

<p>The Joker is the most basic, most historically documented, and most extreme kind of player. The Joker loves all kind of non-sense. Yep, non-sense. (Imagine the nonsense sounds, sensations etc. we pull out when playing with a baby.) As an adult, the joker loves to make others laugh. The joker loves practical jokes and can go to great lengths to engage in this kind of play.</p>	<p>The Kinesthete plays through movement. S/he needs to “move in order to think”. Includes athletes but also dancers—for the Kinesthete the enjoyment of the play comes through physical activity. S/he wants to push the body and feel the result. Enjoyment comes from the process and activity itself. A formal “game” may be the forum of the play but competition is not the main focus.</p>
<p>The Explorer has never lost enthusiasm for exploration—the kind of exploration that all human beings start out life doing to make sense of their world. Exploration is a way of being creative and evokes imagination. Exploring can be physical (e.g. travelling) or emotional (searching for new feelings through music, movement) or mental (researching a new subject, discovering new experiences, and points of view while remaining in one’s favourite armchair).</p>	<p>The Competitor most enjoys play in the form of a competitive game with specific rules. S/he plays to win. Moreover, the Competitor wants to dominate the game. S/he enjoys fighting for that number ONE position, wants to keep score and be the best, may play solitary or social games, may actively participate or observe as a super fan. The Competitor works to be top of his/her sport or, in business, top of his/her professional “game”.</p>
<p>The Director enjoys planning and executing scenes and events. Is born an organizer. Is super at party-planning, and a great instigator of exciting outings. Is a dynamic center of their social world. Can also be good at manipulating others (cue evil laugh—All the world’s a stage and the rest of us are only players in the directors game.)</p>	<p>The Collector gets a thrill from having and holding the most, the best, the most <i>interesting</i> collection of objects (coins, toy trains, antiques, plastic purses, wine, shoes, ties and so on) or experiences (travelling the world to see solar eclipses; running a race in every state). The Collector may play alone or have an intense social network for collecting (playing).</p>
<p>The Artist/Creator finds joy in making things. E.g. painting, print-making, woodworking, pottery, knitting, sewing, gardening etc. S/he may or may not show the creations to the world. For the Artist/Creator, the pleasure comes in the making of something beautiful, functional, or goofy, from making something work right (fixing things) or improving something (inventing/decorating). FYI. Margaret Thatcher loved to wallpaper things.</p>	<p>The Storyteller knows that the imagination is the key to the kingdom of play. The Storyteller finds great joy in reading and watching films and often connects emotionally with characters. S/he may be a performer—through dance, acting, magic tricks, or lectures. The Storyteller brings play to almost any activity. Outwardly the storyteller may look like s/he is doing one thing (e.g. tennis) but in the imagination s/he is engaged in drama of a whole other level. S/he always enjoys a good story.</p>

Source: Brown, S. (2009). *Play: How it shapes the brain, opens the imagination and invigorates the soul*, pp. 66-70. New York: Avery Publishers