21 - FLORIANÓPOLIS THREE GENERATIONS' TOYS AND GAMES

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INTRODUCTION

Playing games and playing with toys are important childhood contents of different cultures and generations, full of various meanings and interpretations, depending on the point of view of who is studying these activities. Toys and games are fundamental activities for the child motor, cognitive and moral development, offering children various learning opportunities for their future adulthood, being what the ecological human development theory considers performance resources, promoting or encouraging developmental changes (GALLAHUE; OZMUN, 2005). For Erikson (1980), active playing is especially important for children, developing autonomy in their own limits and, whenever manipulating toys or taking part in games, they develop fundamental motor activities and initiative spirit. The child, specifically between 7 and 11 years old, uses toys and games to understand his physical and social world (PETERSON; FELTON-COLLINS, 1986), i.e., what Bronfenbrenner (2002) would consider individual interpretation about his environment, giving meaning to it: toys and games would be what Bronfenbrenner's bio-ecological theory classifies as "activities", where participants have "roles" and establish important inter-personal relationships for their development. These activities are present in phylogenesis and ontogenesis (LEBOVICI; DIATKINE, 1988), following, this way, animal e human beings' development. In the human case, the playing children reflect not only an instinctive behavior, like life in society, but also acquire socio-cultural learning. So, as societies modify themselves, they also modify their leisure activities, what justifies the traditional and generational activities coexistence (CRESPO, 1998; SCHNEID, MACHADO, 2005).

Like the "game" concept, the "generations" concept has no definition consensus. In political terms, generations can last decades; in literature, almost centuries; in musical terms - specially when we think about radio pop songs - a few years or less. To philosophers', "generation" consists in any real change that lasts time enough for researchers establish propositions about it, distinguishing between the logical and biological concepts (MORA, 2001). Psychologists understand generation as a group of individuals of a certain age or the complete lifecycle of an organism, from the fecundate ovum to the sexually mature individual (DORSCH, 2001). Taking into account what Crespo (1998), Schneid and Machado (2005) expressed about traditional and generational entertaining activities, the authors develop this research aiming to verify which were the toys and games most accepted by children from approximately 20, 40 and 60 years ago; which ones are still accepted, which ones were forgotten and which ones emerged in this time period.

METHODOLOGY

The present study aims to identify which were the most accepted games and toys by children from three different generations constituted by teachers, employees, students and senior citizens from the Santa Catarina Federal University's Sports Center (CDS/UFSC), Florianópolis. It is a descriptive research, with non-random judgmental analysis, i.e., "the chosen elements are those who researchers considered typical representatives from the studied population." (BARBETTA, 2002, p. 56).

For this research, the authors chose to apply a semi-structured questionnaire composed by 36 alternative items and three dissertative answers, filled in by the three chosen generations, 20 years apart from each other, taking into account the following criteria: a) all groups have their childhood solidly placed in the past; b) when the individual is 20 years old, he already has reached biological maturity, and is fully capable of constituting his family (or he already has constituted); c) most 20 years-old individuals have psychological conditions to leave their parents' home and live alone; d) when the individual is 20 years old, he is in college, works, or both.

The three chosen generations represent distinct layers of the population that daily work or study in the Santa Catarina Federal University's Sports Center (CDS/UFSC): Physical Education graduate students (20 years plus group); teachers and technical-management employees (40 years plus group); and the Physical Activity and Folkloric Dance Geriatric Group of CDS (60 years plus).

From the 60 questionnaires, 55 came back in the following distribution: 17 answered by the geriatric group; 15 answered by teachers and employees; and 23 by students.

For analysis consideration, the toys and games were separated in three types: dynamic, moderate and sedentary activities, taking in account the physical activity level perceived by the researchers when classifying each toy and game.

