

the witty teacher



# PLAY VS. GAMIFICATION

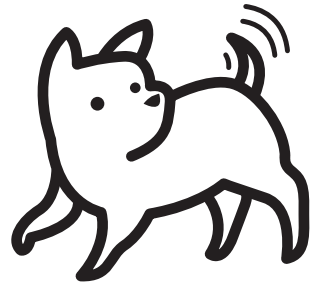


## Initial consideration:

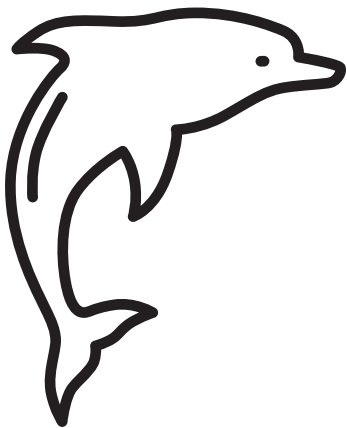
Anything can be, or not, a game!!!

A pillow fight can be wild yet fun.  
From outside somebody can say,  
"that's enough, it is not a game..."

But the kids don't see it the same way!!!  
They can PLAY all night long.



play



When we play, we have control over our game, no one else. We can change, adjust the rules. Before or after has no relation with our "Now" play time... The important thing is My "now" play time.

So, for anyone, play is like a healthy evasion from their routine, is a temporal escape from reality having a purpose in itself. Play is autotelic.

Play is like a dog chasing its tale. That's it. Done, end of the story.

**CONCLUSION:** A game is what my guts tells me is a game.

# Gamification



Gamification is like a dolphin jumping through the hoop for a sardine.  
"If I don't get a sardine, why should I jump through the hoop?  
Tell me what is the reward and I will tell you if I play."

"The After" is very important for the judges, they have control over how long the game will be on the table, they will decide the prize, they can't change the rules. We can't change the rules.

**CONCLUSION:** Gamification is kind of a game, looks like that, but really is more like a fun and playful way to do something because someone somewhere is expecting to get our attention and being involved in their "game."

