[一](http://tangorin.com/kanji/%E4%B8%80)[興](http://tangorin.com/kanji/%E8%88%88)FUN SHUI

common 【 】 noun: **amusement**;  **fun**;  **brief entertainment**

Session 1: The Play’s the Thing – understanding the value and nature of play

Session 2: Happy Hour – exploring what happiness is and how to achieve it

Session 3: Fun Shui – looking more closely at the experience we call fun

Session 4: Joy to the World – thoughts on the elusive thing known as joy

What is “fun”?

 Components of fun

1. risk
2. a range of acceptable outcomes but no serious negative consequences
3. novelty/variety
4. adventure & surprise/chance
5. accomplishment/goal-achievement
6. connectedness
7. mimicry of serious versions of 1) 2) and 5)?

Associational thinking and fun

Fun and silliness

 Ritual silliness

 Festivals

Playing with issues of connection and arbitrariness

Temporary associations, random connectedness, connectedness without causation

Playing with issues of identity and transformation

Masks, avatars, playing roles

Fun and Nonsense

 Playing with issues of reality

 Escaping the bounds of current reality: liberation

Playing with language and definitions (boundaries)

 Playing with physical laws and limitations

How do you create fun?