



27th ICCP WORLD PLAY CONFERENCE

June 15-17th, 2017, Vilnius, Lithuania

**Martial arts:
from spontaneity
to sportivization**



Danilo Bondi

HISTORY OF MARTIAL ARTS

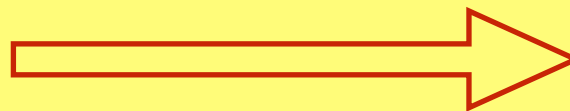
WEST

- entertainment
- personality
- body culture
- strength

EAST

- life path
- medicine
- aesthetics
- Nature

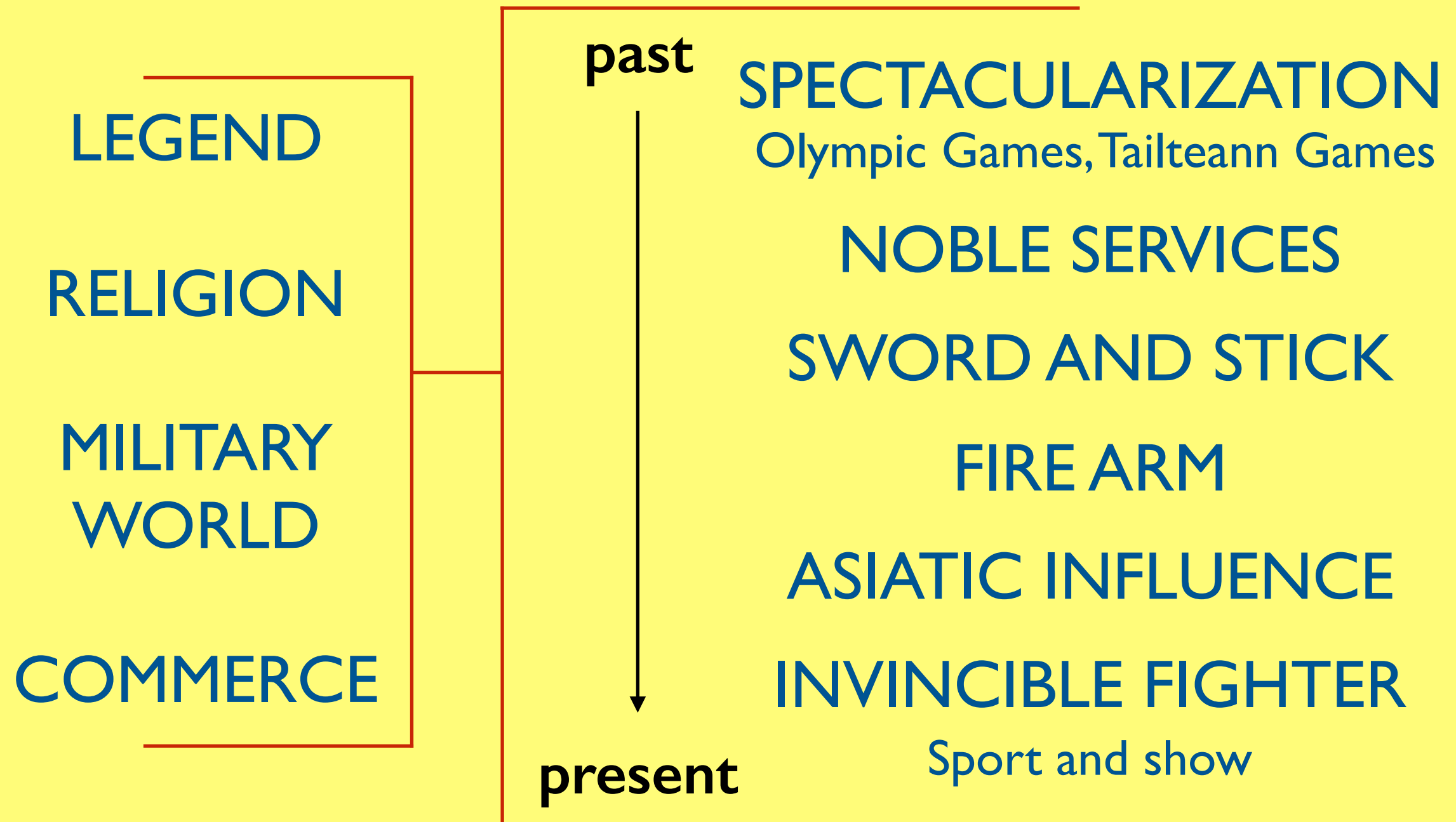
Alexander
the Great



Jigoro
Kano



HISTORY OF MARTIAL ARTS



ETHOLOGY OF FIGHTING

Aggressiveness for self-affirmation

Shared
play



Behavioral
rituals

Spontaneous or
stated rules

ETHOLOGY OF FIGHTING

CATEGORIES (Caillois):

- agon
- mimicry
- ilinx
- alea

Primordial
agonistic
behavior

Play Fight

Art, strategy, trick, demonstration

ETHOLOGY OF FIGHTING

A WONDERFUL TOY



ACTIVE EXPLORATION



KNOWLEDGE,
DEVELOPMENT

SOCIOLOGY OF FIGHTING

Sociology of sportivization from the 20th century:
new spectacularization, with media interests

PROFIT

PROPAGANDA

Huizinga, 1938:

From the 18th century, the ludic element had been
losing in every cultural field; sport as public practice
without social purposes

SPORTIVIZATION

Elias & Dunning, 1989:

The result of the civilizing process, with the regulated repression of emotions, particularly evident in the modern ritualized play-fight sport



Is sportivization absolutely negative?

