

Mechanics - Empower Players

How do we enable self-determined and humane play?

- ... social play / together / couch coop
- ... respect players needs
- ... respect players time / slow gaming (quality instead of quantity)
- ... respect players resources
- ... creating awareness for yourself, others and the environment
- ... create feel-good games / wholesome games
- ... create less illusionary (immersive) play and focus on perceiving the world in a new way

In a Game Community, the rules and officials decide if the players are good enough to play. If not, they change players. In a Play Community, the players decide if the game is fun enough to play. If not, they change rules. (Bernard De Koven, <https://www.aplayfulpath.com>)

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