

Game theory - LAB 4aug19 TM freiburg

Lab initiated by Joshua montin

Reflections written by Mileen Borgonjon

Imagine your body as a toy - individual exploration - discover the game on the way

REFLECTIONS AFTER PLAYING 10 MIN

Different approaches or possible aspects:

- > imagination - story, identity, animal, species,...
- > sensation - the skin - following enjoyment
- > body - possibilities, qualities, limitations

me, my thoughts,... inside, experiencing myself

-- VS --

me observing myself as something/someone

Explorations:

- i am (part of) water
- bouncyness in the body
- isolations
- gravity
- vision - eyes - imagination - relation
- (feedback of) the floor
- relation... importance of the environment in the game
- the rhythm of what i do
- repetition - related with entertainment - bored, move to next

Exploring physical limitations or having a rule:

Dancing the things you hear

Glueing together the knees

Passive shoulders and arms

Ongoing spirals

Which sounds are arising when i do different things

Where can i kiss myself

Where can i touch the floor

Falling and disorientation

My body moves itself (eg. Knees make hands clapping,...)

Reflections - philosophizing:

- Everything/everybody becomes parts of your game.

--> What about all have own game and meet and 'use' each other at the same time?

- The importance to have the chance to succeed in the game.

- My body as a game vs as a toy...

Game: What is the goal? To win? Strategies?

Competition?

- the fact that i am not the only crazy one - permission

- 'sangha' - allowing myself

After watching dog video:

duet of playing together, understanding each others rules and propositions along the way:

REFLECTIONS:

- Competition
- Cooperation

Games, rules can nourish jams, dances...

Text -

By Roger Caillois - les jeux et les hommes

Play is:

Free

Separate from routine of life - own time in space

Uncertain - results can not predetermined

Unproductive - creates no wealth

Governed by rules that suspend ordinary lives and behaviors

Involves make-believe - imagined realities

Algon: competition (sports...)

Alliatory: chance

Mimesis: role playing

Illinx: whirlpool, vertigo (drugs...), surrendering

--> Some games are mixture

Go into ci duet or more- find out which of the above accure - **format: round robin**

REFLECTIONS

Different ways to say yes...

Can you disappoint or get disappointed? Why?

Or can all answers be integrated?

Or may be lead to transformation, if allowed.

Game-conflicts more interesting...

Lonely if you stubbornly stick and keep sticking to defined idea.

Competition for nothing :-)

Different between finite game (set rules) or infinite game (evolving rules) - supporting to keep game evolving

Very clear: something is happening - everybody very present

Observation: high tone

Roles

Risk - when is it too much?

Timing, right moment to enter to support the game - although: enter and group/community has to solve the problem

Give clearly - Accept willingly

Game as a way to build relation, community

Frame of the game gives permission to play and be very free, even intimate