



## Play Matters (Playful Thinking)

By Miguel Sicart

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**Play Matters (Playful Thinking)** By Miguel Sicart

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.

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### Editorial Review

#### Review

*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](http://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.

### Users Review

#### From reader reviews:

##### Erma Carver:

Information is provisions for folks to get better life, information these days can get by anyone in everywhere. The information can be a understanding or any news even a problem. What people must be consider any time those information which is from the former life are challenging to be find than now could be taking seriously which one would work to believe or which one often the resource are convinced. If you obtain the unstable resource then you get it as your main information we will see huge disadvantage for you. All of those possibilities will not happen inside you if you take *Play Matters* (Playful Thinking) as your daily resource

information.

### **Melvin Bragg:**

Reading can be called head hangout, why? Because if you are reading a book mainly book entitled Play Matters (Playful Thinking) your mind will drift away through every dimension, wandering in each and every aspect that maybe mysterious for but surely will end up your mind friends. Imaging each and every word written in a e-book then become one contact from conclusion and explanation in which maybe you never get just before. The Play Matters (Playful Thinking) giving you another experience more than blown away your thoughts but also giving you useful information for your better life with this era. So now let us explain to you the relaxing pattern here is your body and mind will be pleased when you are finished reading through it, like winning an activity. Do you want to try this extraordinary paying spare time activity?

### **Albert Lightner:**

This Play Matters (Playful Thinking) is great guide for you because the content which is full of information for you who also always deal with world and still have to make decision every minute. This book reveals it data accurately using great arranged words or we can say no rambling sentences in it. So if you are reading that hurriedly you can have whole facts in it. Doesn't mean it only provides you with straight forward sentences but hard core information with wonderful delivering sentences. Having Play Matters (Playful Thinking) in your hand like getting the world in your arm, facts in it is not ridiculous one. We can say that no reserve that offer you world throughout ten or fifteen seconds right but this reserve already do that. So, it is a good reading book. Hey Mr. and Mrs. hectic do you still doubt that?

### **Margaret Babin:**

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