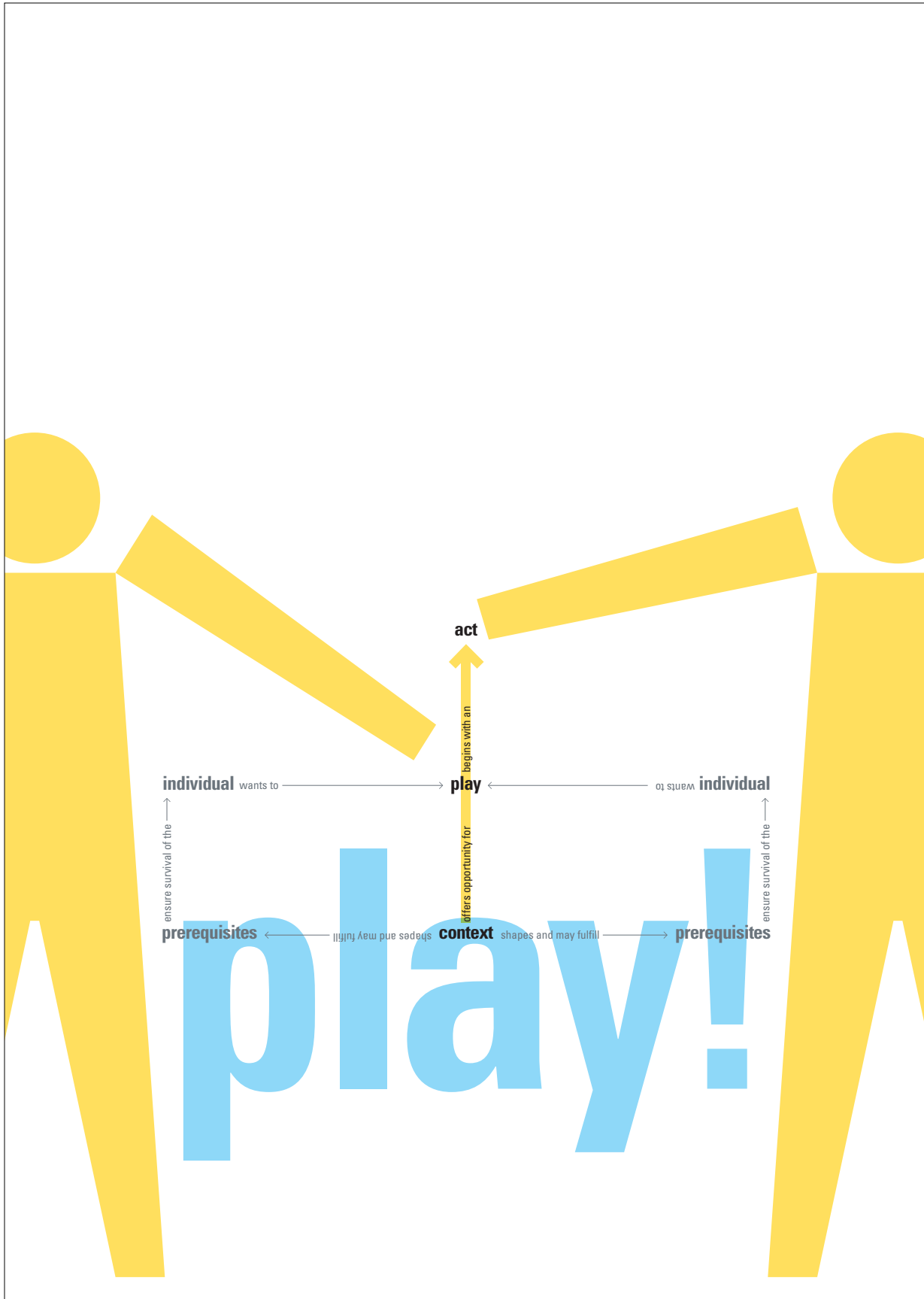


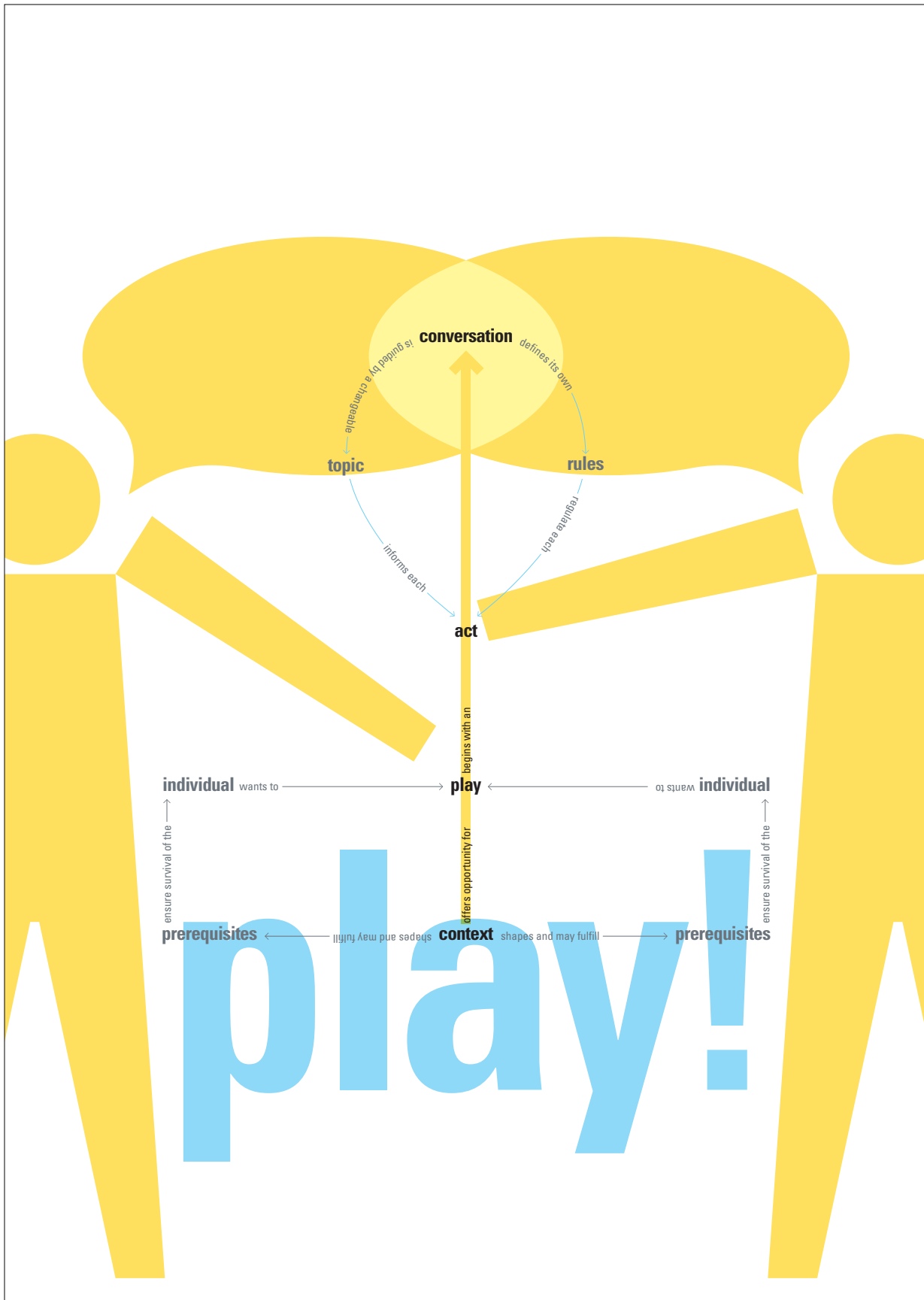
Play is a conversation, and conversations require participants—at least two individuals. An individual can be: a single person, a group of people (a team), one of many