

5th ITRA World Congress
toysandculture
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Nafplion 9-10-11 July 2008

book of abstracts
Βιβλίο περιλήψεων

5ο Παγκόσμιο Συνέδριο ITRA
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ITRA-ΠΛΙ

Ναύπλιο 9-10-11 Ιουλίου 2008

INTERNATIONAL TOY RESEARCH ASSOCIATION

Peloponnesian Folklore Foundation "V. Papantoniou"

INTERNATIONAL TOY
RESEARCH ASSOCIATION

Athens, 29.4.2008

TO WHOM IT MAY CONCERN

This is to certify that the paper

"The Toys and Games which are played in Turkey from Grand-Grandmother/ Grandfathers to Grandchildren for four Generations"

by **Handan Asûde Basal, Pınar Bağçeli and Meral Taner**

has been accepted by the scientific committee of the International Toy Research Association (ITRA) and will be presented at the 5th World Congress "Toys and Culture" in Nafplion, Greece, July 9-11, 2008. The paper has been scheduled for the morning session on July 9 , 2008.

Cleo Gougoulis
International Toy Research Association
President

has been an integral part of children's play and learning process over many generations. Over the years we have observed an increasing expansion of a wide range of materials and a wide variety of building styles.

This paper will review:

- The history of construction toys
- The relationship of construction play
- The value of construction play
- The globalization of construction play

The paper will weave theory/philosophy and use/application of Construction play, as a natural form of play that helps build a wide variety of skills including:

- Competence, mastery, and provides early recognition of power to create harmony and order. It helps to strengthen systematic thoughts, logic, and self-expression, expand the imagination, and helps children to value themselves and others.
- Children gain ideas and information as they play, co-create and cooperate together. Construction toys are tactile, creative and support cognition.
- This form of play supports the individual and the group in play and allows for multi-aged inter-generational level interaction.
- Through repetitive action construction play helps build strengthen the child's fingers and helps their neurological development.
- Construction play helps the child build vocabulary, learning of shapes, colors, sizes, and understanding the items that are built all have names and/or descriptive characters.
- Construction play helps children gain understanding of math, geometry, addition, subtraction and logic as the builder grapples with gravity and limitations of resources to achieve their intended design goals.

This paper forms the basis of understanding and appreciation for a valued traditional form of play. The paper also provides the rationale for a special invitational, international construction exhibition intended to be set up for the duration of the conference for all attendees to enjoy and study.

Handan Asûde Başal, Pınar Bağçeli and Meral Taner
Uludag University, Bursa, Turkey

The toys and games which are played in Turkey from great-grandmothers/grandfathers to grandchildren in four generations.

Thursday 10 July, 17:00-17:30, Room B

It is observed that in time, the changes which occur in social structure as a consequence of economical and technological developments cause differentiation in toys and games which are played by children. While children used to prefer games which were played by groups and toys which they had tried to upgrade or carve out themselves in old years, they now

prefer more individual games and ready-made toys or computer games.
This research attempts to investigate the games and toys used and played by grandfathers and grandmothers who are now more than 60 years old and their children who are also parents and the differences which occurred in their play and toy choices.

Four generations were studied for their toy and play preferences. Fifty males and fifty females in each of the following categories formed the sample for the study: children aged seven to eight, young people aged between 18 and 22, parents aged 40 and grandparents aged 60 or older. A survey and interview method were prepared and conducted by the researchers to establish the participants' preferences for toys and games. The data gathered during the research will be presented and discussed.

Handan Asûde Başal
Uludag University, Bursa Turkey

Children's games with and without toys played in Turkey during the past years.

Thursday 10 July, 17:30-18:00, Room B

The present study aims to present and describe some of the games played by children in different parts of Turkey in previous years. A game was identified from two cities randomly selected from each of the seven regions of Turkey. Fourteen games were selected based on interviews conducted with people who were middle-aged or older.

When these games were investigated, it became evident that all of them were games played outside the house, in the garden, street or in an empty area. Additionally, it is found that the games played in Turkey in the previous years were not individual games but group games which include many children. The findings indicate that the games played by children currently tend to be more individualized; hence both traditional games and traditional childhood seem to have disappeared recently.

Previously, in Turkey almost every object seemed like a toy to children and specificobjects were not necessarily needed to play games. According to Onur (1992) the production of toys in Turkey started with 'piped pitchers', drums, horsed vehicles, cradles with mirrors, wooden trucks or jugglers, etc, between 1919-1930 by Eyüp Toys and it continued with the production of toys in the following years in various cities and qualities. The beginning of toy industry in Turkey was the ending of toys import in 1954. The productions made of cloth by Fatoş Abla were increasingly demanded in the 1970s, whereas the production of plastic dolls and plastic toys or trumpets made of tin increased in demand in the 1960s. In the 1980s there was more interest in the production of educational and electronic toys. After 1984 toys were imported and the demands for domestic products were decreased gradually. With increased domestic use of television in the last three decades and the computer in the last decade, children have a tendency to play computer games and to watch TV. Thus, children tend to play individual games rather than group games.