RESULTS AND DISCUSSION

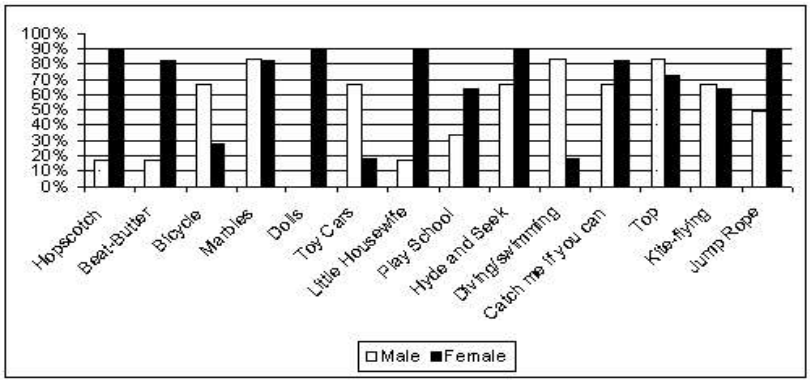
First Generation: 60 years plus interviewees

The Physical Activity and Folkloric Dance Geriatric Group has 400 members, all of them very receptive. In common with the other two generations, this group is interested in physical activities and its health values, being very different from the sedentary senior citizens society is used to. A total of 6 men and 11 women were interviewed, varying from 60 to 82 years old. They are mostly retired people and housewives, although the authors have also found public service employees, bank employees and shop owners.

Their childhood is in the 1930s, 1940s and 1950s, when the Brazilian capital city was still Rio de Janeiro, and the whole world was recovering from World War II devastating effects. In the movie theatres, when Hollywood still hadn't the television competition, *Gone With the Wind* and *Citizen Kane* were people's choice alongside the Portuguese-Brazilian Carmen Miranda. On the radio waves, these interviewees and their parents listened to Glenn Miller, Louis Armstrong and to the big bands. In sports' world, the international activities were suspended since Berlin Olympic Games (1936) and Italy's first World Cup (1938). In Brazil, soccer was quickly spreading, sowing the seeds that would lead to the Maracanã stadium construction and to the 1950 World Cup - two years after the London Olympic Games.

Some data:

Graphic 1. 60 years plus preferred toys and games



As previously seen, men and women from this group basically chose dynamic activities (Hopscotch, Bicycle, Hide and Seek, Diving/Swimming, Jump Rope and Kite-Flying) instead of moderate ones (playing with Marbles, Toy Cars, Play School or throwing Tops) and sedentary ones (playing with Dolls, Little Housewife.). This group marked 31 from the 36 toys and games available in the questionnaire, although the Table Games, Wooden Cars and Police & Burglars were poorly accepted. The preferred activity of boys and girls from 60 years ago was playing with **Marbles** and, among the non-mentioned toys and games in the questionnaire, the senior citizens noticed the bilboque absence.

In their opinion, television and electronic toys (and games) are negatively affecting today's childhood, and modern children have less fantasy, moral values, friendship, contact with nature and especially suffer with the lack of space - opinion better expressed by one of the interviewees in the following phrase: *"Today's childhood is limited to television and electronic toys, and all fantasy and happiness from my childhood is vanishing."*

Nowadays, this group's leisure is traveling, dancing, watching television and sightseeing.

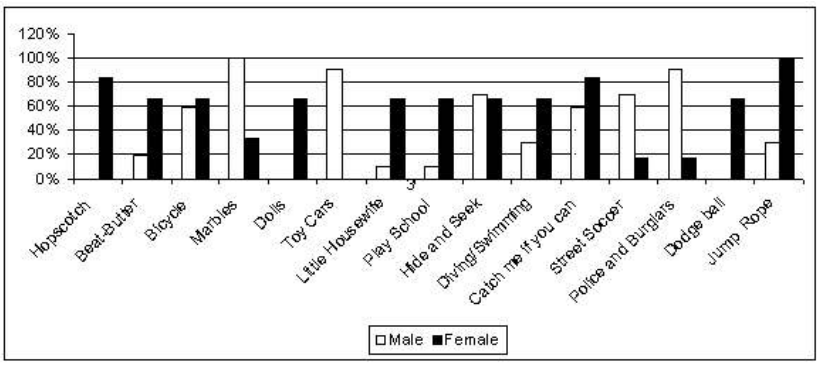
Second Generation: 40 years plus interviewees

The second generation is formed by 11 of the 55 Sports Center teachers and 4 of its 10 technical-management employees, resulting in 15 interviewees - 9 men and 6 women, from 40 to 48 years old.