perspectives within a single person, or a virtual person (a perspective within a computer game).



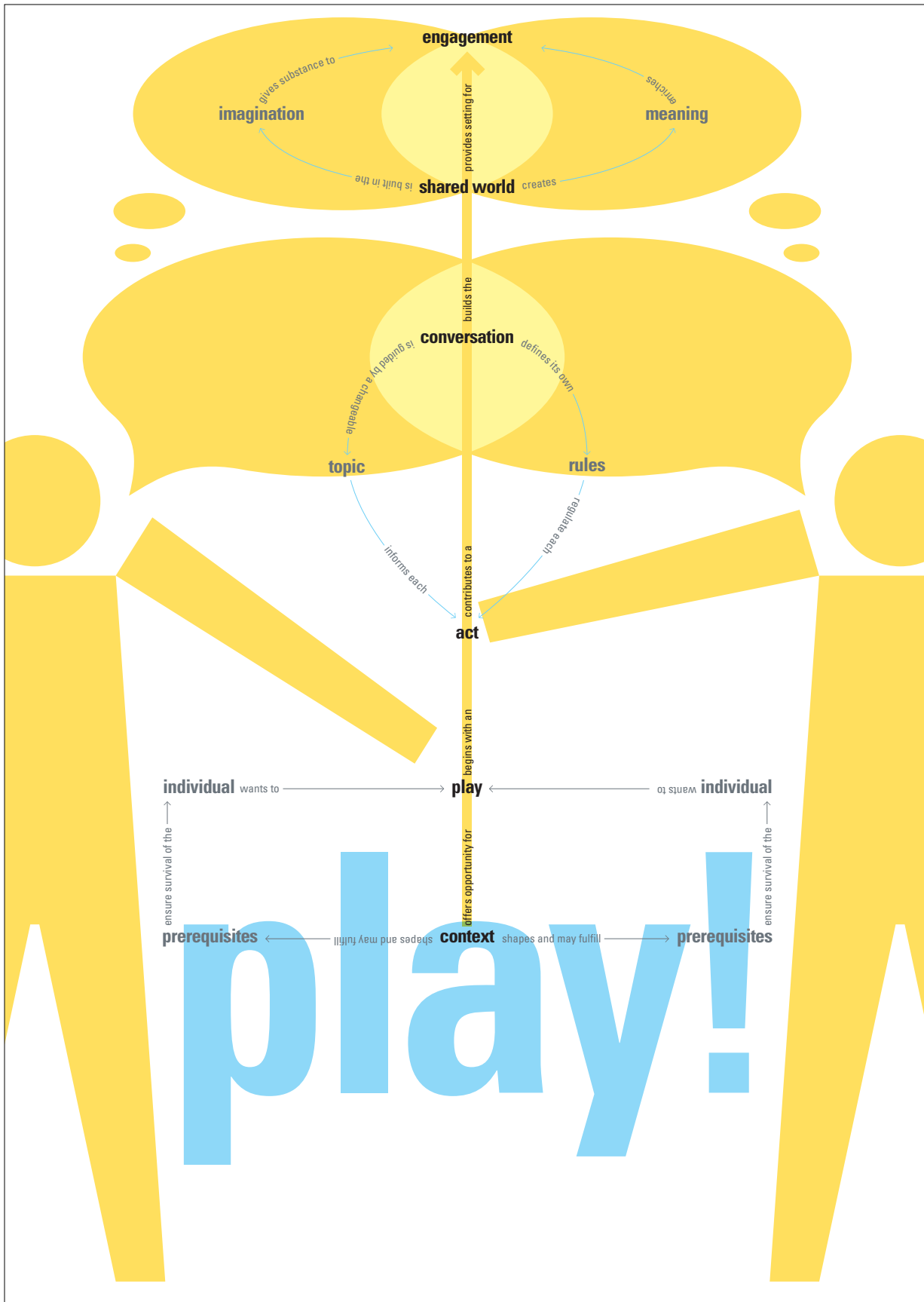
Play begins with an act.
Individuals must be in the right context and have their prerequisites fulfilled in order to act.



