

On Thinking Playfully

Many people (we series editors included) find video games exhilarating, but it can be just as interesting to ponder why that is so. What do video games do? What can they be used for? How do they work? How do they relate to the rest of the world? Why is play both so important and so powerful?

Playful Thinking is a series of short, readable, and argumentative books that share some playfulness and excitement with the games that they are about. Each book in the series is small enough to fit in a backpack or coat pocket, and combines depth with readability for any reader interested in playing more thoughtfully or thinking more playfully. This includes, but is by no means limited to, academics, game makers, and curious players.

So, we are casting our net wide. Each book in our series provides a blend of new insights and interesting arguments with overviews of knowledge from game studies and other areas. You will see this reflected not just in the range of titles in our series but also in the

range of authors creating them. Our basic assumption is simple: video games are such a flourishing medium that any new perspective on them is likely to show us something unseen or forgotten, including those from such unconventional voices as artists, philosophers, or specialists in other industries or fields of study. These books are bridge builders, cross-pollinating both areas with new knowledge and new ways of thinking.

At its heart, this is what Playful Thinking is all about: new ways of thinking about games and new ways of using games to think about the rest of the world.

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This is a section of [doi:10.7551/mitpress/14656.001.0001](https://doi.org/10.7551/mitpress/14656.001.0001)

Repairing Play

A Black Phenomenology

By: Aaron Trammell

Citation:

Repairing Play: A Black Phenomenology

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DOI: 10.7551/mitpress/14656.001.0001

ISBN (electronic): 9780262373883

Publisher: The MIT Press

Published: 2023

The open access edition of this book was made possible by generous funding and support from MIT Press Direct to Open



The MIT Press

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The MIT Press would like to thank the anonymous peer reviewers who provided comments on drafts of this book. The generous work of academic experts is essential for establishing the authority and quality of our publications. We acknowledge with gratitude the contributions of these otherwise uncredited readers.

This book was set in ITC Stone Serif Std and ITC Stone Sans Std by New Best-set Typesetters Ltd.

Library of Congress Cataloging-in-Publication Data

Names: Trammell, Aaron, author.

Title: Repairing play : a Black phenomenology / Aaron Trammell.

Description: Cambridge, Massachusetts : The MIT Press, [2023] |

Series: Playful thinking | Includes bibliographical references and index.

Identifiers: LCCN 2022013946 (print) | LCCN 2022013947 (ebook) |

ISBN 9780262545273 (paperback) | ISBN 9780262373876 (epub) |

ISBN 9780262373883 (pdf)

Subjects: LCSH: Play—Social aspects. | African Americans—

Recreation. | African Americans—Social conditions. |

Phenomenological sociology.

Classification: LCC GV14.45 .T73 2023 (print) | LCC GV14.45

(ebook) | DDC 306.4/810973—dc23/eng/20220624

LC record available at <https://lccn.loc.gov/2022013946>

LC ebook record available at <https://lccn.loc.gov/2022013947>

10 9 8 7 6 5 4 3 2 1