

YOUR MAGIC  
CIRCLE



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#NOTAGAMEJAM

Your  
Magic  
Circle

A GAME(?)

ABOUT PLAY

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# The Magic Circle Theory

**"...the magic circle of a game is where the game takes place. To play a game means entering into a magic circle, or perhaps creating one as a game begins."**



**Salen and Zimmerman (2003)**

# Closing the Circle

**When it feels right**  
*Leave the Circle*

**Decide what to do with the circle and its magic.**  
**You can take it with you in your pocket.**  
**You can leave it for the world to play.**  
**You can dispel it completely.**  
**You can start anew.**

# Changing the Circle



You can always change  
*Your Magic Circle*

Change the rules, meaning, and/or goals.

Turn the borders permeable or impenetrable.

Make the circle bigger or smaller.

Invite people to participate.

Close it off to just you.

# Making the Circle



Create a circle.

You can use this one.

You can draw one on the ground.

You can put it in a specific place or time.

You can simply imagine it in your mind's eye.

This will be

*Your Magic Circle*

# *Infusing Magic*

Create the  
*Magic of Play*

**Add a rule that only exists in the circle.**

**Change the meaning of an action.**

**Create a goal.**

# *The Magic Truths*

**The magic creates play.**

**The magic preserves safety.**

**The magic stays within the circle.**

**The magic can transcend time and space.**

**The magic only affects those who agree to it.**

**These are**

*Always True*