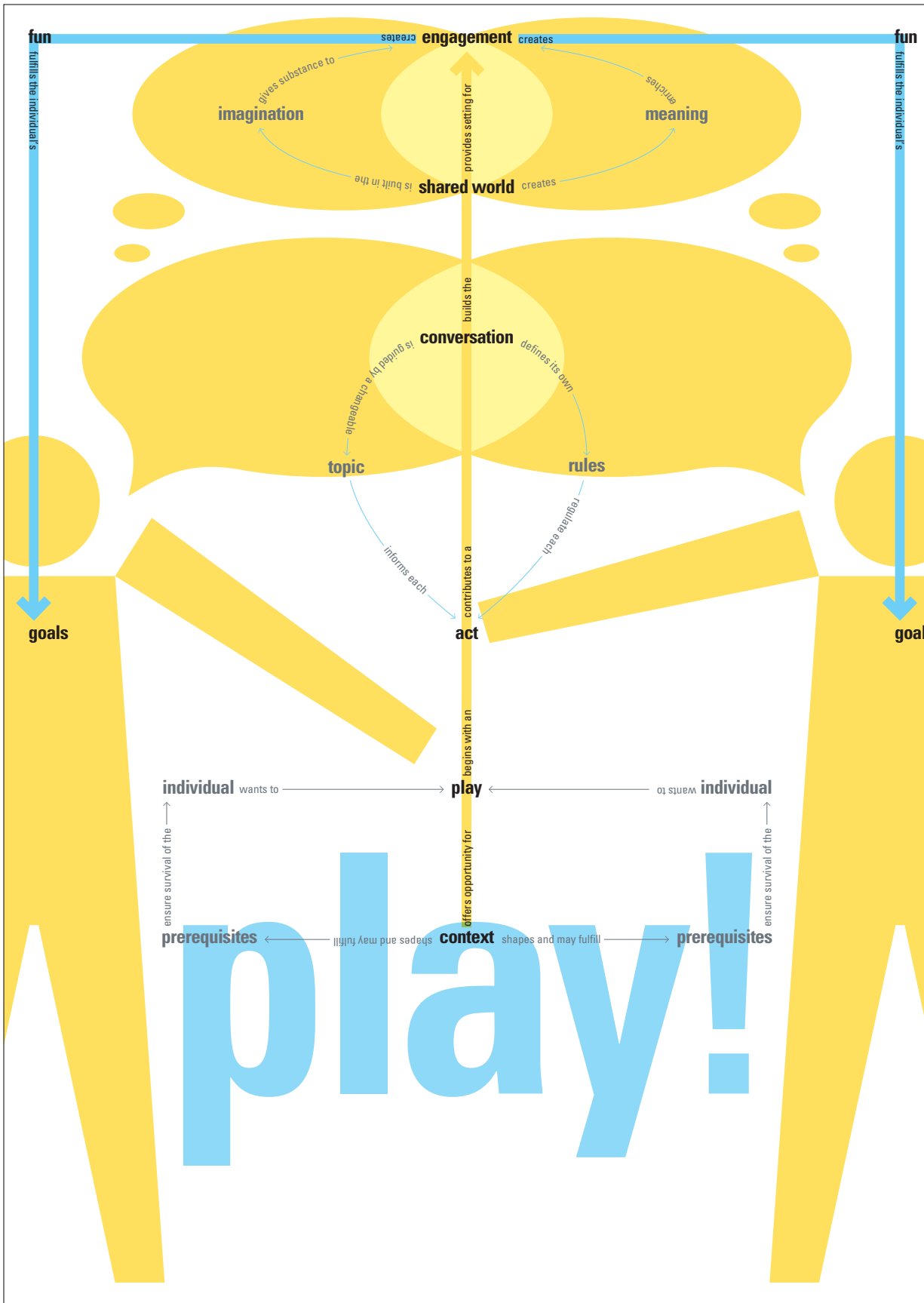
A conversation is created when both individuals act. Rules defined in the conversation help to regulate the individuals' acts. Topics are changeable and help to guide the conversation and acts.



