

Bernie DeKoven – Writer, Player and Play Theorist, originating member of the international New Games Foundation (USA)

In 1971, **Bernard De Koven** completed work on a collection of over 1000 children's games, organized according to different forms and complexities of social interaction. Called the Interplay Games Curriculum, and published by the School District of Philadelphia, it led to his founding of The Games Preserve, a retreat center for the exploration of games and play for adults in Eastern Pennsylvania. The Games Preserve served many organizations and individuals, and functioned as the East Coast branch of The New Games Foundation.

In 1978, De Koven published *The Well-Played Game*, which was republished by MIT Press in 2013. His most recent book, *A Playful Path*, was published by Carnegie Mellon University ETC Press the following year. During his long career, he has designed games of all kinds: board and table games, computer games, social games for small and large groups, city-wide game celebrations, theater games, games for couples, families, children and elders and he continues to explore the theory of fun and playfulness and how it can affect every aspect of personal and interpersonal, community and institutional health.

Malarkey PLAYwork are pleased to be able to bring a true legend in the field of play and playfulness for people of all ages to speak at our national conference. A hero in the Playwork sector.

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