- >>Build confidence about uncertainty.
- >> You are playing if you think you are playing.
- >> Non-verbal communication plays a big part.
- >>What kind of knowledge is important?
- >> Be critical about the format otherwise you will be subject to it.
- >>Not everyone can play together.
- >> Accept you can be in a state of contradiction without resolution.
- >> It s not either/or it can be both, and...

Developed from a project initiated by Lottie Child with Anna Lucas at the Faculty of Collaborative Research, University of Openness.