The **history of games** dates to the ancient human past. [Games](https://en.wikipedia.org/wiki/Game) are an integral part of all cultures and are one of the oldest forms of human social interaction. Games are formalized expressions of play which allow people to go beyond immediate [imagination](https://en.wikipedia.org/wiki/Imagination) and direct physical activity. Common features of games include uncertainty of outcome, agreed upon rules, competition, separate place and time, elements of fiction, elements of chance, prescribed goals and personal enjoyment.

Games capture the ideas and worldviews of their cultures and pass them on to the future generation. Games were important as cultural and social bonding events, as teaching tools and as markers of social status. As pastimes of royalty and the elite, some games became common features of [court culture](https://en.wikipedia.org/wiki/Court_%28royal%29) and were also given as gifts.

In his 1938 book, [*Homo Ludens*](https://en.wikipedia.org/wiki/Homo_Ludens), Dutch cultural historian [Johan Huizinga](https://en.wikipedia.org/wiki/Johan_Huizinga) argued that games were a primary condition of the generation of human cultures. Huizinga saw the playing of games as something that "is older than culture, for culture, however inadequately defined, always presupposes human society, and animals have not waited for man to teach them their playing". Huizinga saw games as a starting point for complex human activities such as language, law, war, philosophy and art.

**TRUE or FALSE?**

1. Games are important because are part of all cultures. T F
2. Games are one of the oldest forms of human social interaction. T F
3. Games don’t have rules. T F
4. Game means only competition. T F
5. Games may be a teaching tool. T F
6. Games are not only enjoyment. T F
7. In the past games were also given as gifts. T F
8. Homo Ludens is a Dutch cultural historian. T F
9. Huizinga is a book about games. T F
10. Huizinga saw games as a starting point for complex human activities. T F