

Function of Quidditch
in the HPSS

Hogwarts/ Society

Life is Not a Game

- **Competition: Voldemort's desire for power (no good and evil)—no clear rules or referees
- **Outside to the game: perspective allows for morality and ethics
- **Consequences for breaking rules/social conventions
- **Ambiguity and uncertainty cannot always be accounted for or controlled
- **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

Sport (Games) As an Artificial Construction

- **Competition-win match & Quidditch Cup/fun, house pride, accomplishment
- **Measurable outcome: win or lose
- **Specific rules/scoring/control "play"
- **Set, defined positions: Chaser, Keeper, Beater, Seeker—score points
- **Fair play/sportsmanship—morality and ethics
- **Penalties—referee

Quidditch

Sport 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