

Singapore ISAGA conference, 1 July 2009.

Prof. Dmitri Kavtaradze (Moscow State University)

Education and Knowledge

vs.

Games and Wisdom

Exercises and demonstrations.

Games train people to act

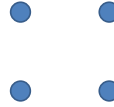
Maria Bernstein

Knowledge – when is it “too much” ?

- Education –traditionally socialization in direct way.

- Games – dynamic of personality development in a social context.

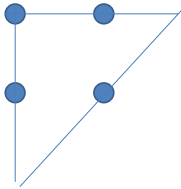
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- Three straight lines connecting four points

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- Area of activity beyond the problem.



- King’s Solomon decision: each mother will get half of the child:
solving problem by offering new point of view.

Education slowly shifting to methods of forcing super stimulus.

Wisdom is not transportable in direct way, but indirectly. How?

Game as Super stimulus

What melody can help to “dance scientists together” as they “know their own truth about subject”.

•Games always based on the rules.
Are there rules to obtain wisdom?

•Wise education and stupid games.

•Time comes...

Please, close your eyes and count in mind time –
one minute.

After open eyes and look at your watch.

Write amount of second that have passed in reality

•Socrates played a ball in court
yard. Can we guess why?

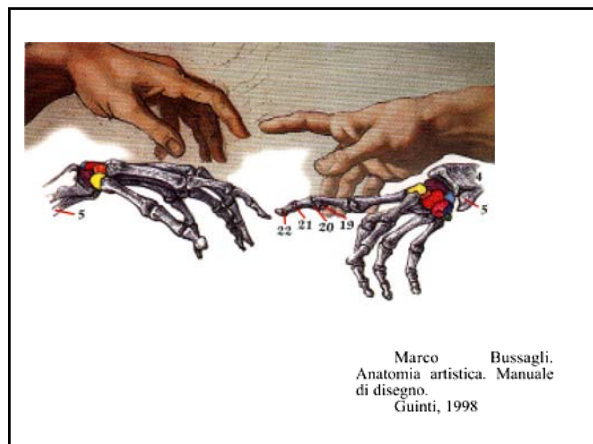
Could be wisdom a subject of
teaching?

•What wisdom means and do we
need it in everyday life.
Your answer...



PLAY





Marco Bussagli.
Anatomia artistica. Manuale
di disegno.
Guinti, 1998