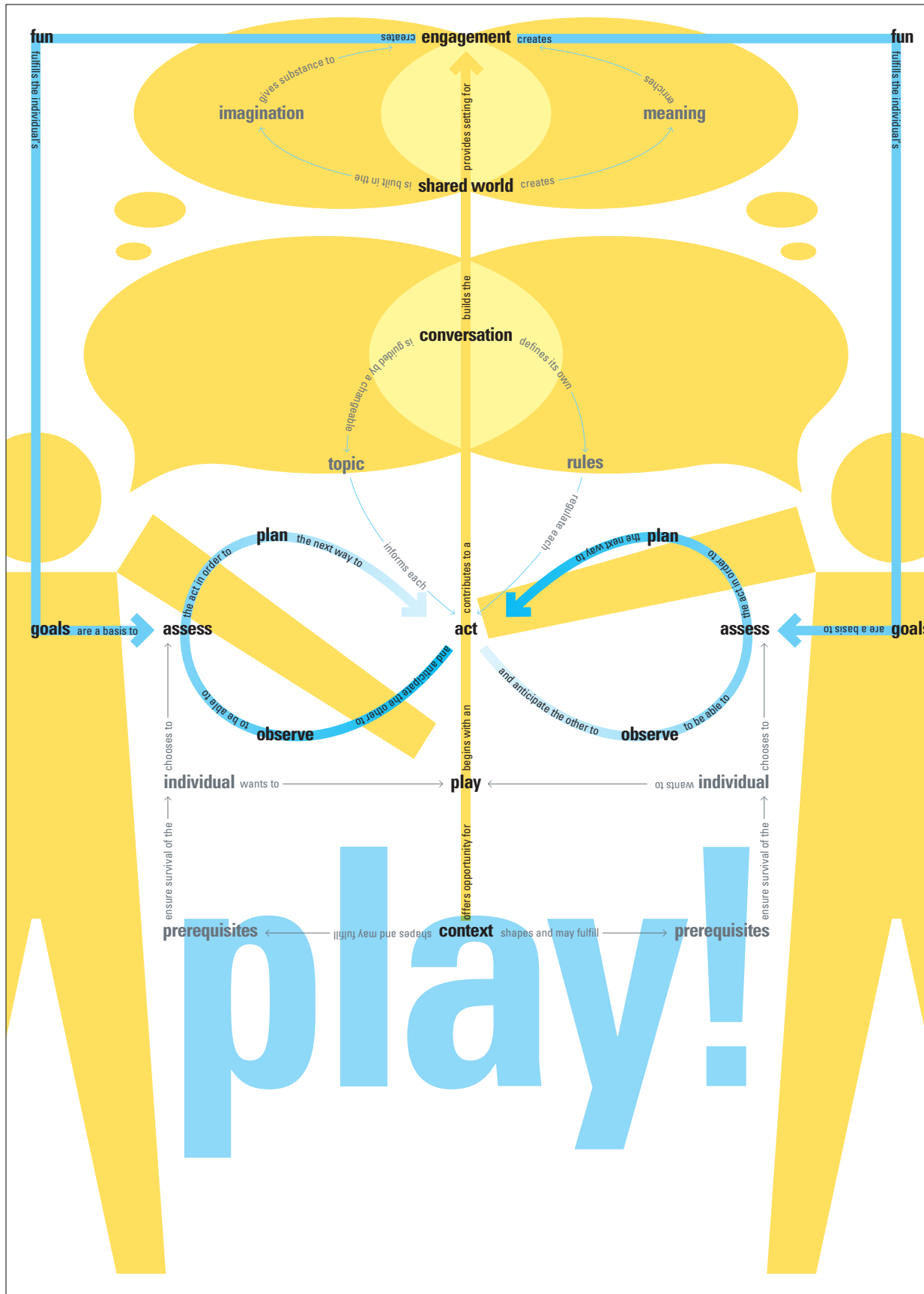
Play conversations build shared worlds in the imaginations of individuals. Shared worlds contain imagined time, place, actors, actions, and relationships. Developing shared worlds creates meaning for and engages individuals as they together bring different referents to life—and thus bring their shared world to life.



