

failure-advice(s)

... much advice on how to perform to the best of our abilities will surprisingly tell us not to play in order to succeed but to learn ...

fight(s) / frame(s) / life(s) / pattern(s) / space(s) / art of failure

failure-art(s)

... games are the strongest art form yet for the exploration of tragedy and responsibility ...
games gives us nowhere to hide

fight(s) / frame(s) / life(s) / pattern(s) / space(s) / art of failure

failure-game(s)

... playing a game ... is a voluntary attempt to overcome unnecessary obstacle(s) ...

games, life and utopia / fight(s) / surprise(s)

failure-joy(s)

... failure is integral to the enjoyment of game playing in a way that is not integral to the enjoyment of learning in general ...

fight(s) / frame(s) / life(s) / pattern(s) / space(s) / art of failure

failure-life(s)

anti-gamer(s)

- trifle(s) – recognize(s) rule(s) but not goal(s)
- cheat(s) – recognize(s) goal(s) but not rule(s)
- spoilsport(s) – recognize(s) neither rule(s) nor goal(s)

games, life and utopia / rhetoric(s) / technology

failure-math(s)

games, life and utopia

failure-paradox(s)

... the paradox of failure reappears in the psychology of failure: we are self-serving creatures inclined to evade responsibility for failure, but in order to improve our skills we have to accept that a failure is our fault ...

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failure-play(s)

- goal(s) – pre-lusory end(s)
- mean(s) – of achieving goal(s)
- rule(s) – constitutive & proscriptive
- (lusory) attitude(s) – non-bureaucratic

games, life and utopia

failure-rule(s)

... rules are accepted for the sake of the activity they make possible ...

games, life and utopia

failure-serious(s)

... given that games have an undisputable ability to motivate players to meet challenges and to overcome failure, wouldn't it be smart to use games to motivate players toward other more *serious* undertakings ...

fight(s) / frame(s) / life(s) / pattern(s) / space(s) / art of failure

failure-space(s)

... games are (...) a space of reflection, a constant measuring of abilities, a mirror in which the player(s) can see (...) everyday behavior reflected, amplified, distorted and revealed, a place where one can deal with failure and learn how to rise to a challenge ...

fight(s) / frame(s) / life(s) / pattern(s) / space(s) / art of failure

failure-trick(s)

... the basic trick of learning and improvement is that we have to accept the painful answer (this is my fault, and a failure of me being who I want to be) in order to be motivated to become who we want to be ...

art of failure / skill(s)

failure-utopia(s)

... game playing is the supreme human good, since in the ideal conditions of utopia, where all instrumental goods are provided, it would be everyone's main pursuit ...

games, life and utopia