SPORTIVIZATION

Hébert, 1925:

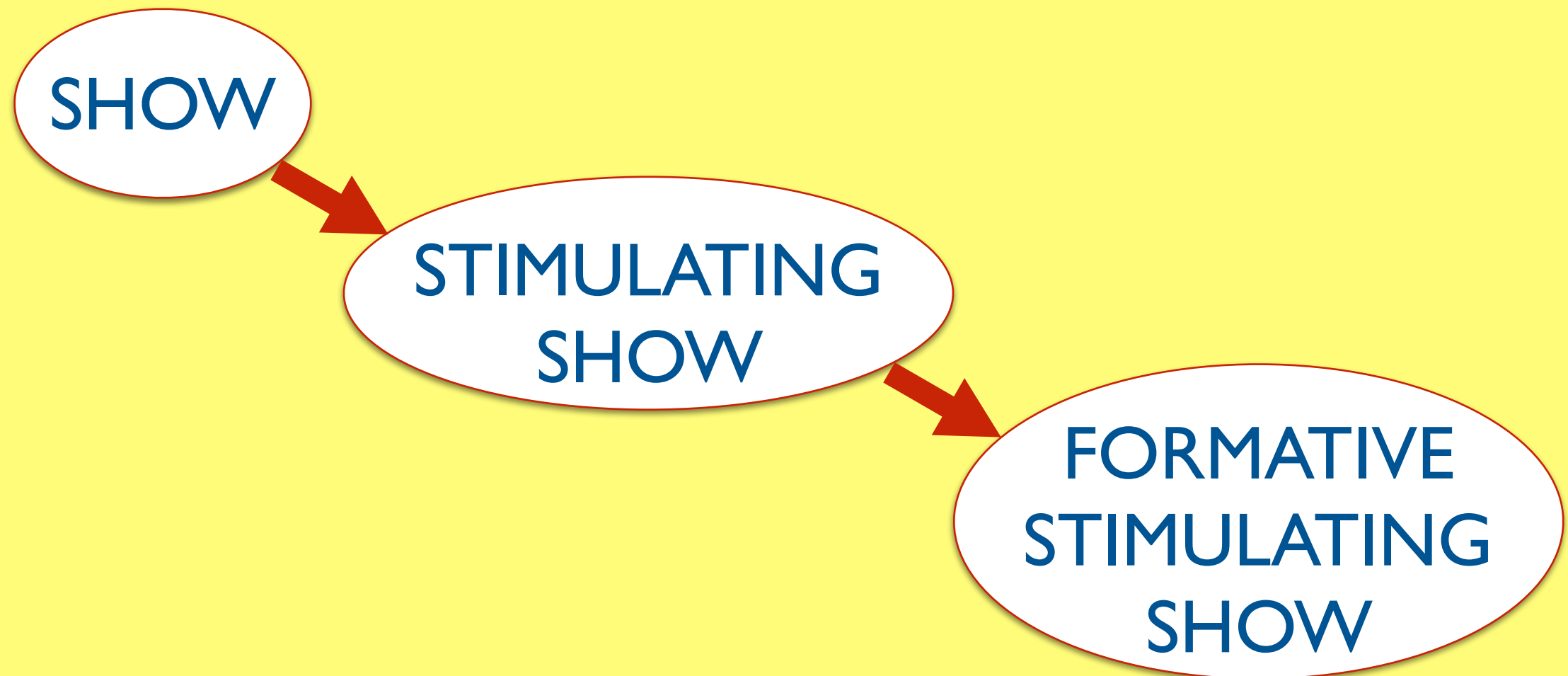
Sport is too performance-oriented; in this manner we miss the energizing qualities, the right values and the social usefulness of strong and brave people



Should sport and physical education be absolutely separated?

