

THIBAUT PHILIPPETTE

PLAY, LEARNING AND LITERACY

INSIGHTS FROM (FRENCH) PLAY THEORIES



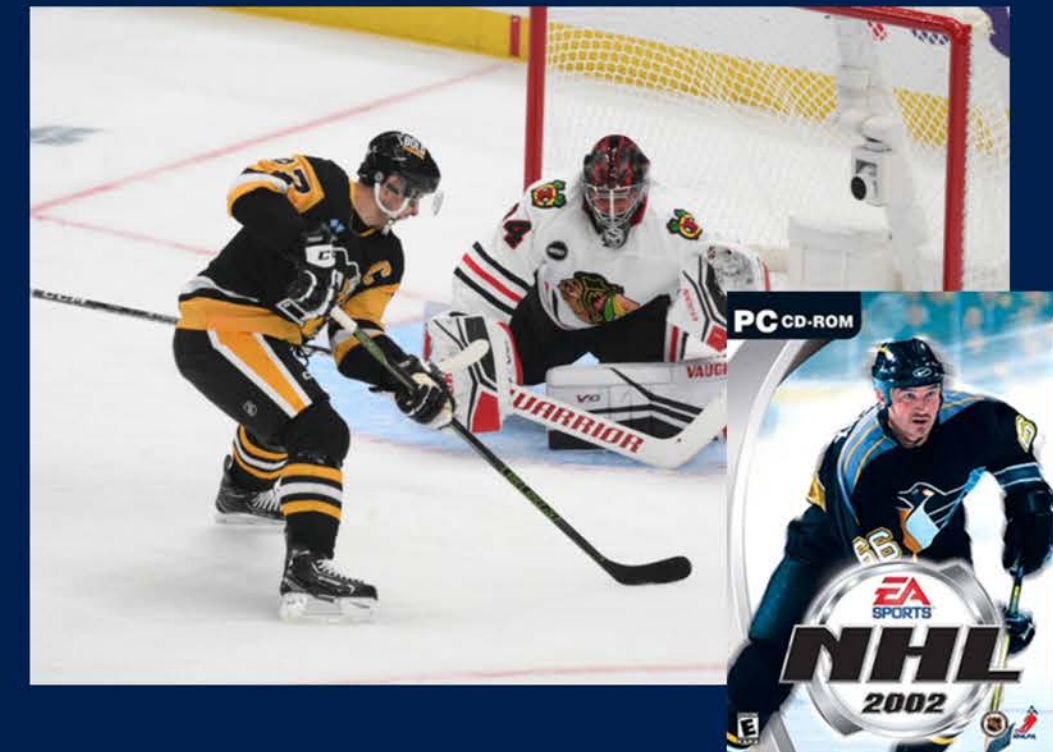
PLAY MATTER... LANGUAGE TOO



I DO SPEAK FRENCH... BUT I'M BELGIAN



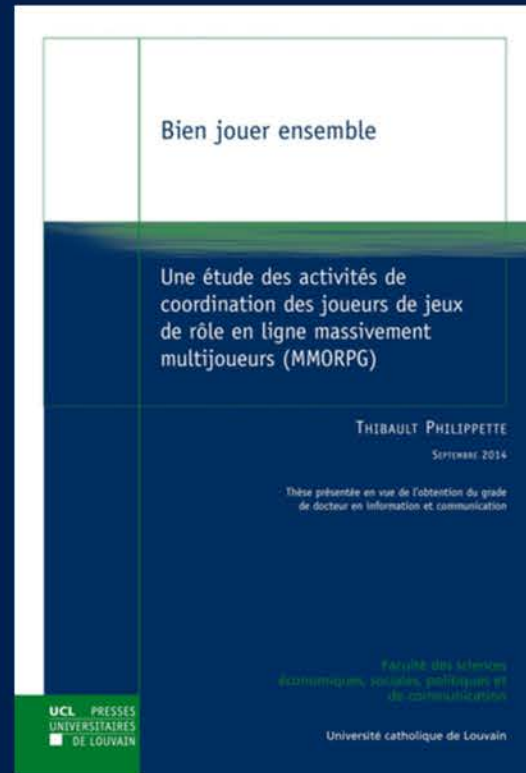
"Zoom in... yep, there's Belgium!" 🧐



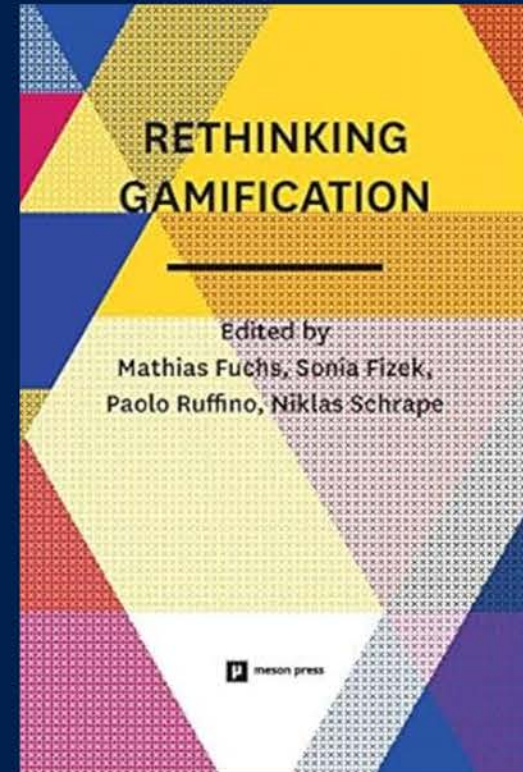
For me, hockey looks more like this ... than this
except when I played



