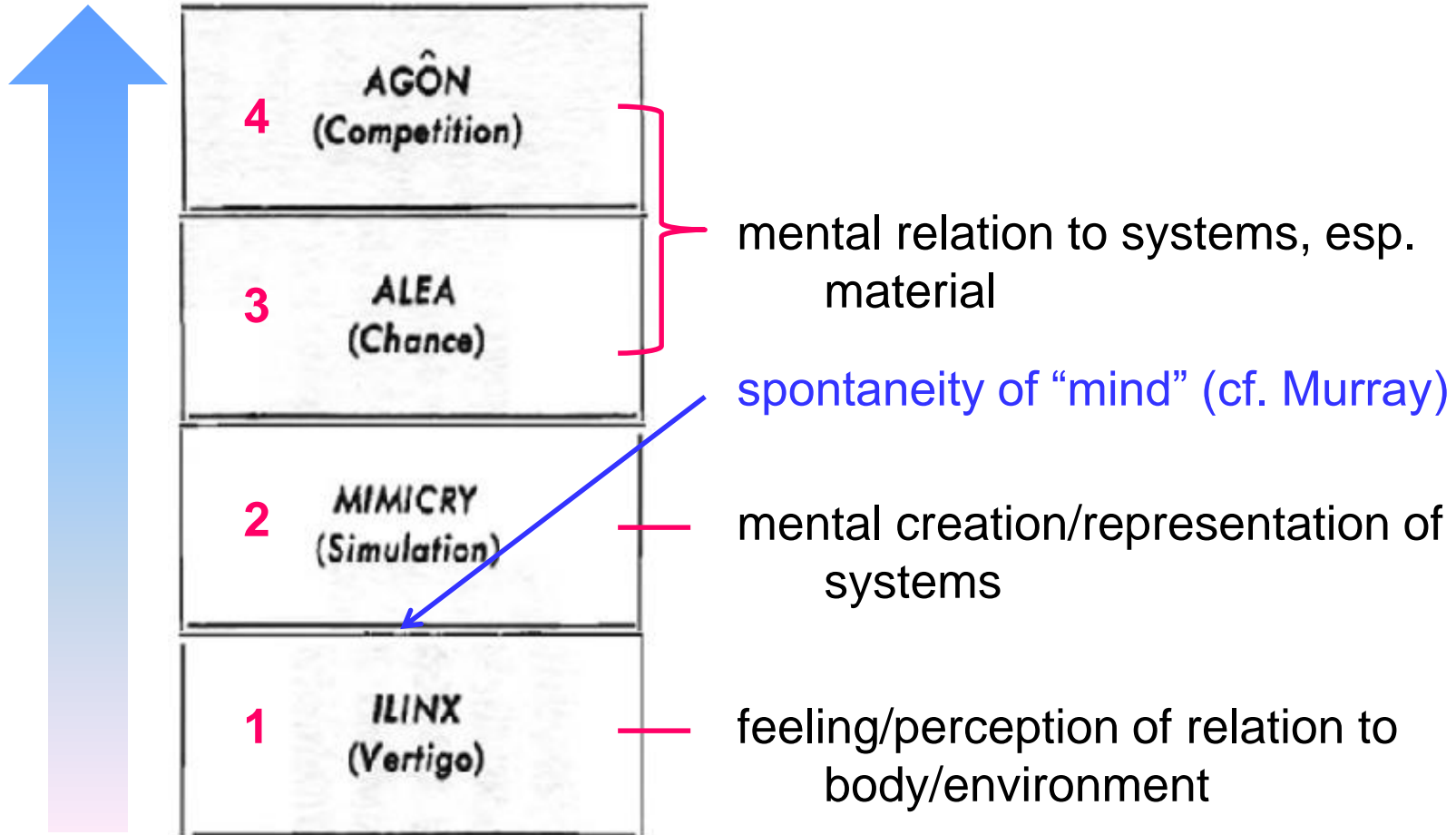




Matters of **Play**

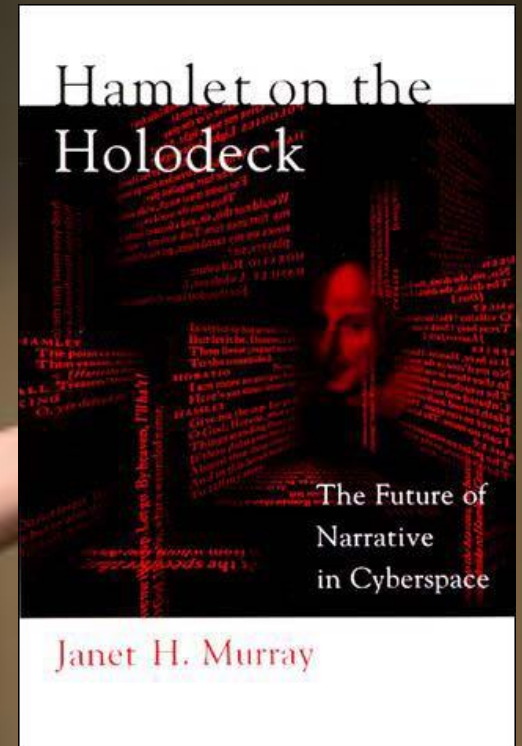
HS260 :: FALL 2017 :: TERRY SCHENOLD

RE-INTERPRETING CAILLOIS TYPOLOGY





DISCUSSION: MURRAY



MURRAY: JOINT-ATTENTIONAL SCENES

GAMES AS EXPERIENCES

1. Games as *evolution accelerators* for self-organizing beings
2. Games as *productive limitations* on play (recall: *paidia*, *autophues* vs. *ludus*)
3. Games as *simulations*, inducing empathic awareness and reasoning of others as agents



“The pleasure of games reinforces the adaptive behavior of symbolic communication around patterned social behavior”

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CO-EVOLUTION OF HUMAN AND CULTURE



1. Episodic culture – sociality & tool use
2. Mimetic culture – symbolic communication, tool making
3. Mythic culture – language, ritual, art, narrative
4. Theoretical culture – science, info. & memory tech.