



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)

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

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.

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.

*YOUR MAGIC
CIRCLE*



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#NOTAGAMEJAM