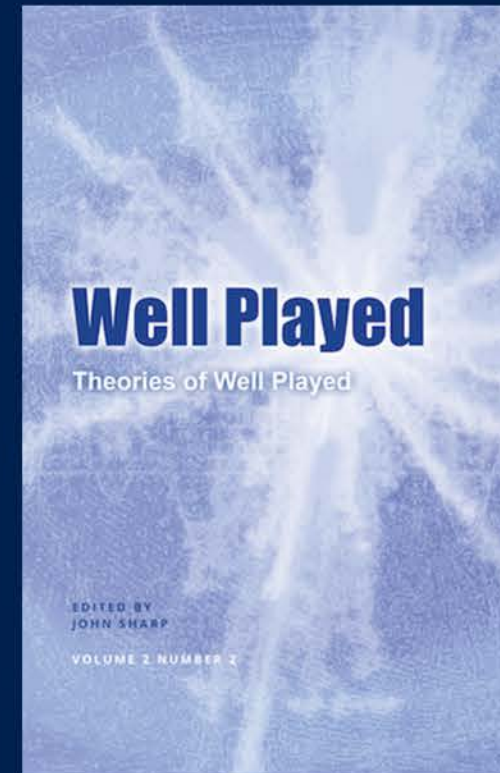
SLICING UP THE RESEARCH CAKE



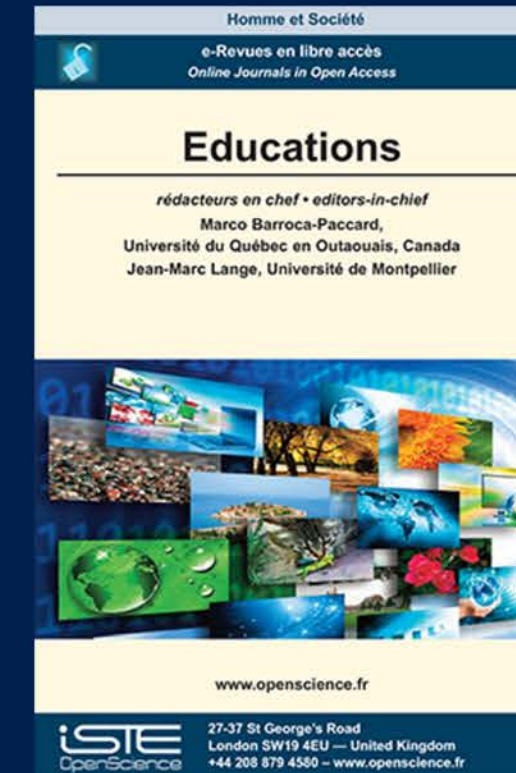
Collective Play



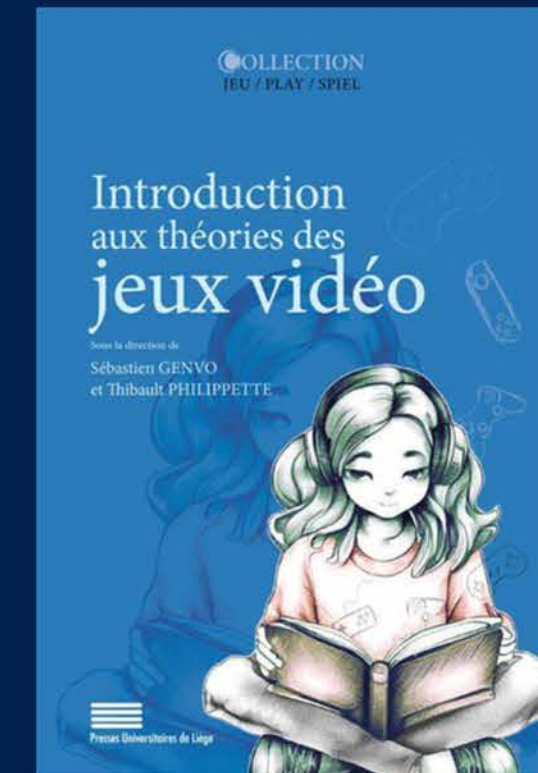
Representation
of Play



Negotiation
of Play



Play at
School



French
Play Theories



PLAY AND LEARNING

A TRADITIONAL FRENCH VIEW

“Play has only a preparatory function.” (Jean Château, 1954)

“Play is unproductive.” (Roger Caillois, 1958)

“Play is characterized by assimilation taking precedence over accommodation.”
(Jean Piaget, 1978)

“Play may be to the advantage or to the detriment of the player.”
(Jacques Henriot, 1969)



PLAY AND LEARNING

DENATURALIZATION OF THE RELATIONSHIP

“When we know more about how we learn without trying to learn, through the many experiences of everyday life, we will undoubtedly be able to move from the myth to the reality of the educational potential of play.”

(Gilles Brougère, *Jouer/Apprendre*, Paris: Economica, 2005)



