

Exquisite Abstract

Exquisite abstract is a very serious, creative, and historically artistic, process by which we, as a conference, will write a single abstract merging our collective wisdom.

It is inspired by the very serious and important artistic activity “Exquisite Corpse” or *cadavre exquis* where artists drew a part of an image and then other artists continued the drawing without knowing what the full image was. This game will be slightly different. In this game we will appropriate each other’s written texts via Discord. We will select two-sentence chunks from each paper and merge them together in order to make a single, Exquisite, abstract of knowledge.

The Rules are as follows:

Rule 1: The Abstract begins. We start with 2 contiguous sentences from the first article. Whichever 2 sentence pair gets the most reactions in the Discord is the “official” exquisite abstract. Please put in the Discord “I hereby officially submit the following sentences for the Exquisite Abstract:” then place your chosen sentences with an appropriate page citation.

Rule 2: Choose a Pivot Word and find two sentences to merge. Starting in the next academic talk (paper 2), find a single word within the *last* sentence of the current exquisite abstract as a “pivot word”. Find this “pivot word” in the new, currently being presented paper 2.

Rule 3. Merge the two together. Delete all words after the “pivot word” in the current exquisite abstract’s final sentence. Finish this sentence with the remaining words after the “pivot word” from the selected paper, including the end of the merging sentence and the full sentence that occurs after. (This full sentence will be the new final sentence of our exquisite abstract for subsequent merging). Submit it to the official Discord by saying “I hereby officially submit the following sentences for the Exquisite Abstract:” and place your new merged set of sentences.

Rule 4. Whichever merged pair of sentences has the most reactions in the Discord channel is the official Exquisite Abstract.

Repeat Rule 2-4 in each presentation until all papers have contributed some sentence pieces to our collective genius!

Example

1. *Homo Ludens*

"Play is older than culture, for culture, however inadequately defined, always presupposes human society, and animals have not waited for man to teach them their playing. We can safely assert, even, that human civilization has added **no essential feature to the general idea of play**. (Huizinga p.1)

I decide that "**no**" is my **pivot word**. I want to merge it with —

2. *The Ambiguity of Play* and I find the following sentence with the word "**no**" in them:

"**It is no** longer a widespread and conscious value system among the intellectual elites, though it remains popular among lower socioeconomic groups. It contrasts most strongly also with those modern theories of leisure that argue that the distinguishing feature of play is that it is an exercise of free choice." (Sutton-Smith page 10)

I remove the **extra content** from Huizinga and Sutton-Smith and seamlessly merge them at the **pivot word**, resulting in the following Hybrid-

Play is older than culture, for culture, however inadequately defined, always presupposes human society, and animals have not waited for man to teach them their playing. We can safely assert, even, that human civilization has added **no** longer a widespread and conscious value system among the intellectual elites, though it remains popular among lower socioeconomic groups. It contrasts most strongly also with those modern theories of leisure that argue that the distinguishing feature of play is that it is an exercise of free choice." (Huizinga p. 1; Sutton-Smith p. 10) - Excellent!

3. *An Introduction to Game Studies (Mäyrä 2008)*:

I choose the pivot word "of" from Brian Sutton-Smith and merge it with the following quotation-

According to Yee's (2003-2006) figures, male players of WoW are about seven to eight times more likely to gender-blend their characters than females - according to his survey about one of out every two female WoW characters is actually played by a man, while only one out of one hundred male characters is played by a female.

The modes of separation and differences produced by entering the virtual worlds should thus be paid same degree of attention as to the similarities between the human life and society in virtual and physical realities. (p. 136)

Final

Play is older than culture, for culture, however inadequately defined, always presupposes human society, and animals have not waited for man to teach them their playing. We can safely assert, even, that human civilization has added **no** longer a widespread and conscious value system among the intellectual elites, though it remains popular among lower socioeconomic groups. It contrasts most strongly also with those modern theories of leisure that argue that the distinguishing feature of play is that it is an exercise **of** one hundred male characters [is] played by a female.

The modes of separation and differences produced by entering the virtual worlds should thus be paid the same degree of attention as to the similarities between the human life and society in virtual and physical realities. (Huizinga p.1; Sutton-Smith p. 10; Mäyrä p. 136)

