

DFC Chat Resources

A list of the resources shared in the chat during the DFC 'Playful By Design' launch event, 4th November 2021:

- A review of *Young People in Digital Society: Control Shift* by Amanda Third, Philippa Collin, Lucas Walsh & Rosalyn Black - <https://www.netfamilynews.org/a-pivotal-book-for-digital-safety-citizenship>
- Gamewise's handbook on serious games as a tool for empowerment - <https://gamewise.io/en/handbook-games-seriously>
- Dylan Yamada-Rice's article on conducting research in Roblox/the metaverse, in order to meet kids on their own "turf" - <https://komesanyamada.medium.com/researching-the-metaverse-6c02d252c9d9>
- Sara Grimes' book comparing playgrounds and connected games - <https://utorontopress.com/9781442615564/digital-playgrounds/>
- Wired article: *What You Need to Know About Roblox—and Why Kids Are Obsessed* - <https://www.wired.com/story/unpacking-roblox-and-its-popularity/>
- The Children's Media Foundation article on public service in the metaverse - <https://www.thechildrensmediafoundation.org/public-service-media-report/articles/as-kids-kickstart-the-metaverse-is-public-service-media-ready>
- A space for parental support and education on the online world, from Natterhub - <https://natterhub.com/digital-parenting>
- An article on Kathy Hirsch-Pasek's Playful Learning Landscapes project in Philadelphia - <https://nextcity.org/urbanist-news/entry/playtime-is-making-a-comeback-in-philly>
- Voicebox's Digital Wellbeing Report - <https://voicebox.site/assets/digital-wellbeing-report.pdf>
- Details of the UKCIS Digital Resilience framework - <https://www.drwg.org.uk/>
- Panelist Prof. Mimi Ito's book *Affinity Online: How Connection and Shared Interest Fuel Learning* - <https://nyupress.org/9781479852758/affinity-online/>
- The Connected Learning Lab's *Spaces of Refuge* series - <https://connectedlearning.uci.edu/spaces-of-refuge-series/>
- Elizabeth Lucy Nelson's thesis on *Understanding childhood and play in the post-digital age* - <https://theses.gla.ac.uk/82302/>
- John Potter & Kate Cowan's article on *Playground as meaning-making space: Multimodal making and re-making of meaning in the (virtual) playground*, with many good examples of 'porous boundaries' between digital and playground play - <https://journals.sagepub.com/doi/full/10.1177/2043610620941527>
- Andrew Burn's chapter on *Computer games on the playground: ludic systems, dramatized narrative and virtual embodiment* - <https://aburn2012.files.wordpress.com/2014/04/computer-games-on-the-playground.pdf>
- Panelist Tim Gill's post on the Cups Game: <https://rethinkingchildhood.com/2014/02/17/cups-song-children-culture/>
- Panelist Prof. Mimi Ito's HX project - <https://hxproject.org/>
- The *Playing the Archive* project, which digitised sections of the Opie manuscript archive, designed a virtual reality play environment to be installed at the V&A Museum of Childhood in London and the Site Gallery in Sheffield; and built

experimental 'smart' playgrounds in London and Sheffield. This work is a collaboration between DARE at the UCL Knowledge Lab; the Centre for Advanced Spatial Analysis at the Bartlett School of Architecture; the University of Sheffield; the Bodleian Libraries; the V&A Museum of Childhood, and the Digital Humanities Institute, Sheffield - <https://playingthearchive.net/about/>