Homo fabers & Homo ludens

Human evolution refers to the evolutionary history of the genus Homo, including the emergence of Homo sapiens as a distinct species and as a unique category of hominids and mammals.

Homo Sapiens; as the term itself suggests, Homo Sapiens or “knowing (hu)man” or “(hu)man as knower” is a fundamental statement about what it means to be human.

Homo Faber; in contrast to Homo Sapiens, Homo Faber is “(Hu)man as maker,” stressing our ability to create. This is perhaps the one of the most important and transformational elements of the networked world and provides a unique set of affordances for understanding the relationship between new media and learning.

Homo Ludens; the third element, Homo Ludens, “(hu)man as player,” is perhaps the most important, yet overlooked, element of understanding our relationship to new media.

Play is a complex and complicated idea. Play is mostly thought of as the opposite of work in 20th century. It is fun, rather than serious. Its connection to learning is often seen as secondary.

Human is, playing creature, by playing he learns about environment, hisself and the relationship between them since the ancient age. By the development of civilization there occured homo sapien which refers thinking human”, it is enrichment or diversifying of play, and after the industrial revolution homo faber which refers “working human” has been added. To sum up, the playing, thinking and working sides of human are the product of complementary synthesis for human being.

References:
Learning for a World of Constant Change Homo Sapiens, Homo Faber & Homo Ludens revisited by Douglas Thomas & John Seely Brown


http://en.wikipedia.org/wiki/Human_evolution
http://ludens.cl/