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Play is a voluntary activity or occupation executed within certain fixed limits of time and place, according to rules freely accepted but absolutely binding, having its aim in it-self and accompanied by a feeling of tension, joy and the consciousness that it is “different” from “ordinary life.” (Huizinga 1938, p. 28)

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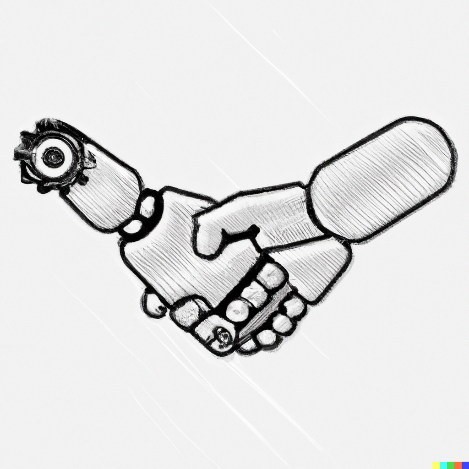


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NATALIE DENK has Master’s degrees in Educational Science and Game Studies. Her research focuses on Game-based Education, Educational Game Design, and the gender dimension of digital gaming culture. Since 2014 she has been involved in several national and international research projects at University of Krems’ Center for Applied Game Studies, acting as Head of Center since July 2019.

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References

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Huizinga, J. (1936). In the shadow of tomorrow. Norton & Company.

Huizinga, J. (2002 [1938]). Homo Ludens—A Study of the Play-Element in Culture. Routledge.

Juul, J. (2009). The magic circle and the puzzle piece. In S. Guenzel, J. Juul, & D. Mersch (Eds.), Conference Proceedings of The Philosophy of Computer Games 2008 (pp. 56–67).

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Zimmerman, E. (2012). Jerked around by the magic circle-clearing the air ten years later. Gamasutra - The Art & Business of Making Games. https://www.gamasutra.com/view/feature/6696/jerked\_around\_by\_the\_magic\_circle\_.php

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