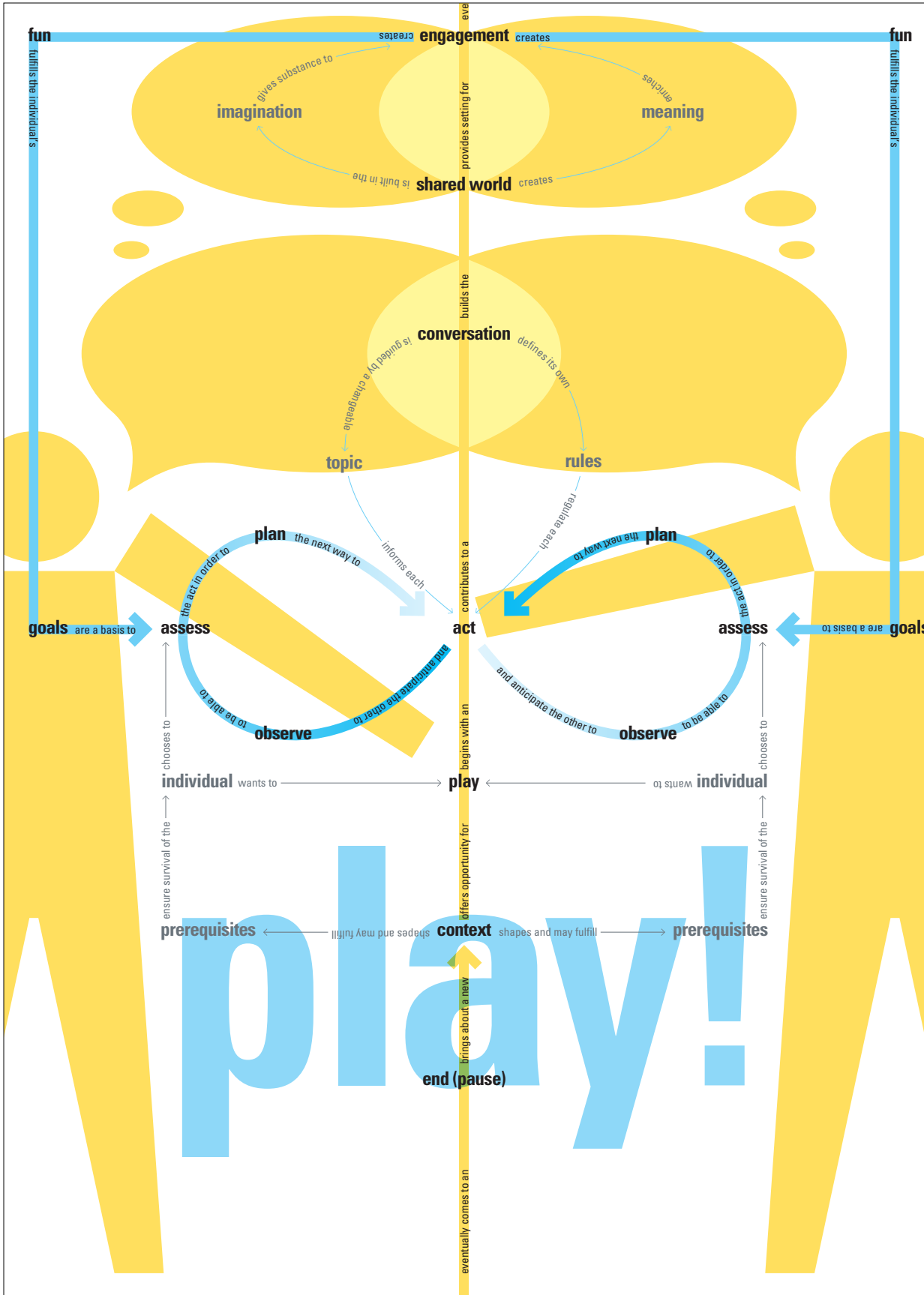
Engagement in the play conversation creates fun for the individuals.
 Fun fulfills their goals and encourages them to continue to play.