Their childhood is in the 1960s, when Brazil had just won its first World Soccer Cup and was fighting for its second cup in Chile (1958/1962). Pelé's Santos soccer team would win twice the World Soccer Clubs Cup (1962/1963). In 1964, Tokyo would hold the Olympic Games, and then Brazilian president, João Goulart, would be deposed by a military coup. Beatles and Rolling Stones fought for hegemony in the radio waves, and television was getting more and more space in people's lives and living rooms. The movie theatres were crowded with people anxious to watch *Lawrence of Arabia, Dr.Jivago* and *The Sound of Music...* in Technicolor!

Some data:

Graphic 2. 40 years plus preferred toys and games.



In this group's childhood, we can also find the dynamic activities predominance (Hopscotch, Bicycle, Hide and Seek, Catch Me If You Can, Diving / Swimming, Street Soccer, Police & Burglars, Dodge Ball and Jump Rope) over moderate ones (Playing with Marbles, Toy Cars, Play School) and sedentary ones (Playing Cards or with Dolls). The novelties are Play Hospital and Play Soldier, probably due to the great number of war movies and TV series produced during the Cold War.

The general preference is again playing with **Marbles** - although with strong male predominance. In a close second place, we have **Catch Me if You Can** and **Hide and Seek**, with balanced boys' and girls' preferences. This group also mentions table games such as checkers, ludo and chess as of great importance in their childhood.

In this group members' opinion, TV and electronic games are the main responsibles for the modern child lack of creativeness. As negative aspects, they also observe that today's boys and girls have less time and space, having less physical activities and being less sociable: *"Today's toys play with children and not the other way around. They have lost all creativeness and physical activities opportunities."*

Nowadays, this group's main leisure options are sightseeing, practicing sports, reading and enjoying their families.

Third generation: 20 years plus interviewees

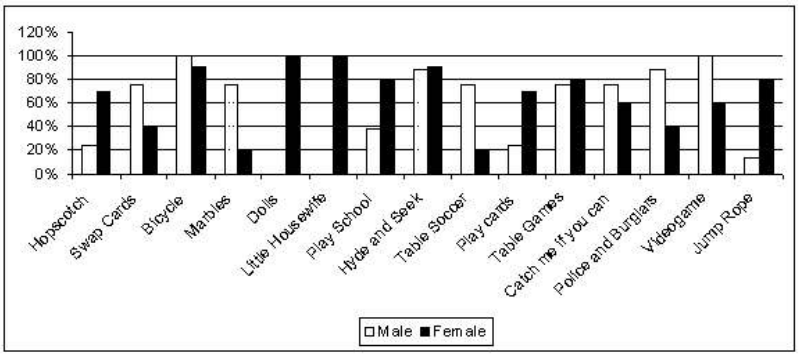
Twenty one of the approximately 420 graduate students (5%) and two teachers integrate the third generation of interviewees: 12 males and 10 females between 20 and 37 years old.

Their childhood occurred during the Cold War end, when the Berlin Wall fell and Soviet Union was extinguished. These group interviewees were mainly 1980s/1990s boys and girls, having José Sarney, Fernando Collor and Itamar Franco as Brazilian presidents. In sports, we had Mexico's and Italy's World Cups second editions (1986 and 1990 respectively), and the Seoul and Barcelona Olympic Games (1988 and 1992). Television and videocassette recorders reigned supreme; personal computers were no longer science fiction material, and videogames evolved from Telegame Philco to Atari to Odyssey to Super

Nintendo. *Wall Street, Inner Space, Empire of the Sun, The Color Purple* and *Good Morning, Vietnam* filled the movie theatres - although most members of this group have only watched these movies in television or VCR. Rock'n'roll had gone through the new wave explosion, the gothic invasion, Live Aid to the grunge movement.

Some data:

Graphic 3. 20 years plus preferred toys and games



In this group, we can already notice the dynamic activities (Bicycle, Catch Me if You Can, Hide and Seek, Street Soccer, Police & Burglars) space loss to the moderate ones (Playing with Marbles, Play School) and sedentary ones (Playing with Dolls, Table Games). Videogames, Action Figures and Skateboards are the novelties present in this generation's childhood.