PLAYING AND LEARNING

A HENRIOT CONTRIBUTION

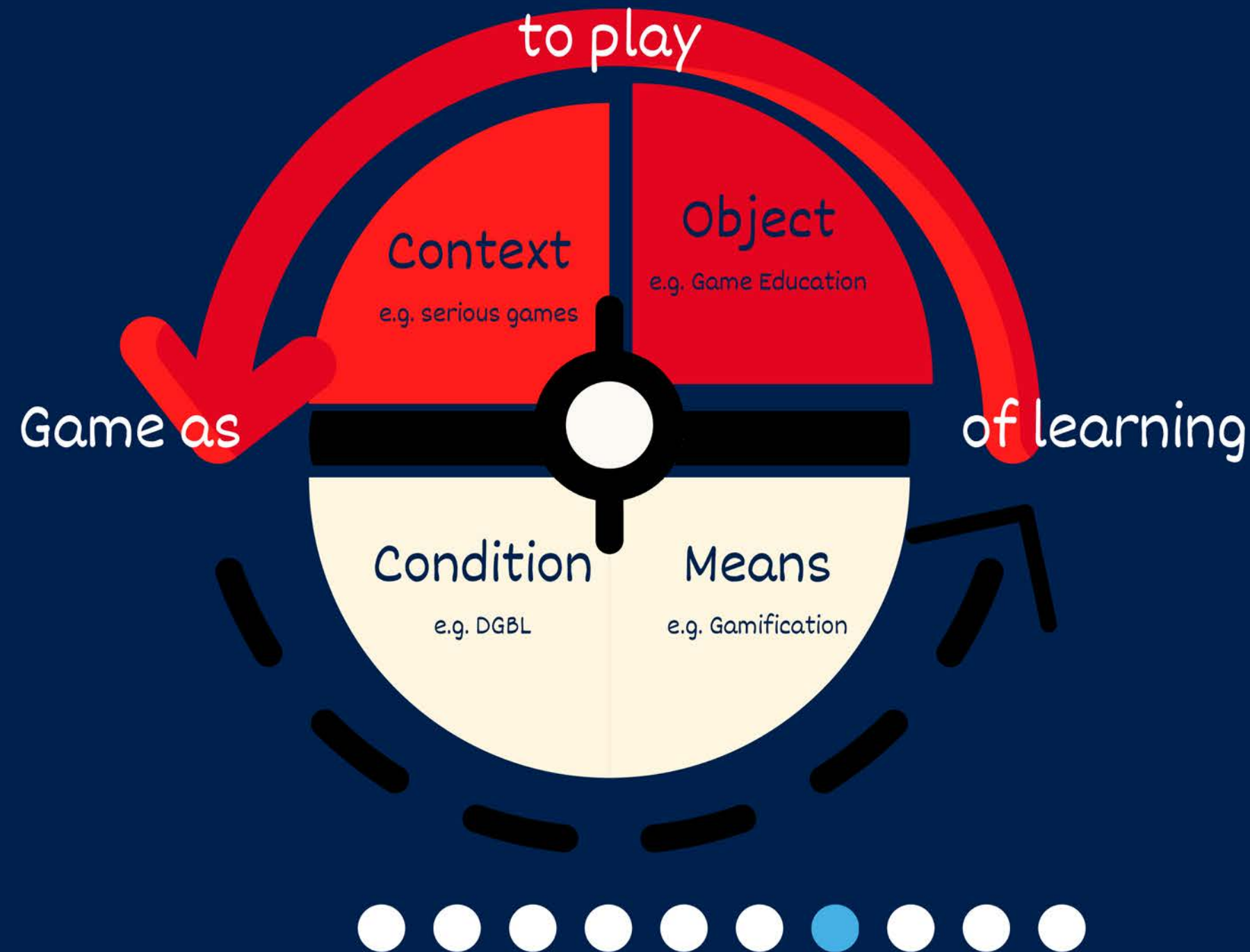
“We call play any metaphorical process resulting from the **decision taken and maintained** to implement a more or less coordinated **set of schemes** consciously