

Bibliography for “Play” Proteus Gowanus 2007-2008

Recommended by Wendy Walker:

Iona and Peter Opie, *The Language and Lore of Schoolchildren*

Caroline Furness Jayne, *String Figures and How to Make Them: A Study of Cat's Cradle in Many Lands.*

Barbara Maria Stafford and Frances Terpak, *Devices of Wonder. From the World in a Box to Images on a Screen.*

Leeman, Elffers and Schuyt, *Hidden Images. Games of Perception, Anamorphic Art, Illusion*

Jurgis Baltrusaitis, *Anamorphoses ou Magie Artificielle des Effets Merveilleux* (I think this has been translated into English)

ed. Holbrook and Jackson, *The Complete Nonsense of Edward Lear*

Edward Lear, *A Book of Bosh*

ed. John Fisher, *The Magic of Lewis Carroll* (his games and puzzles for children)

Recommended by Heather Chaplin:

Johan Huizinga, *Homo ludens: a study of the element of play in culture*

John C. Beck and Mitchell Wade, *Got Game*

David Kushner, *Masters of Doom*

Katie Salen and Eric Zimmerman, *Rules of Play*

Jesper Juul, *Half Real: Video games between real rules and Fictional Rules*

Gerard Jones, Lynn Ponton, and Gerard Jones, *Killing Monsters: Why children need fantasy, super heroes and make-believe violence*

Henry Jenkins, *Fans, Bloggers, and Gamers: Media Consumers in a Digital Age*

Justine Cassell and Henry Jenkins, *From Barbie to Mortal Kombat: Gender and Computer Games*

Henry Jenkins, *Convergence Culture: Where Old and New Media Collide*

Alice LaPlante and Rich Seidner, *Playing for Profit: How Digital Entertainment is Making Big Business out of Childs Play*

Mark J. P. Wolf and Bernard Perron, *Videogame Theory Reader*

Steven Johnson, *Everything Good is Bad for You*

Heather Chaplin and Aaron Ruby, *Smartbomb: The Quest for Art, Entertainment, and Big Bucks in the Videogame Revolution*

Recommended by Herbert Pfohl:

Victoria Nelson, *The Secret Life of Puppets* (Paperback)

Max Von Boehn, *Puppets and Automata* (Paperback)

Kara Walker: My Complement, My Enemy, My Oppressor, My Love (Hardcover)

Hans Bellmer, *The Doll* (Atlas Anti-classics) (Paperback)

Agnes de la Beaumelle (Author), Alain Sayag (Author), Wieland Schmied (Author), Michael Semff (Editor), Anthony Spira (Editor) *Hans Bellmer* (hardback)

Max Ernst, *Une Semaine De Bonte: A Surrealistic Novel in Collage* (Paperback)

Amy Weinstein, *Once Upon a Time: Illustrations from Fairytales, Fables, Primers, Pop-Ups, and Other Children's Books* (Paperback)

Margaret K. Hofer, *The Games We played: The Golden Age of Board and Table Games* (Hardcover)

Roger Caillois, *Man, Play and Games* (Paperback)

Phantom Museums: The Short Films of the Quay Brothers (DVD)

Bil Baird, *Art of the Puppet* (Hardcover)

Winsor McCay, *Little Nemo in Slumberland: So Many Splendid Sundays!* (Hardcover)

Recommended by Karen Hewitt:

L'Arte del Gioco: da Klee a Boetti – Aosta Museo Archeologica Regionale (exhibition catalog in French and Italian. www.regione.vda.it)

Kunst ein Kinderspiel, (exhibition catalog) – in German – Schirn KunstHalle Frankfurt 2004