In general preference, playing with Marbles is finally surpassed by **Bicycle** - probably an economically easier item to acquire if we compare to the previous generations. It's important to notice that the "newly-arrived" videogame is the third general preference of the boys and girls from 15, 20 years ago, losing only to Hide and Seek.

The centennial Checkers, Ludo and Chess have the company of Monopoly in the preferred table games. Industrial dolls, like Barbie, officially surpass rag dolls and China dolls. It's important to observe the commercial aspect of the toys and games, and the prelude to the extinction of the craft toys, made by children themselves and manipulated by their rich imagination.

For the 20 years old plus interviewees, the electronic toys are the main villains that stalk today's childhood and, associated to time and space shortage, they lead children to lose creativeness, freedom, interactional possibilities and even innocence - or, as one member of this group says, *"I think they are loosing the magic of child play, and also their fantasies and desires. Everything is getting sour in life."*

This young men and women main leisure options are sports practicing, dating, enjoying their families and friends, listening to music and movie going.

CONCLUSIONS

It would be extremely interesting to research the presently discussed toys and games origins. It was amazing to see that, for instance, 60 years ago, only action figures, skateboards and videogames didn't exist. By the means of the marked items by each generation, it's possible to conclude that the games and toys option variability is basically similar from generation to generation: 13,06 items were marked by the 60 year-old plus group; 11,73 items by the 40 plus; and 14,34 by the 20 year-old plus interviewees.

Taking the three chosen groups into account, it's possible to notice that, despite **not** being the main preference of any of them, **Hide and Seek** was the most popular child play among the interviewees (44 marks), followed by playing with **Marbles** (41) and **Catch Me If you Can** (39). That leads us to question: a) what makes some toys and games survive and others disappear? b) what can we do to avoid losing this part of our cultural heritage? c) why do marbles fascinate sob much boys and girls from three different generations? Do they still fascinate today's children? d) are hide and seek and catch-me-if-you-can so popular because they are for free and can be played in relatively small spaces?

Deus (1998) believes that children don't play in the same way as in the past due to the space shortage in urban environments, big cities violence and today's children and parents' sheer lack of time, alongside with the electronic toys and games influence. It would be acceptable to conclude that, with such academic and popular opinions, electronic products are leading modern childhood to sedentarism - but there are new researches associating high economic level, electronic toys possession and higher physical activities practice (NOBRE, 2006).

Therefore, we end this study with an extremely pertinent question to the human movement researchers: what physical educators, occupational therapists and other professionals who directly deal with children can do to preserve our leisure heritage and recover childhood creativeness, considered almost extinct by the interviewees?

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Playing games and playing with toys are important childhood contents of different cultures and generations, full of various meanings and interpretations, depending on the point of view of who is studying these activities. The present study aims to identify which were the games and toys most accepted by children from three different generations, 20 years apart from each other, constituted by teachers, employees, students and senior citizens from the Centro de Desportos of Universidade Federal de Santa Catarina (CDS/UFSC), Florianópolis. For this research, the authors chose to apply a semi-structured questionnaire composed by 36 alternative items and three dissertative answers. The 60 year-old plus generation basically used to play in dynamic activities instead of moderate or sedentary ones, preferring marbles, same as the 40 year-old plus generation - although catch and hide-and-seek were also considerably important in their childhood. In the 20 year-old plus generation, dynamic activities loose space to the moderate and sedentary ones, with special remarks to skateboarding, videogames and action figures. By the means of the marked items by each generation, it's possible to conclude that the games and toys option variability is basically similar from generation to generation: 13,06 items were marked by the 60 year-old plus group; 11,73 items by the 40 plus; and 14,34 by the 20 year-old plus interviewees. Keywords: games, playing, generations