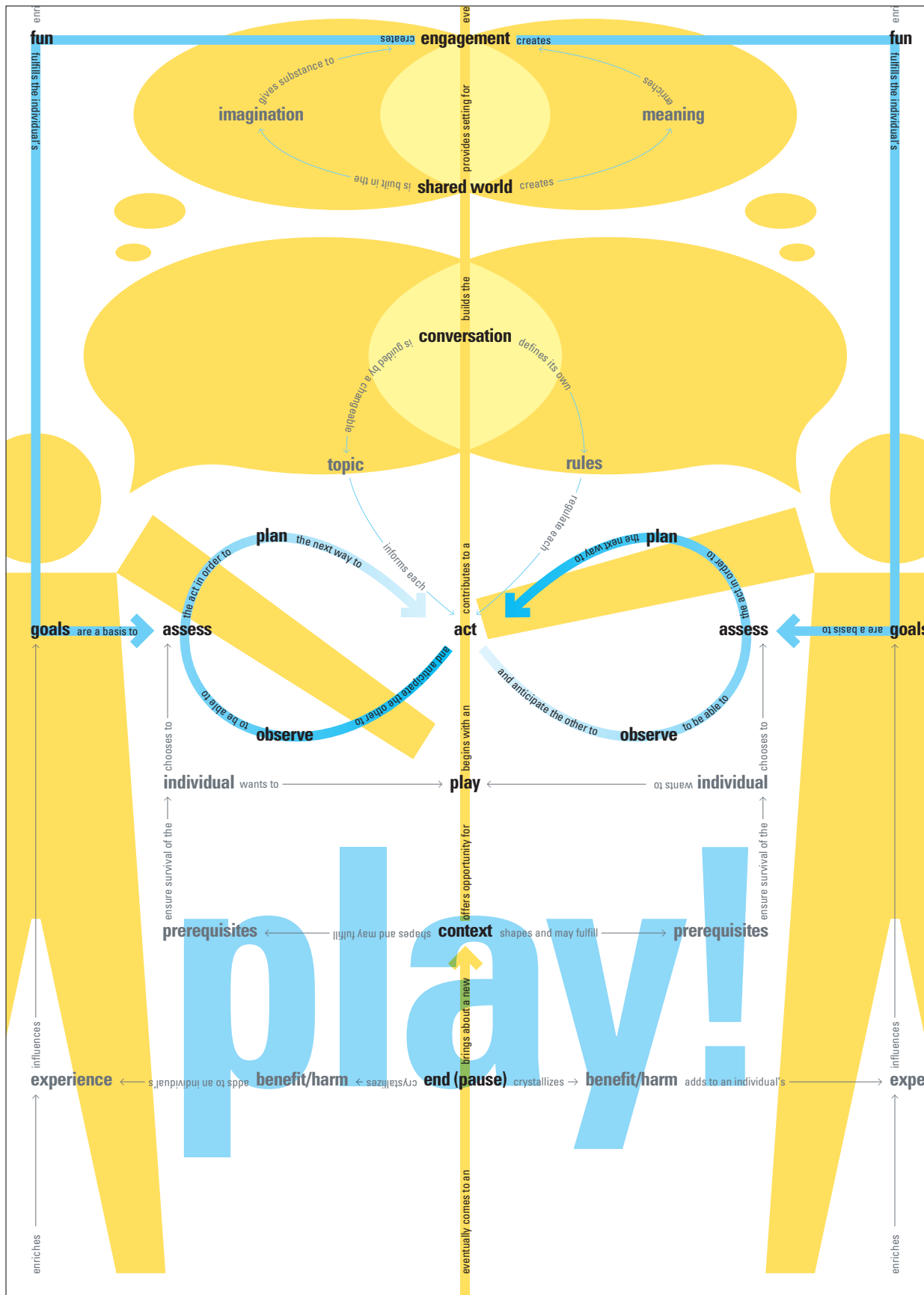
Individuals observe each other's acts and uses that information to assess their goals, which aids in planning their next act. Each act helps to build the play conversation.



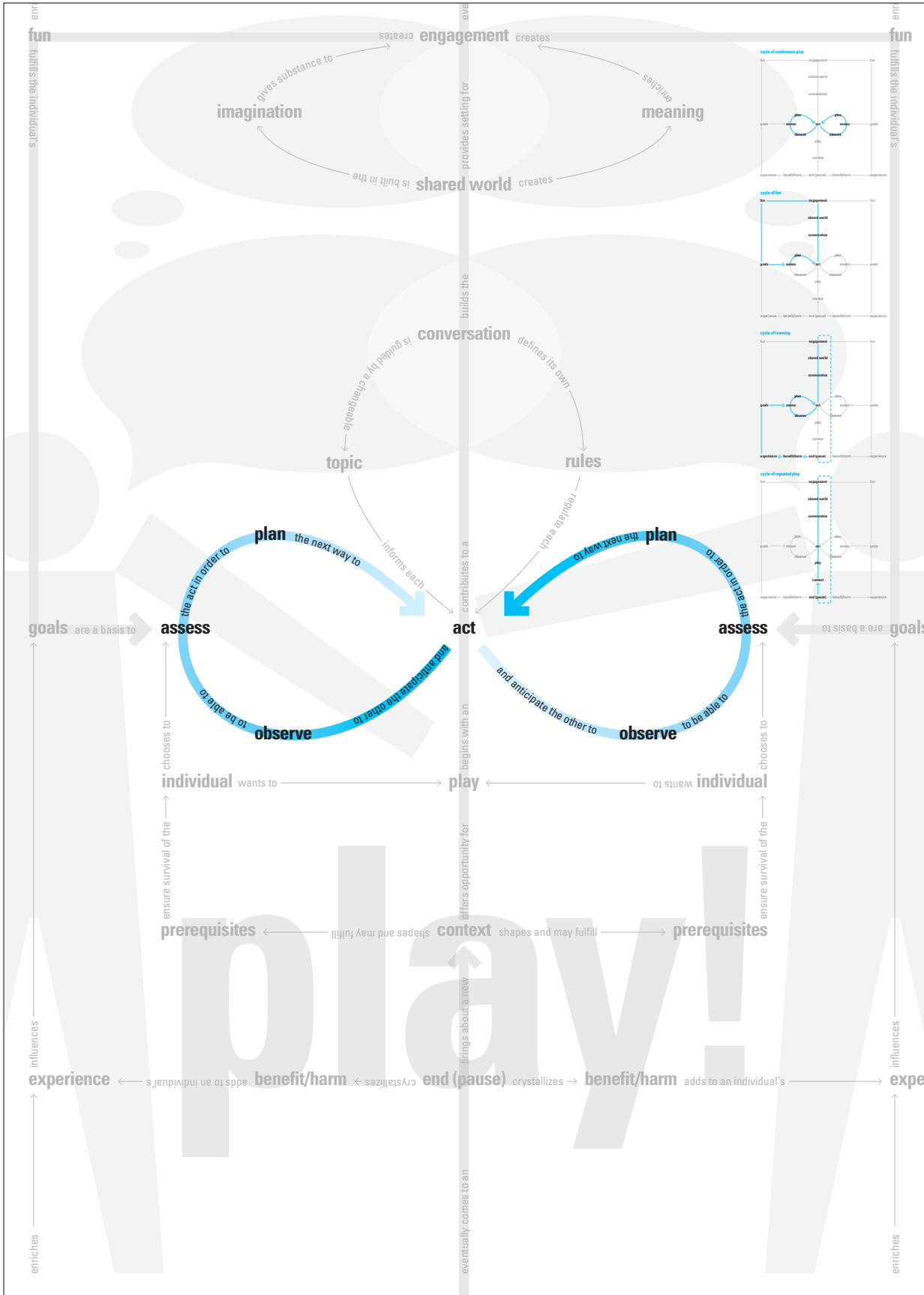
Engagement in any conversation eventually ends, for a number of reasons. This ending brings about a new