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A wildly expansive study of what play is, what games are, how they intersect with the worlds of art, geography and design

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InCritical Play, artist and game designer Mary Flanagan examines alternative games-- games that challenge the accepted norms embedded within the gaming industry -- and argues thatgames designed by artists and activists are reshaping everyday game culture.Flanagan provides a lively historical context for critical play throughtwentieth-century ...

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Mary Flanagan is Sherman Fairchild Distinguished Professor in Digital Humanities, Director of the Tiltfactor game research laboratory, and Professor in the Department of Film and Media Studies at Dartmouth College. She is the author of Critical Play: Radical Game Design (MIT Press).

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But Mary doesn't just look at games for entertainment sake. She studies embedded design for social innovation, and her last two academic books have shown the path she is helping to create. Her book, *Critical Play: Radical Game Design* (The MIT Press, 2009), provided a

historic context for critical play through twentieth-century art movements.

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tural issues as well as the games themselves. The research for *Critical Play* grew out of an avid interest in popular computer games technology, history, and cultural studies, as well as my own creative work: I use play and game fundamentals in projects as diverse as activist software design, class-

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Flanagan provides a lively historical context for critical play through twentieth-century art movements, connecting subversive game design to subversive art: her examples of “playing house” include Dadaist puppet shows and The Sims. She looks at artists’ alternative computer-based games and explores games for change, considering the way ...

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The goal of Critical Play is to examine the ways in which individuals and groups involved in creating and playing games have worked, and are working within, social, political, and cultural systems. Their critical, radical play can be considered the avant-garde of the game as a medium. | 2 | PLAYING HOUSE

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Mary Flanagan, Critical Play: Radical Game Design. by W. Michelle Harris. There have been some marvelous scholarly books on the history of games (conventional and digital) and on the psychology of play, but Mary Flanagan stakes out new ground by bringing an artist’s perspective to Critical Play: Radical Games. This ambitious book is a deep ...

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Researcher Mary Flanagan wrote Critical Play:Radical Game Design in 2009, the same year

that Lindsay Grace started the Critical Gameplay project. Grace's Critical Gameplay project is an internationally exhibited collection of video games that apply Critical Design. The games provoke questions about the way games are designed and played.

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