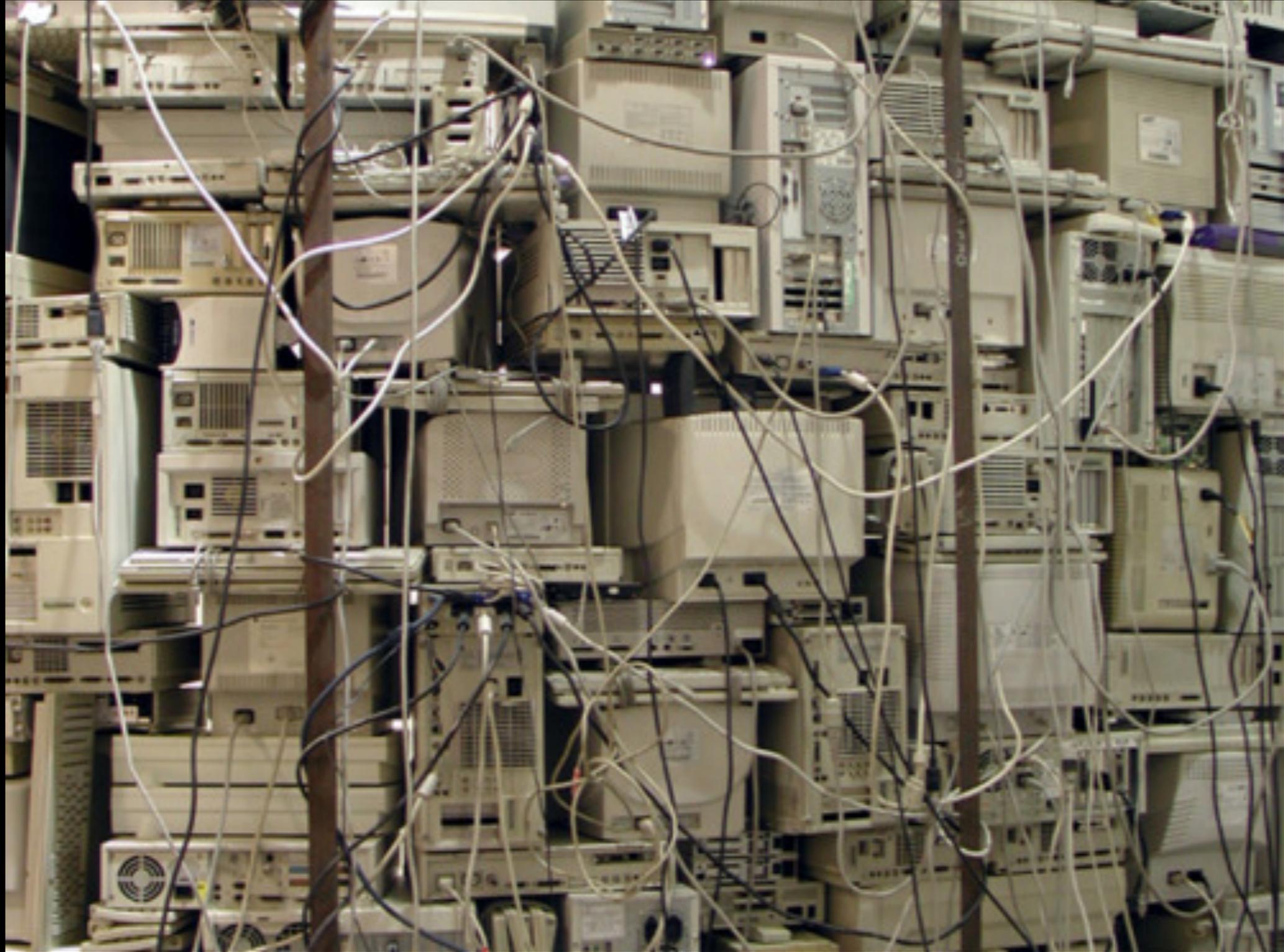
MORE HUMAN THAN HUMAN

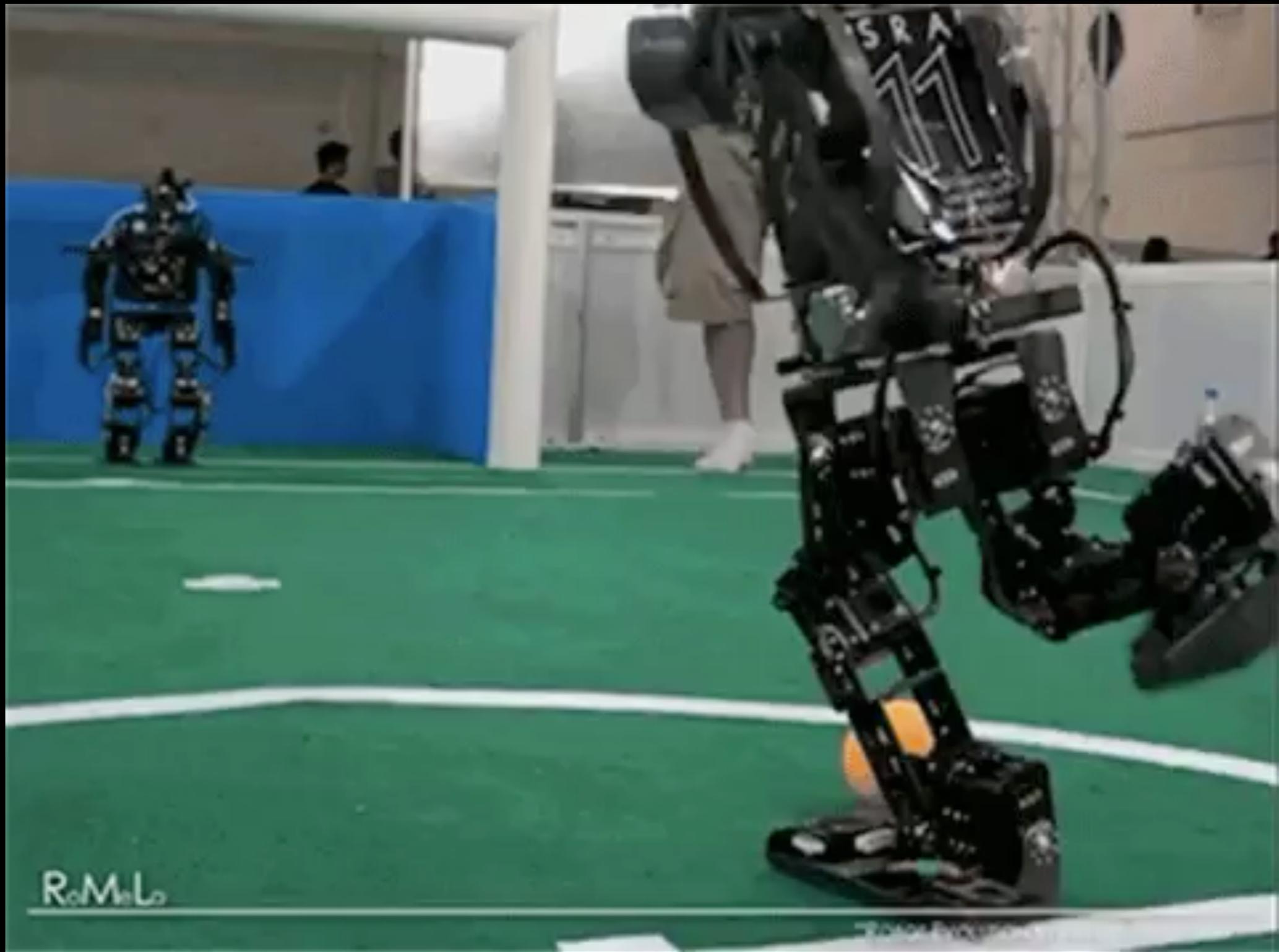


















Playthings

SENORGIF.COM



joyreactor.com

PLS71994/PLM47399



00:28:08



Twitch PI ● LIVE

Pokemon

8d 12h 8m 5s

Anarchy Democracy

Robssn	democracy
096521	↔
Winfeng	anarchy
Brunal_	democracy
Yoemitch	democracy
Radwab	democracy
Fantasticmrscot	democracy
Lionheart6988	↕
Sujus	democracy
Senorcrunch	↗
Kevinar42	democracy
Fifteenfifty	democracy
Judgedead53	democracy
Thebaddestass	↑
Swi2	b
Tekamon	↕
Derpmoherpson	b

Subject has moved left.

Subject has moved down.

Subject has moved to the top right area of the window.

Subject is back. Welcome!

No movement for ten seconds.

Subject has accepted the cookie.

09:38:56 and subject has made the window as big as possible.

New subject has entered. Welcome!

...

(please turn on your sound)



Button

Computers as *playthings*

A man with dark hair, wearing a red, blue, and white plaid button-down shirt, is looking down with a serious expression. He is in a room with light blue walls. In the background, there is a doorway on the right, a framed picture on the left, and a lamp. The scene is dimly lit, suggesting an indoor setting at night or in low light.

**The
End
(for now)**

- Everything has to be epic.