EDUTAINMENT

Entertainment with an educational perspective

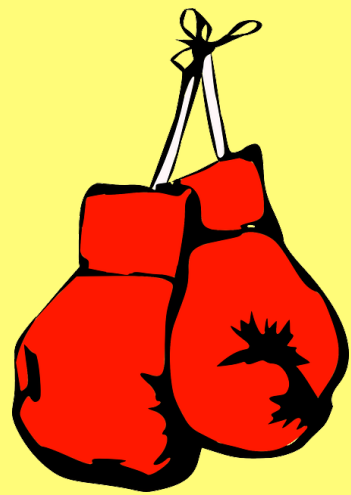


DIS-EDUTAINMENT

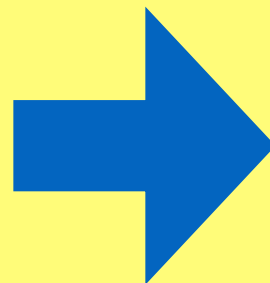
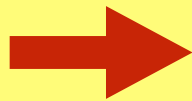


DIS-EDUTAINMENT

Billy Collins vs. Luis Resto (1983)



thin padding
+
plaster



EDUTAINMENT

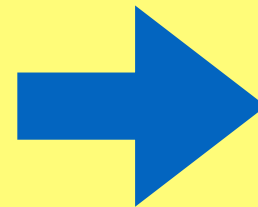


GAMIFICATION

Using game design and experiences to engage and motivate people for achieving own goals, changing behaviors, developing skills and driving innovation (Burke)



Fight
Game
Based
Learning



Physical skills
Psychosocial skills
Health

GAMIFICATION & MARTIAL ARTS

CORE-DRIVE (Yu-Kai Chou):



- epic meaning and calling
- development and accomplishment



- empowerment of creativity and feedback
- ownership and possession
- social influence and relatedness
- scarcity and impatience
- unpredictability and curiosity



- loss and avoidance

SPORT ONBOARDING

Educational perspective



DEVELOPMENT

CONCLUSIONS



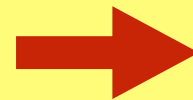
Should sport and physical education be absolutely separated?



Play environments planned to take advantage of children fights and fighting sport onboarding



Is sportivization absolutely negative?



Recognition of mastery, propaganda of loyalty, emotional entertainment, global meeting

CHALLENGE

Use children fighting practice as a tool to explore, to develop the culture of physical activity and to sublimate competitiveness...



... PROTECTING AND USING
THE LUDIC REQUISIT



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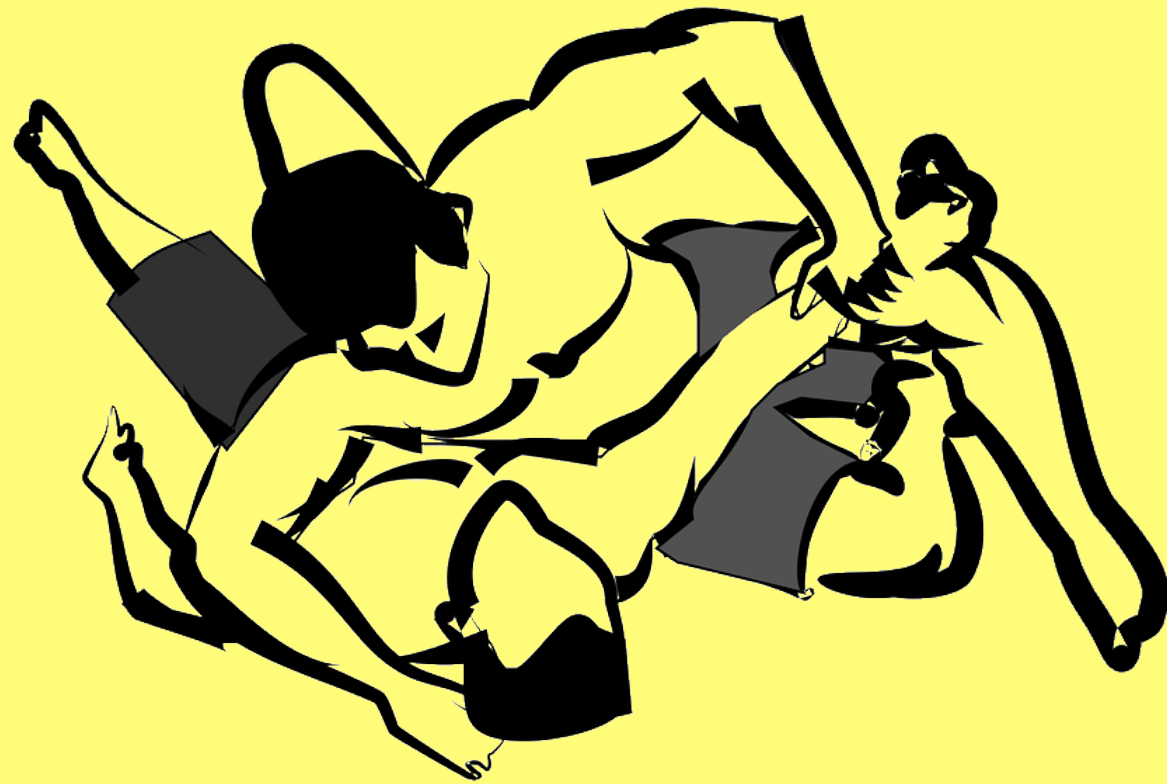
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Danilo Bondi



**STAY
PLAYFUL**



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