

Play, Creativity,  
& Putting the  
Human First



# Agenda

- Let's play
- About me
- Why we are here today
- What is play
- Approaches to play – the *Why*
- Idea sharing – the *When & What*



Let's play

A red speech bubble graphic with a white outline, containing the text "About me". The bubble has a small tail pointing downwards and to the left.

About me

Why we are here  
today

**HSJCC – putting the Human first**

- **Mental Health, Developmental/Human Services, Justice System**



**Our work, our passion, our lives**

# What is play

## The academic view

- From Aristotle and Plato, via Schiller and Huizinga, to Deleuze and Guattari, and the Situationists
- Play vs. seriousness
- Vice or virtue?
- Play as voluntary activity
- The play ground
- ...

## The everyday view

- Children at play
- Sports
- Games
- Music
- ...

# Approaches to play – the *Why*

## Welcome to the Human Services

- Power
- Hierarchy
- Professionalism
- Privilege
- Bureaucracy
- Rules
- Boundaries
- Accountability
- Seriousness

# Approaches to play – the *Why*

- “The world, even at its blackest, is quite a comic place. And it is never true that there is nothing funny, or nothing bleakly comic about what is going on.” (Ian Hislop)
- “You can deny seriousness, but not play.” (Johan Huizinga)



# Approaches to play – the *Why*

## What we may need more off – Beginning to define *play*

- Trust
- Creativity
- Restorative Practices
- Team-building
- Mentorship
- Inspiration
- Sharing
- Non-judgemental ethos
- Strength-based
- Optimism
- Lightness
- Empowerment
- Community
- Self-care

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# Idea sharing – the *When* & *What*

## When? – Extending our understanding of *play*

- All the time, every time!
  - (Ethics)
- Team-building
- Coaching
- Case-conferencing
- Check-in/check-out
- Sharing
- Capacity Check

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# Idea sharing – the *When* & *What*

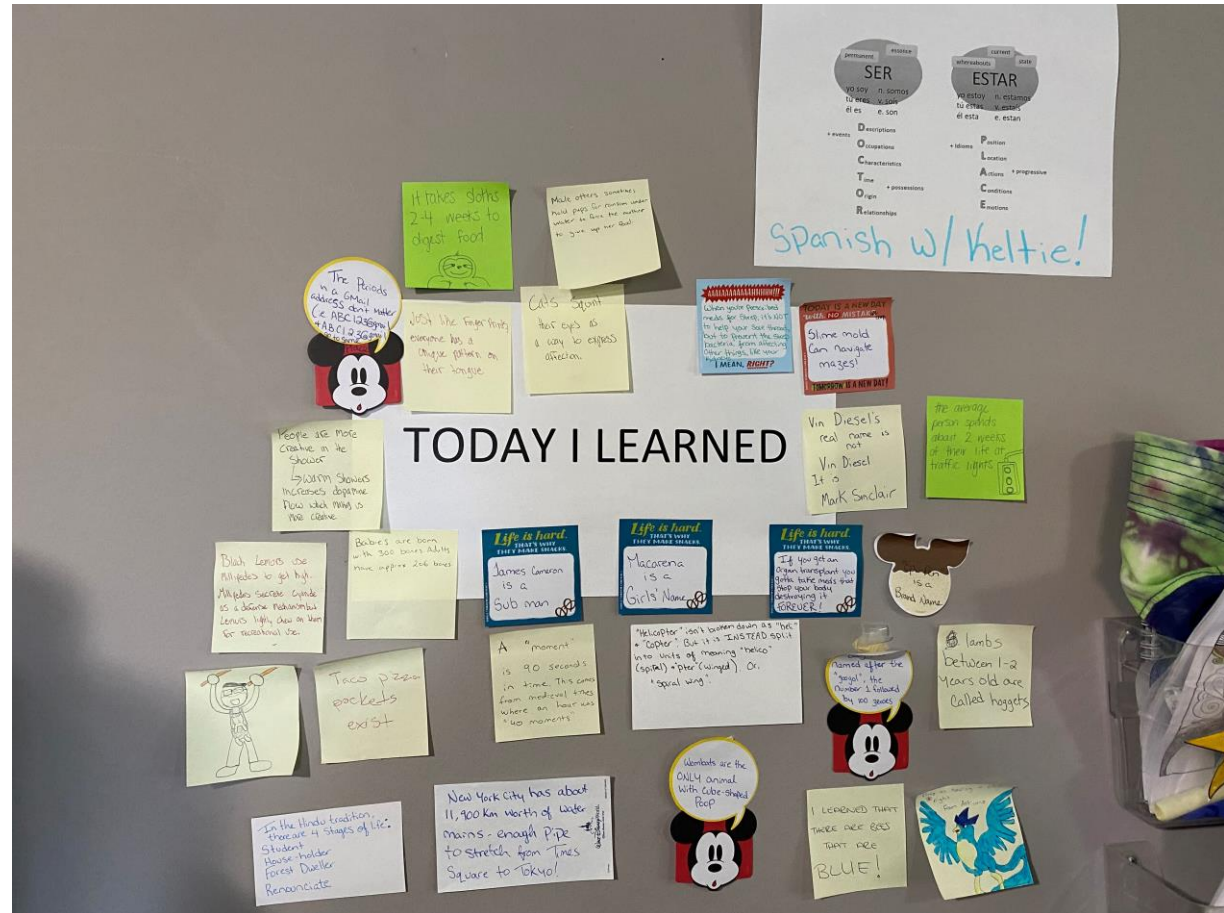
## When ? – Extending our understanding of *play*

- SMARTER Goals creation
- Rapport-building
- Community Service Orders
- Probation orders

## What? – Expanding our definition of *play*

- “Today I learned...”

# Idea sharing – the *When* & *What*



A red speech bubble graphic with a white outline, containing the text 'Idea sharing – the When & What'. The bubble has a tail pointing towards the bottom left.

## Idea sharing – the *When* & *What*

### What? – Expanding our definition of *play*

- Art
  - Consequences/“Exquisite corpse”
- Painting
  - Mural
  - “The wall of fame”
- Cooking/sharing a meal
- Story-telling
  - TRC
- Puzzles
- Making a zine



# Idea sharing – the *When* & *What*

## What? – Expanding our definition of *play*

- Pumpkin carving
- Photography
- Playing games



Idea sharing –  
the *When* &  
*What*

What? – Expanding our definition of *play*

■ ...



Thank you!