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Nota di contenuto	Foreword; Contents; Researching Spontaneous Collaborative Play; Thesis Structure; Exploring Presence and Social Play; Design for Emergence; Early Design Sketches for Design for Emergence; Playground Interaction Online: The Bumper Car Game; CitiTag: Urban Space as a Large Group Playground; Designing for Spontaneous Collaborative Play Based on Presence; References; Acknowledgements
Sommario/riassunto	Design for Emergence investigates spontaneous, unpredictable uses of technology that are driven by social contexts and collaborative processes, based on our ability to communicate our presence, both virtual and physical, in symbolic ways. In light of the fact that social dynamics and unexpected uses of technology can inspire innovation, this book proposes a research model of design for emergence, focusing on emergent phenomena as part of an iterative design process. By providing playful, technology-mediated experiences with minimal

structure, unpredictable user behaviors can emerge through exp
