

The Facilitation of Playfulness



*“Playfulness
is what makes
play fun.”*

–Play, Playfulness, Creativity and Innovation
Patrick Bateson and Paul Martin, p. 57

There Must be a Good Reason

<http://www.deepfun.com/fun/2012/12/there-must-be-a-good-reason/>

Challenge



ANXIETY

FLOW

BOREDOM



Abilities



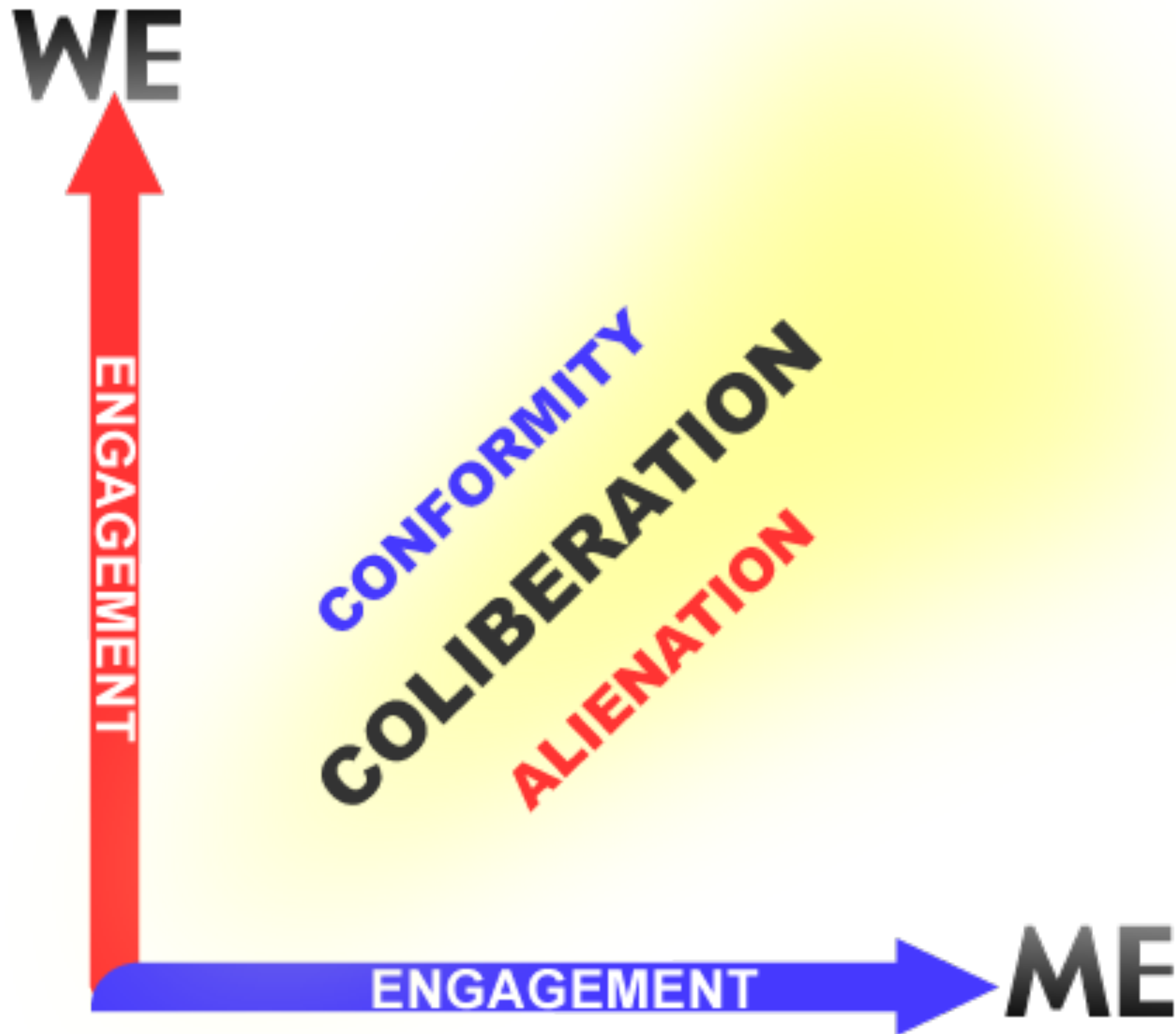
The Game Community

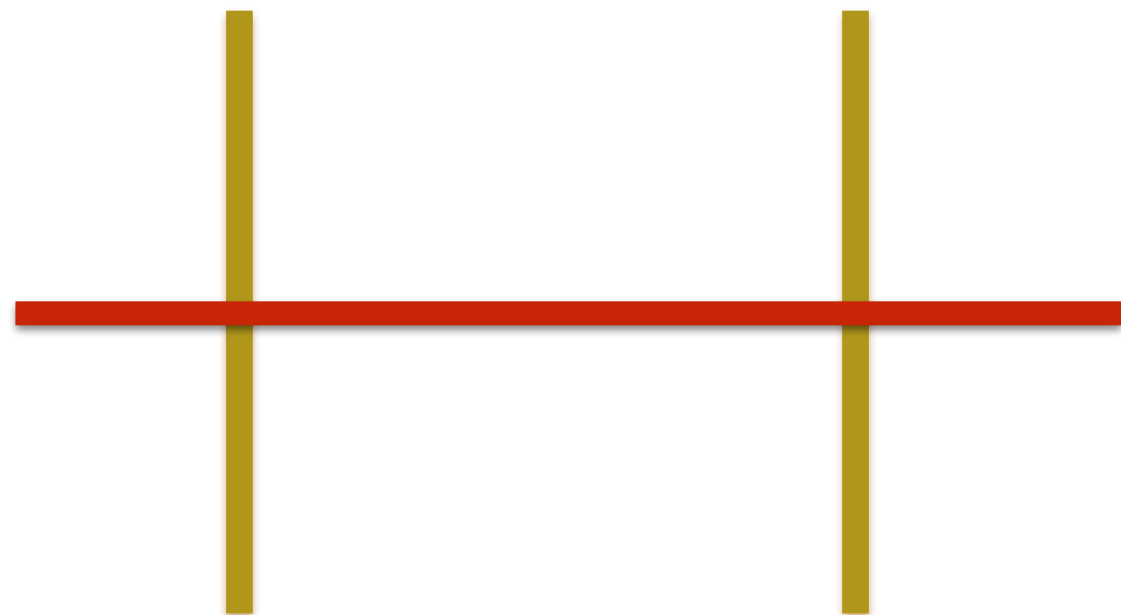
The rules and officials decide if the players are good enough to play. If not, they change the players.



The Play Community

The players decide if the game is fun enough to play. If not, they change the game.





Muska Mosston



Slanted Rope theory

Blessings

<http://www.deepfun.com/fun/2010/06/endless-blessings/>

aplayfulpath.com



deepFUN.com

