1. Record Nr.   UNINA9910282224103321

   Autore   Wilmott Clancy

   Titolo   Playful mapping in the digital age : the playful mapping collective / /
                      Clancy Wilmott, Chris Perkins, Sybille Lammes, Sam Hind, Alex Gekker,
                      Emma Fraser, Daniel Evans

   Pubbl/distr/stampa Amsterdam, : Institute of Network Cultures, 2016

   ISBN   9789492302137

   Descrizione fisica 1 online resource (156)

   Collana   Theory on Demand

   Soggetti   Computing & information technology

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Sommario/riassunto From Mah-Jong, to the introduction of Prussian war-games, through to
                      the emergence of location-based play: maps and play share a long and
                      diverse history. This monograph shows how mapping and playing
                      unfold in the digital age, when the relations between these apparently
                      separate tropes are increasingly woven together. Fluid networks of
                      interaction have encouraged a proliferation of hybrid forms of mapping
                      and playing and a rich plethora of contemporary case-studies, ranging
                      from fieldwork, golf, activism and automotive navigation, to pervasive
                      and desktop-based games evidences this trend. Examining these cases
                      shows how mapping and playing can form productive synergies, but
                      also encourages new ways of being, knowing and shaping our everyday
                      lives. The chapters in this book explore how play can be more than just
                      an object or practice, and instead focus on its potential as a method for
                      understanding maps and spatiality. They show how playing and
                      mapping can be liberating, dangerous, subversive and performative.