JEUX ET BARDINAGES DE TROIS GÉNÉRATIONES EN FLORIANÓPOLIS/SC

Les jeux et bardinages apartiennent au univers enfantin de differentes cultures et générations, pleins de plusieurs significationes et interprétationes, dependant du point-de-vis de qui étudie ces activités. Cet étude prétend identifier quels étaient les jeux et bardinages de plus grande acceptation dans les enfances de trois générationes differentes, avec 20 ans de difference entre eux, et qui étudent ou travaillent au Centro de Desportos de l'Universidade Federal de Santa Catarina (CDS/UFSC), Florianópolis. Pour cette recherce, les auteurs ont choisi appliquer un questionnaire semi-structuré avec 36 alternatives et trois questiones dissertatives, répondues par les trois générationes. La génération avec 60 ans ou plus avait basiquement des activités dynamiques, plus que les moderées et sédentaires, avec la préference pour la bille, fait égal avec la génération de 40 ans ou plus - mais les bardinages de se tenir et se cacher ont aussi eté considérablement marquantes dans l'enfance de ces interviwés. Dans la génération avec 20 ans ou plus, les activités dynamiques perdent espace pour les moderées et sédentaires, avec spéciale attention sur le skate, videogames et poupees articulés. En analysant la moyenne des itens marquées par génération, nous pouvons conclure que la variété de possibilités de loisir est basiquement similaire: 13,06 itens par le groupe de 60 ans; 11,73 itens par le groupe de 40; et 14,34 par le groupe de 20 ans ou plus.
Mots-clés: jeux, bardinages, générationes

JUEGOS E JUGUETES DE TRES GENERACIONES EN FLORIANÓPOLIS/SC

Los juegos e juguetes pertenecen al universo infantil de diferentes culturas y generaciones, llenos de los más diversos significados e interpretaciones, conforme el punto de vista de quien estudia esas actividades. Este estudio tiene la intención de identificar cuales eran los juegos y juguetes de mayor aceptación en las infancias de tres generaciones diferentes, con espacio de 20 años entre ellas, con actividades regulares en el Centro de Desportos de la Universidade Federal de Santa Catarina (CDS/UFSC), Florianópolis. Para esa pesquisa, los autores han optado por la aplicación de un cuestionario séme-estructurado compuesto por 36 alternativas e tres cuestiones abiertas, respondidas por las tres generaciones. La generación con 60 años o más ha practicado básicamente actividades dinámicas y menos moderadas o sedentarias, con preferencia por las canicas, facto que se repite con la generación con 40 años o más - pero los juguetes de pega-pega y escondite también tengan sido considerablemente marcantes en la infancia de eses entrevistados. En la generación con 20 años o más, las actividades dinámicas pierden espacio para las moderadas y sedentarias, con destaque especial para el skate, videogames y muñecos articulados. Por la media de ítems marcados por generación, llegamos a la conclusión que la variedad de posibilidades de diversiones es básicamente similar: 13,06 ítems por el grupo de 60 años; 11,73 ítems por el grupo de 40; y 14,34 por el grupo de 20 años o más.
Palabras-llave: juegos, juguetes, generaciones

JOGOS E BRINCADEIRAS DE TRÊS GERAÇÕES EM FLORIANÓPOLIS/SC

O brincar e jogar pertence ao universo infantil de diferentes culturas e gerações, imbuídos dos mais diversos significados e interpretações, conforme o ponto de vista de quem estuda essas atividades. Este estudo visa identificar quais eram os jogos e brincadeiras de maior aceitação nas infâncias de três gerações diferentes, com espaçamento de 20 anos entre si, que exercem atividades regulares no Centro de Desportos da Universidade Federal de Santa Catarina (CDS/UFSC), Florianópolis. Para esta pesquisa, optou-se pela aplicação de um questionário semi-estruturado composto por 36 itens fechados e três questões abertas, respondidas pelas três gerações em questão. A geração com 60 anos ou mais exerceu basicamente atividades dinâmicas em detrimento das moderadas ou sedentárias, com preferência pela bolinha de gude, fato que se repete com a geração com 40 anos ou mais - embora as brincadeiras de pega-pega e esconde-esconde também tenham sido consideravelmente marcantes na infância desses entrevistados. Na geração com 20 anos ou mais, as atividades dinâmicas perdem espaço para as moderadas e sedentárias, com destaque especial para o skate, videogames e bonecos articulados. Pela média de itens marcados por geração, conclui-se que a variedade de possibilidades de lazer é basicamente similar: 13,06 itens pelo grupo dos 60 anos; 11,73 itens pelo grupo dos 40; e 14,34 pelo grupo dos 20 anos ou mais.
Palavras-chave: jogos, brincadeiras, gerações.