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# **Abstract book**



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The research perspective foresees creation of a practice for supporting the development of these types of personal integrity.

#### PS13.2

#### Playful Competence: the Access Code to the Inner Resources

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The concept of ludic competence (playful competence), developed within the paradigm of culture-historic approach is presented.

Ludic competence is formed alongside with the development of playfulness, which is a stable personality trait in the modern world of gamification. Playfulness reveals itself in the way how a person creatively adapts to the reality of their own "Self" (individual identity) and to the reality of the World (socialization), accepting this task as an exciting challenge.

The components of playfulness as an integral personality trait are also the components of ludic competence. These are defined as "motivated abilities" that help individuals to achieve personally meaningful goals. In this case, the goal is to develop individual identity to the extent which ensures successful socialization, i.e. successful psychological functioning.

The components of playfulness were revealed in the course of a psycholinguistic experiment, whose major stage is a free association experiment with "playfulness" as a stimulus word. The sample comprised 4,795 respondents.

The following components were identified: "sensitivity", "imagination", "sense of humor", "lightness", "flirting" (as an intention to attract the attention of the opposite or one's own sex), "mischievousness" (as a particular example of self-challenge), "fugue" (as provocative and/or eccentric behavior).

Playfulness, thanks to *imagination*, enables us to see the world as a whole and the current situation in particular in the most comprehensive way, i.e. from within one's Self as seen by the Other (sensitively), and solve it with a sense of humor, lightness and child-like spontaneity or, on the contrary, in a sophisticated and exquisite manner of an adult person (flirting), frequently in various forms of self-challenging, and sometimes in a bold and decisive fashion, walking "on the edge" of identity and socialization (fugue).

The proposed concept of ludic competence is based, among other things, on the works containing empiric evidence about the connection between playfulness and positive psychological functioning (Csikszentmihalyi, 1975; Starbuck & Webster, 1991; Glynn & Webster, 1993; Tsuji Hit. et al, 1996; Schaefer & Greenberg, 1997; Guitard et al., 2005; Yu P. et al, 2007; Proyer & Ruch, 2011; Chick et al., 2012; Gordienko-Mytrofanova & Sauta, 2016 etc.).

### PS13.3

## Playful Positions of the Socio-Effective Interaction or in Search of Identity

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Ludic positions (playful positions) of effective social interaction are presented within the framework of the ongoing research into the concept of ludic competence on the basis of culture-historic approach.

Ludic positions are based on the established components of playfulness as a stable personality trait. The components of playfulness were revealed in the course of the psycholinguistic experiment, whose aim was to describe the psycholinguistic meaning of the stimulus word "playfulness". The psycholinguistic meanings were established on the basis of the sample that comprised 1,600 respondents: 800 people in each age group ("youth" – 22-30, "maturity" – 31-59), males and females being equally represented.

The semantic interpretation of the results of the free association experiment made it possible to single out 12 psycholinguistic meanings. They refer to "cheerful and joyful state"; "intention to attract the attention of the opposite or one's own sex"; "child-like spontaneity"; "agility, physical activity of an animal"; "daring and provocative behavior"; "lightness"; "changeability"; "behavior during sexual intercourse"; "lightheartedness"; "mental activity"; "deliberate deceit" [Gordienko-