

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 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/12023.001.0001](https://doi.org/10.7551/mitpress/12023.001.0001)

Treacherous Play

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Citation:

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DOI: 10.7551/mitpress/12023.001.0001

ISBN (electronic): 9780262367523

Publisher: The MIT Press

Published: 2022

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.

Library of Congress Cataloging-in-Publication Data

Names: Carter, Marcus, author.

Title: Treacherous play / Marcus Carter.

Description: Cambridge, Massachusetts : The MIT Press, 2022. | Series:

Playful thinking | Includes bibliographical references and index.

Identifiers: LCCN 2021000494 | ISBN 9780262046312 (hardcover)

Subjects: LCSH: Games—Psychological aspects. | Deception.

Classification: LCC GV1201.37 .C37 2022 | DDC 790.1—dc23

LC record available at <https://lccn.loc.gov/2021000494>