context for the individuals. This new context may mean an opportunity for starting a new play conversation.



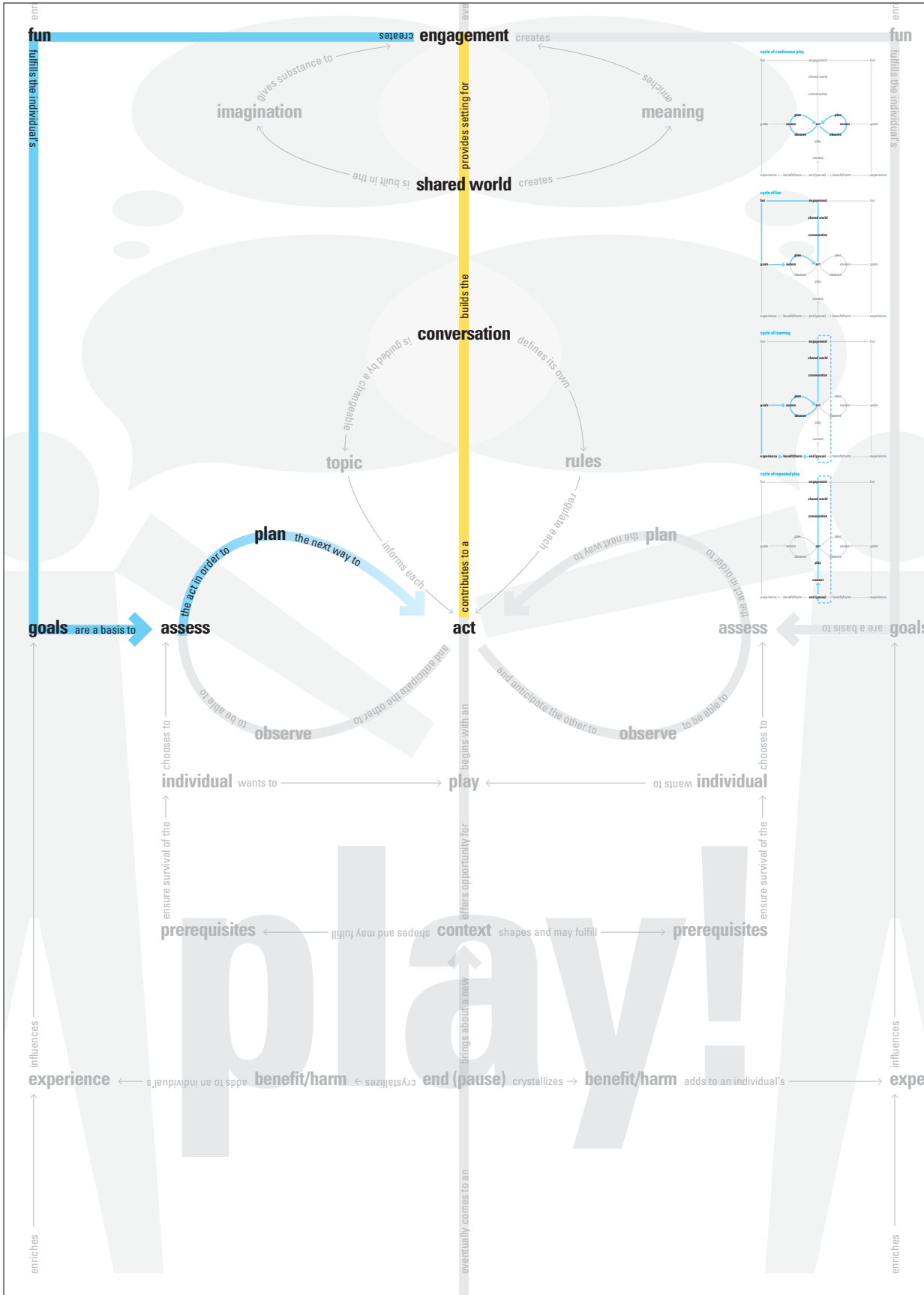
When play ends, benefits or harms not readily apparent during play may become apparent. This affects the individuals' experience and influences their decisions both in future play conversations and in everyday life.



