



Playthings in Early Modernity

Party Games, Word Games, Mind Games

edited by Allison Levy

DESCRIPTION:

An innovative volume of fifteen interdisciplinary essays at the nexus of material culture, performance studies, and game theory, *Playthings in Early Modernity* emphasizes the rules of the game(s) as well as the breaking of those rules. Thus, the titular "plaything" is understood as both an object and a person, and play, in the early modern world, is treated not merely as a pastime, a leisurely pursuit, but as a pivotal part of daily life, a strategic psychosocial endeavor.

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Allison Levy is an art historian specializing in the visual culture of early modern Italy. She has written and/or edited three previous scholarly books.