perceived as **uncertain** for the realization of a **theme** deliberately posed as **arbitrary**.”

(Jacques Henriot, *Sous couleur de Jouer*, Paris: José Corti, 1989)



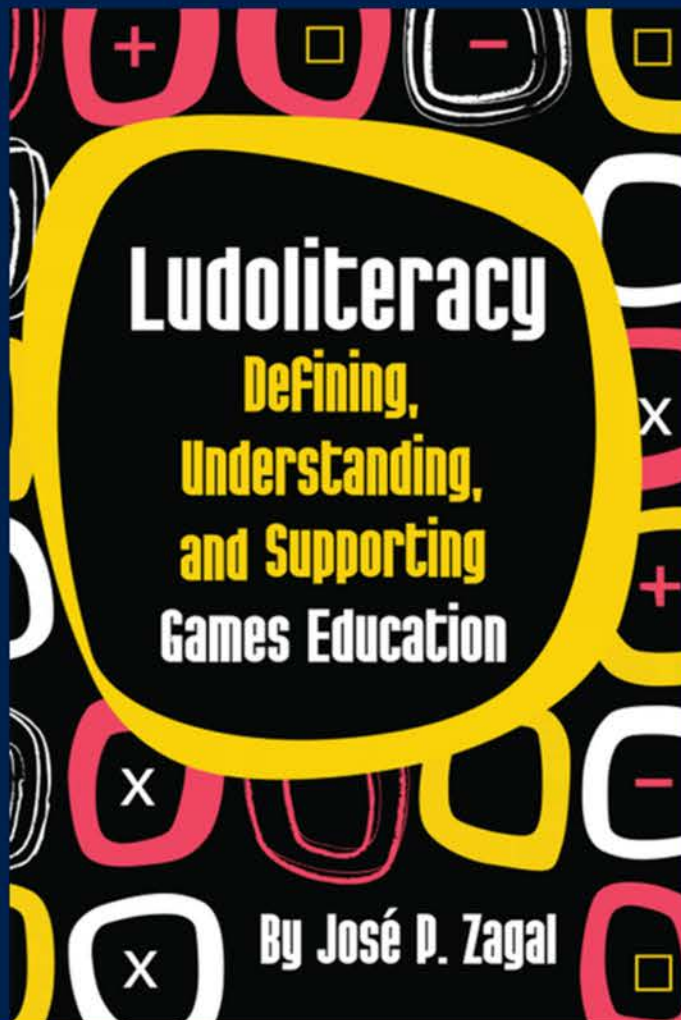
LEARNING TO PLAY (GAMES)