Aries, P., *Centuries of Childhood*, 1962

Barthes, Roland, *Mythologies*, 1972

Blake, K., *Play, Games and Sport: the literary works of Lewis Carroll*, 1974

Brosterman, N., *Inventing Kindergarten*

Caillois, R., *Man, Play, and Games*, 1961

Carlsson-Paige, N and D.E. Levin, *The War Play Dilemma*, 1987

Cross, G., *Kid's Stuff: Toys and the Changing World of American Childhood*

Pelligrini, A, ed., *The Future of Play Theory*, 1995 (and other books by Pelligrini)

Csikszentmihalyi, M., *Optimal Experience*, 1988

De Koven, R., *The Well-Played Game*, 1978 (he also has a website now)

DeMause, Ed., *The History of Childhood* , 1974

Derrida, J., *The Archeology of the Frivolous*, 1980

Ericson, Eric, *Toys and Reason*, 1950

Froebel, F., *The Education of Man*, 1887

Gardner, H., *Art Mind and Brain*, 1982

Groos, K., *The Play of Animals*, 1898

Hargrave, C.P., (Dover) *A History of Play Cards and a Bibliography of Cards and Gaming*

Mazzotta, G., *The World at Play in Boccaccio's Decameron*, 1986

Mergen, B., *Cultural Dimensions of Plays, Games and Sports*, 1986

Opie, I., *Childrens Games in the Streets and Playgrounds*, 1969

Papert, S. *Mindstorms* (MIT Media Lab – check out web site)

Piaget, J., *Play, Dreams and Imitation in Childhood*, 1951

Rojek, C., *Decentering Leisure: Rethinking Leisure Theory* , 1995

Schwartzman, H. ed., *Play and Culture* (a journal) 1980

Schwartzman, H., *Transformations: The Anthropology of Children's Play*

Singer, D, Singer, JI L, *The House of Make-Believe: Imagination in the Electronic Age*

Sutton-Smith, B., (any and all books by him) *The Ambiguity of Play*

Brian Sutton-Smith, *Toys as Culture*, 1986

Paul Budnitz, *I Am Plastic: The Designer Toy Explosion* , 2006

Also suggested:

Cabinet Magazine, Issue #19 “Chance”

R. L. Wing, *I Ching Workbook*

Robert Klanten, Matthias Hubner, *Dot Dot Dash: Designer Toys, Action Figures and Character Art*

Kath Dalmeny, *World of Knitted Toys*

Rodney Peppe, *Automata and Mechanical Toys*

Charlie Mack, *Encyclopedia of Matchbox Toys*

Lura Rogers Seavey, *Cat Toys: How to Make your Home a Feline Paradise*

Richard Lederer, *The Play of Words*

M.D. Eric Berne, *The Games People Play*

Pankaj Ghemawat, *Games Businesses Play: Cases and Models*

Marek M. Kaminski, *Games Prisoners Play: The Tragicomic Worlds of Polish Prison*

Larry Russ, *The Complete Mancala Games Book: How to Play the World's Oldest Board Games*

Jimmy Breslin, *Can't Anybody Here Play This Game? The Improbable Saga of the New York Met's First Year*

Edward Packel, *The Mathematics of Games and Gambling*

Richard Darsie, *String Games*

Suggested Web links:

<http://research.it.uts.edu.au/creative/ie/05/IE2005-fullerton.pdf>

www.regione.vda.it

<http://www.absolutearts.com/artsnews/2001/10/04/29195.html>

<http://www.feralchildren.com/en/showchild.php?ch=kaspar>

<http://www.opticaltoys.com/totalframes.html>

<http://www.boardgamegeek.com>

<http://www.mayfairgames.com/news/news-arc/newsfood-results.htm>

www.learningmaterialswork.com

<http://research.techwondo.com/blog/julian/225>

<http://www.absolutearts.com/artsnews/2001/10/04/29195.html>

<http://research.it.uts.edu.au/creative/ie/05/IE2005-fullerton.pdf>

<http://www.thesarutgroup.com/product.php?product=319>

<http://www.educ.msu.edu/neweducator/fall03/ambigrammist.htm>