Contents

List of Figures ix
List of Tables x
List of Case Studies xi
Acknowledgements xiii
Contributor Biographies xiv

PART I
Introduction 1

1 **Introducing Playful Learning Events** 3
ALEX MOSELEY AND NICOLA WHITTON

PART II
Designing Playful Experiences 9

2 **Play and Learning in Adulthood** 11
NICOLA WHITTON AND ALEX MOSELEY

3 **Designing Playful Events** 25
JAMES CHARNOCK

4 **Play for Different Audiences** 41
ROSIE JONES AND ALEX MOSELEY

PART III
Creating Playful Spaces 55

5 **Playful Interludes** 57
LIZ CABLE

6 **Playful Training** 71
ANDREW WALSH

7 **Running a Playful Event** 85
EMILY SHIELDS

PART IV
Engaging People Playfully 97

8 **Creating Immersive Experiences** 99
GISKIN DAY

9 **Building Playful Partnerships** 112
DAVID WOOLLEY

10 **Designing Conference Games** 124
KATIE PIATT

PART V
Playful Practice 135

11 **Playful Presentations** 137
ALEX MOSELEY AND ROSIE JONES

12 **Playful Tools and Technologies** 149
KATIE PIATT

13 **Playful Evaluation** 160
MARK LANGAN

PART VI
Conclusion 175

14 **Future Play** 177
NICOLA WHITTON AND ALEX MOSELEY

References 181
Index 186

Figures

2.1 Leaderboard at the Future of Technology in Education Conference 2012 13
3.1 Playing 'Sea You, Sea Me' at the Playful Learning conference 27
3.2 Playmaker photographs delegates during conference registration 31
3.3 Playful conference signage 32
3.4 A typically creative entry to the 'concept album' challenge 34
4.1 Robot piñata aftermath at ALTC15 42
4.2 Detective posters at LILAC16 44
4.3 Collaboratively re-imagining the city 49
5.1 Examples of something-in-common name badges 62
5.2 Toys await the arrival of Professor Prod Eagle for the keynote lecture 64
5.3 The Secrets and Spies end-game 67
6.1 Example of a playful challenge card 75
6.2 Example of a SEEK! challenge card 78
7.1 Catering staff getting in the pirate mood at Playful Learning 2018 88
7.2 Curate-A-Fact cards 91
8.1 Solving logic puzzles in the Victoria and Albert Museum 105
9.1 Delegates playing an escape room at the Playful Learning conference 114
9.2 An exciting picnic basket full of props 122
10.1 Marbles were a precious commodity at Playful Learning 2016 125
10.2 Playful pinball with marbles 127
10.3 Engaging delegates with a conference leaderboard 128
11.1 Inflatable ball used in the playful keynote 147
12.1 Three phases of the 10-step model of game design 150
12.2 A mystery box with six padlocks 153
12.3 Building a marble run at Playful Learning 158
13.1 Using the feedbasket to collect conference feedback 166

Tables

2.1 Different forms of play in adulthood 15
4.1 Behaviours and outcomes for each stage of an event 46
4.2 Behaviours and outcomes identified for ALTC 2015 and LILAC 2016 47
4.3 Comparison of playful approaches across four large conferences 51
8.1 Ideas for clue types in museums and galleries 108
9.1 EduScapes induction as a four-step process 116
11.1 Design challenges of the amphitheatre constraint 140
11.2 Design challenges of the 'sage on the stage' constraint 140
11.3 Design challenges of the personal permission constraint 141
11.4 Design challenges of the slides constraint 142
11.5 Design challenges of the focus constraint 142
11.6 Design challenges of the practical constraints 142
13.1 Basic methods for collecting participant feedback at events 163
13.2 Examples of playful methods for collecting participant feedback at events 169

Case Studies

1	#playfote12 (Katie Piatt)	12
2	Conundrum-Collection-Creation (Nicola Whitton)	17
3	A Referencing Game (Andrew Walsh)	21
4	Sea You, See Me (Giskin Day)	26
5	Society of Musical Legends and Children's Television Heroes (Nicola Whitton)	34
6	Hashtag Hunt (Liz Cable)	38
7	ALTC 2015 Robots (Rosie Jones/Alex Moseley)	41
8	LILAC 2016 Detectives (Rosie Jones)	44
9	Playful Interventions at ALTC 2016 and LILAC 2017 (Rosie Jones)	47
10	Something-in-Common Name Badges (Giskin Day)	62
11	Toy Trouble (Giskin Day/Rosie Jones)	64
12	Secrets and Spies (Liz Cable)	66
13	Playful Challenge Cards (Andrew Walsh)	74
14	SEEK! The Search Skills Game (Andrew Walsh)	77
15	Pass the Parcel (Katie Piatt)	80
16	Social Media All-Stars Card Game (Liz Cable)	86
17	Curate-A-Fact (Alex Moseley)	91
18	Mapping A Story (Liz Cable)	94
19	The Mission (Giskin Day)	100
20	Heist! Help! (Giskin Day)	104
21	Medical Monopoly (Giskin Day)	109
22	EduScapes (David Woolley/Nicola Whitton)	113
23	Educational Escape Box (Andrew Walsh)	117
24	Adventures in Education (Giskin Day)	121
25	Marbles and Missions (Katie Piatt)	124
26	Leaderboarding the Mahara Conference (Katie Piatt)	128
27	LILAC Top Trumps (Rosie Jones)	130
28	'Choose Your Own Adventure' Lecture (Katie Piatt)	138
29	Interactive Keynote (Nicola Whitton/Alex Moseley)	143
30	Playful Keynote (Rosie Jones)	146
31	Murder at ECEL (Katie Piatt)	150

32 #SenateSecrets (Katie Piatt/Alex Moseley) 152
33 Playful Away Day (Rosie Jones) 154
34 Build Your Feedback … (Andrew Walsh) 161
35 The Feedbasket (James Charnock) 165
36 LEGO Serious Play™ for reflection (Alex Moseley) 171