FROM GAME EDUCATION TO LITERACY OF PLAY



LUDOLITERACY

THE ABILITY TO PLAY



Regroups a set of skills around the following activities (Zagal, 2010):

- The ability to play (video)games
- The ability to understand (video)game-related meanings
- The ability to make (video)games

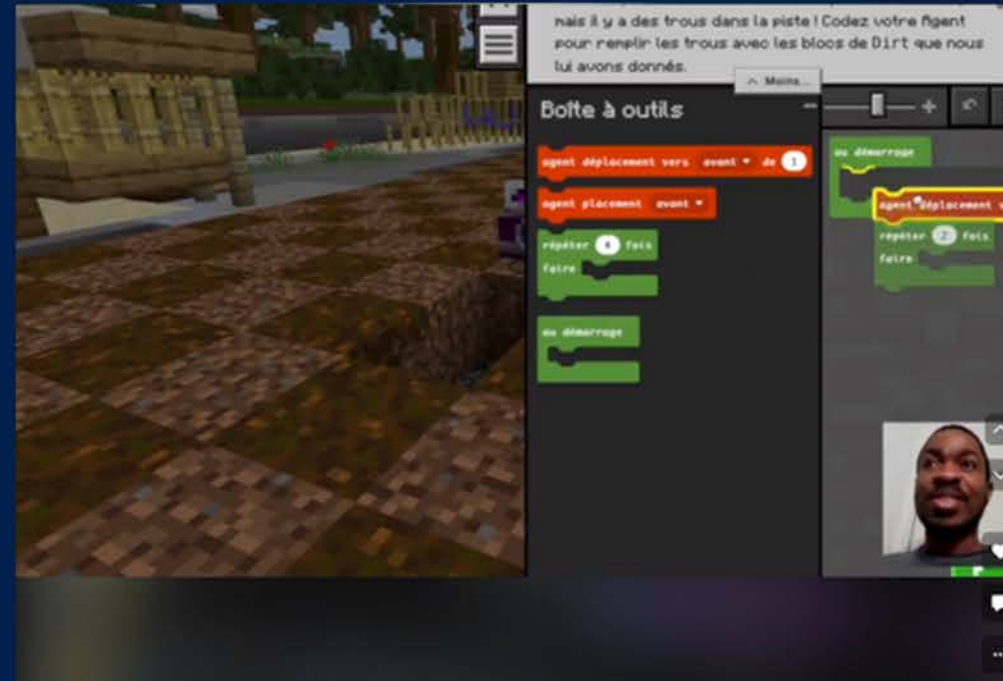


Develop different
“régimes d'expérience”
(Triclot, 2005)



LUDOEDUCATION

FOSTERING A CULTURE OF PLAY (2LEARN)



Renee Hobbs (2010). *Digital and Media Literacy: A Plan of Action*. Washington DC: Aspen Institute and Knight Foundation



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**THANK
YOU!**