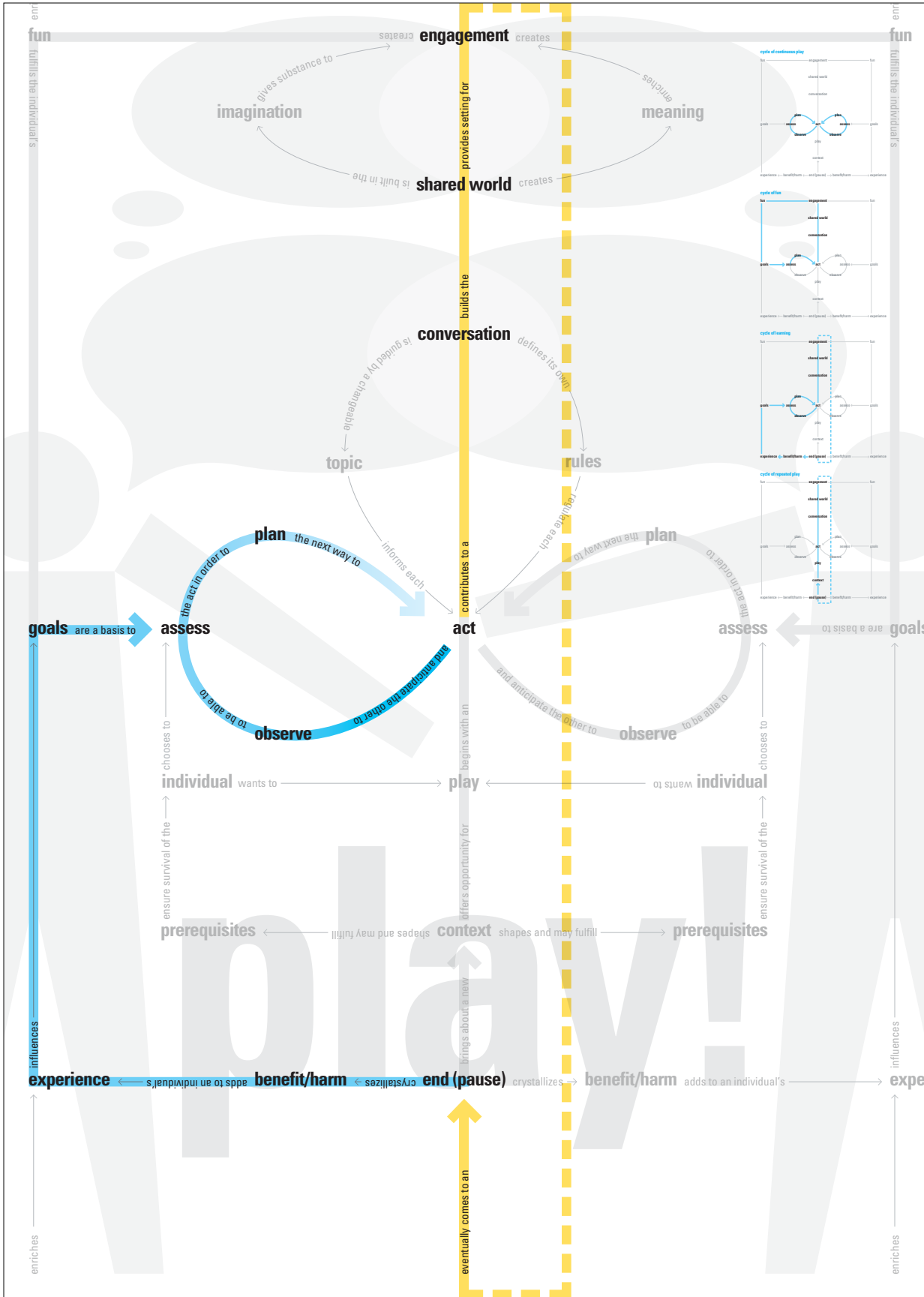
This shows the cycle of continuous play.



This shows the cycle of fun.



This shows the cycle of learning.



This shows the cycle of repeated play.

