

Function of Game  
Playing in *OT*

## Criminals' Contest

### Life is Not a Game

- \*\*Competition: Voldemort's desire for power (no good and evil)—no clear rules or referees.
- \*\*Consequences for breaking rules/social conventions
- \*\*Ambiguity and uncertainty
- \*\*Dumbledore—Compete not to win but to keep Voldemort weak (accept losing).
- \*\*Dumbledore: our choices more than our abilities
- \*\* Education: process of gaining knowledge and personal growth

### Games As an Artificial Construction

- \*\*Competition-win match & Quidditch Cup/fun, House pride
- \*\*Specific rules/scoring/control "play"
- \*\*Set, defined positions: Chaser, Keeper, Beater—score points
- \*\*Fair play/sportsmanship—morality and ethics
- \*\*Penalties—referee
- \*\*One winner: measurable outcome/meaningful

## Pickpocket Game

### Games As a Microcosm of Life

- \*\*Competition structures life at Hogwarts (*Coopetition?*)/excellence and progress
- \*\*Skill, courage, fun, teamwork, loyalty, friendship, following rules
- \*\*Harry and Draco as protagonist/antagonist
- \*\*Ministry of Magic—administration/Hogwarts
- \*\*Harry is a seeker—position/points & quest for self-discovery and his place in the world