The symposium invites the attendance and participation of university faculty, independent scholars, museum curators, librarians, antiques dealers and toy collectors, school teachers, university students, and interested members of the general public.

Proposals may be submitted for individual papers, panel discussions or media presentations. Send proposals consisting of 800-word abstracts, along with curriculum vitae or short biographical sketches, electronically or by mail, by September 30, 2009. Presentation time for papers is limited to 20 minutes. Notification of acceptance will be sent by November 1, 2009. If accepted, final papers (limited to 15 typed pages, double-spaced, excluding notes, and in duplicate) are due by January 15, 2010.

Send all electronic submissions to: Deborah.S.Lom@hofstra.edu

Send typewritten submissions to: Child's Play Symposium Deborah S. Lom Hofstra Cultural Center 113 Hofstra University Hempstead, New York 11549-1130

> Symposium Director: Donna R. Barnes, Ed.D. Professor of Education

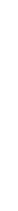
Symposium Coordinator: Deborah S. Lom Hofstra Cultural Center

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Child's Play,

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Hofstra Cultural Center in cooperation with the School of Education, Health and Human Services and Hofstra University Museum

presents

Child's *Play*, Children's Pleasures: Interdisciplinary **Explorations**

March 19-20, 2010

Hofstra Cultural Center in cooperation with the School of Education, Health and Human Services and Hofstra University Museum presents

Child's *Play*, Children's *Pleasures:*Interdisciplinary Explorations March 19-20, 2010

This two-day interdisciplinary symposium focuses on children's toys, games, dolls and play activities. In conjunction with the symposium, the Hofstra University Museum presents an exhibition, "Children's Pleasures: American Celebrations of Childhood," featuring historic and contemporary art works by American artists depicting children and a display of historic toys.

Play is not only a source of pleasure for children but also presents diverse opportunities for learning. This symposium serves as a forum for stimulating and disseminating research on the historical, sociological, anthropological, psychological and educational study of children's development from infancy to age 12 through play activities, dolls, toys, and games. Additionally, the symposium focuses attention on artistic and literary depictions of children at play.

The symposium welcomes the submission of scholarly papers, to be delivered in English, panel presentations, and/or media presentations by specialists in history; art history; child development; educational theory; social and behavioral sciences; children's libraries and literature; art education; children's book illustration; toy design; children's museum activities; and health, physical education and recreation.

Topics for papers or presentations include:

Evolution of Children's Pleasures: Past. Present and Future

- History of Children's Toys in America
- Children's Games in Diverse Historical Time Periods
- Sociological and Anthropological Approaches to the Study of Children's Toys and Games
- Child's Play in Adversity: Slavery, Orphanages, Hospitals, Internment Camps
- Folk Toys
- Toy Museums: Preserving Childhood Pleasures
- Play Ball! Children's Sports and Games in Historical and Cross-Cultural Perspectives
- Street Games and the Urban Experience
- Norman Rockwell: Chronicler of American Childhood
- St. Nicholas and 20th-Century Commercialization and Growth of Toy Merchandising
- Future of Children's Play

The Wide World of Children's Play and Pleasures

- Food History: Sweets for Kids
- Playing With Food: Delight and Learning in the Kitchen
- Children's Art: Expressing Emotions, Exploring Ideas
- Physical Play
- History and Future of Adaptive Toys and Play for Children With Disabilities
- Learning to Play
- Therapeutic Play
- Crayons, Clay and Creativity: Children Playing With Media
- Tub Toys: Parents Luring Children to Cleanliness
- Children's Play With Pets
- Action Figures: Heroic Icons and Role Models for Boys
- Teddy Bears: Beloved Toys and Story Characters
- Messages in Music for Children: Itsy-Bitsy Spider
- Boredom Banished: Board Games for Children
- Books for Toddlers: Play and Reading
- Dressed to Play: Costumes, Acting and Celebrations
- WIRED! Playing With the World in the Palm of Your Hand: Computerized and Electronic Games
- Mental Gymnastics
- Constructive Play: Building Blocks and Erector Sets for Fun and Learning
- Electric Trains: Designing the Landscape, Controlling the Transportation System
- Dolls and Doll Houses: Miniaturizing and Managing the Domestic World
- Playful Museum Experiences for Children
- Children's Play and Humor
- Dramatic Improvisation

How and Why It's Made: The Design and Craft of Children's Toys, Games and Books

- Designing Toys for Children
- Art of Children's Book Illustration
- Antiques of American Childhood: Toys, Dolls, Clothing and Cradles
- When Artists Make Unique Toys for Children
- Child-made Toys

Controversies About Children's Play and Pleasures

- Media Madness: Panacea or Problem-Creators
- Romanticizing Childhood in Art and Literature
- Child's Play and the Cultivation of Imagination: Panel Discussion
- The Hurried Child, the Over-scheduled Child: Whatever Happened to Free Play?
- Current Controversies About Child's Play: Product Safety, Gender Segregation
- Social Values
- Our Barbies, Our Selves: Doll Play and Girls' Self-Images
- Roughhousing Boys Will Be Boys: The History of an Idea
- Dodging the Ball: Forbidden Play
- Is There Time for Play in the Classroom?
- Play and Learning: What's the Connection?
- Films for Children
- Play and Literacy
- Children's Libraries: Will the Future Resemble the Past?



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the Hofstra Cultural Center Web site:

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