

Game Playing in “The Most Dangerous Game”

Play Theory



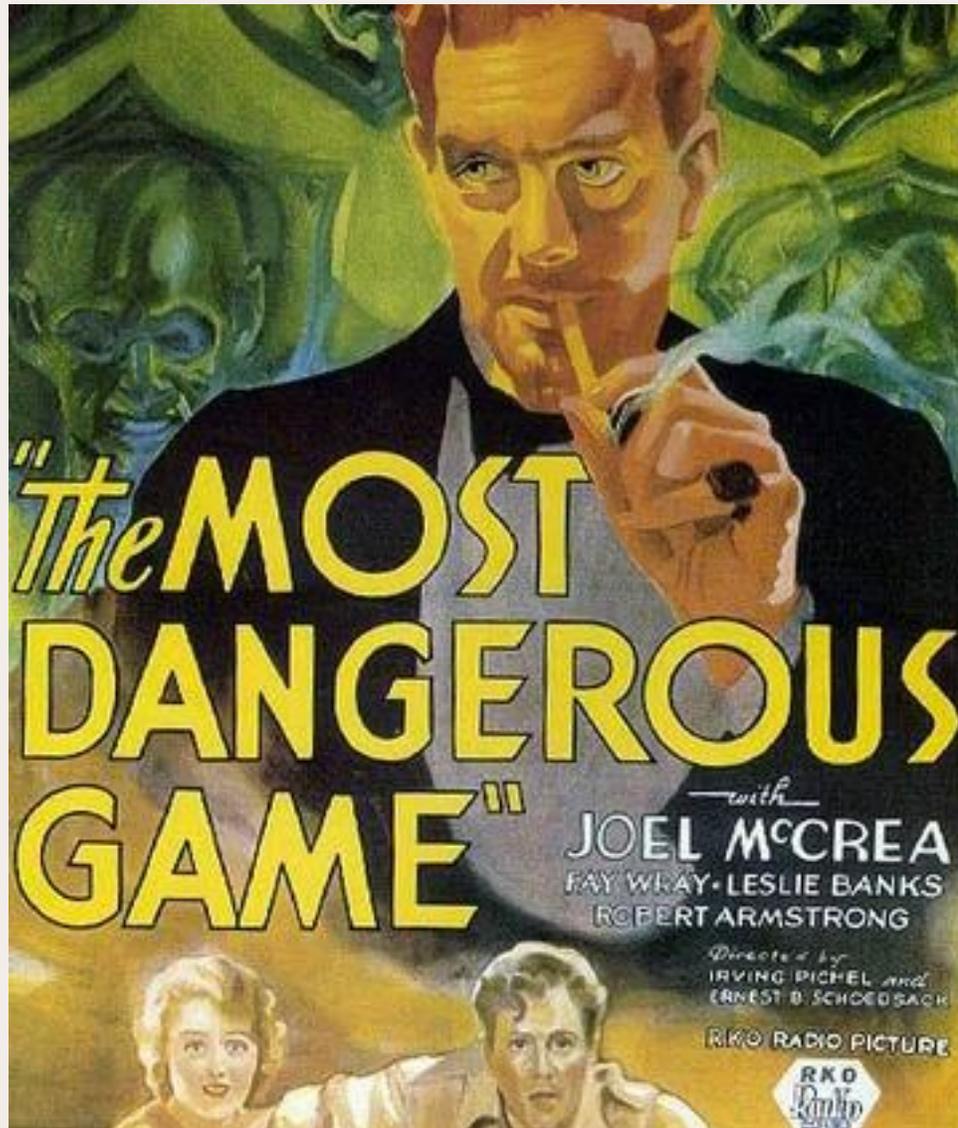
Play (Raw material of games)

- Freedom
- Loose, flexible structure
- Simple rules
- Spontaneity
- Anarchic
- Imagination
- Fun, joy
- End itself

Games

- Competition
- Purpose, specific goal
- Specific rules (limit playfulness)
- Measurable outcomes
- Serious - Strategy
- Merit based, Equal opportunity, Fairness
- Means to an end - winning

Game Playing



Games are an artificial construction designed to promote competition

Games create order and meaning. When applied to daily life, they create the illusion that life can be ordered and made meaningful, that life's ambiguity, uncertainty, unpredictability can be addressed or negated with certainty and intelligibility

Conflating games and daily life (life *is* a game) leads to a loss of moral and ethical perspective