



# Dynamic Creative Play

friends, drinks, dynamic authoring

## Mode of communication

- Friends hanging out in the evening, casual, playful, realtime, improvised, shared experience.

## Today

- Most activities where friends focus together on the same thing are **passive** (watching TV) or **non-creative** (playing games).
- Programming is **isolating**, even in groups. People stare at laptops, focused on their own private worlds.
- Code is **anti-social**. A program cannot be immediately understood and modified by a casual onlooker.

## Vision

- Friends authoring together for fun, in a casual, shared space. (Creating dynamic playable “murals”, perhaps.) Similar to playing with LEGO or model trains.
- Everyone is focused on the **same thing**.
- Everyone can **see** what everyone else is making.
- Everyone can **understand** how everyone else is making it.
- Everyone can “jump in” and **participate** in what others are making.

## Rationale

- If the dynamic medium is to be the foundation of a new literacy, people must be able to author **casually and socially**. Authoring shouldn't feel like “work”, it shouldn't be isolating, and implementations must be immediately understandable and modifiable by onlookers.

