Contents

List of Figures and Tables Notes on the Editors and Contributors Acknowledgements		ix
		xi
		xiii
1	Children's Playground Games in the New Media Age Andrew Burn	1
2	The Opie Recordings: What's Left to be Heard? Laura Jopson, Andrew Burn, Jonathan Robinson	31
3	'That's how the whole hand-clap thing passes on': Online/Offline Transmission and Multimodal Variation in a Children's Clapping Game Julia C. Bishop	53
4	Rough Play, Play Fighting and Surveillance: School Playgrounds as Sites of Dissonance, Controversy and Fun Chris Richards	85
5	The Relationship between Online and Offline Play: Friendship and Exclusion Jackie Marsh	109
6	Remixing Children's Cultures: Media-Referenced Play on the Playground Rebekah Willett	133
7	The Game Catcher: A Computer Game and Research Tool for Embodied Movement Grethe Mitchell	153
8	Co-Curating Children's Play Cultures John Potter	187
Postscript: The People in the Playground Chris Richards and Andrew Burn		207
In	dex	215