

# CONTENTS

## PART 1

### OPENING MOVES

- |  |    |
|--|----|
| 1. Is This the Game You Really Want to Be Playing? | 3  |
| 2. Striving Play                                   | 27 |
| 3. Value Capture                                   | 41 |
| 4. Scoring Systems Create Convergence              | 53 |

## PART 2

### WHAT SCORES DO

- |                                  |     |
|----------------------------------|-----|
| 5. The Art of Agency             | 65  |
| 6. Transparency Is Surveillance  | 73  |
| 7. The Beauty of the Process     | 89  |
| 8. The Limits of Data            | 99  |
| 9. The Score Shapes the Struggle | 111 |

## PART 3

### WHY USE MECHANICAL SCORING?

- |  |     |
|--|-----|
| 10. Scoring Systems Change the Subject | 123 |
| 11. Mechanical Values                  | 131 |
| 12. Flexibility Through Restriction    | 149 |
| 13. The Secret Heart of Mechanization  | 161 |
| 14. Choice of Difficulty               | 171 |
| 15. Reflective Control                 | 181 |

PART 4  
**STANDARDIZED VALUES**

|  |     |
|--|-----|
| 16. Values Hidden in the Machine               | 195 |
| 17. Whose Interest Does Standardization Serve? | 207 |
| 18. Who Cuts Up the World?                     | 215 |
| 19. Islands of Meaning                         | 227 |
| 20. Centralizing Values                        | 233 |
| 21. Technologies of Work, Technologies of Play | 239 |

PART 5  
**WHAT DO WE DO?**

|                                       |     |
|---------------------------------------|-----|
| 22. There Is Too Much World           | 249 |
| 23. Objectivity Laundering            | 259 |
| 24. The Seductions of Clarity         | 273 |
| 25. The Triumph of Universal Language | 283 |
| 26. Play for Its Own Sake             | 295 |
| 27. Art Is a Game                     | 301 |
| 28. Infrastructures of Play           | 311 |
| 29. Some Endings                      | 325 |
| <br>                                  |     |
| Acknowledgments                       | 331 |
| Notes                                 | 333 |
| Index                                 | 341 |