



The Glass Bead Game: Wardancing Pt. 3

By Paul Pilkington

Download now

Read Online ➔

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington

In 1943, Hermann Hesse published his novel *Das Glasperlenspiel* (The Glass Bead Game). The game itself is a central theme of the novel. He gave only a sketch of how it might be played in practice, but made it clear that it is a game of comparisons and analogies across different subject areas, in the tradition of Pythagoras, Lull, Kepler, Kircher and others who searched for the unifying principles of all knowledge. The history of the development of the game in the novel demonstrates a direct analogy with the history of mathematics in the seventeenth century, as shaped by mathematicians with a deep interest in music theory. Paul Pilkington has brought the Glass Bead Game to life in an ongoing series of books. His version of the Glass Bead Game can be played at many levels of complexity. Its moves can be deeply technical, or conversationally playful. A move in a game about music and astronomy might ask: If the solar year in astronomy is like the octave in music, what is the equivalent of a lunar month in music? A more playful game about music and fashion asks: If Alexander McQueen is the Jimi Hendrix of fashion, what is his Purple Haze? Another asks: Who is the Napoleon of football, and what was his Waterloo? A more intimate game enquires: Where is your Ithaca? This third volume explores connections between war, poetry, dance and cookery from before the dawn of man to the present day, through ideas of rhythm, order and what makes us human. There are two other volumes currently available, and a forthcoming volume will collect notable examples of glass bead game moves from literature, the media, and other diverse sources, and will put into play a range of opening gambits intended to inspire further exploration and elaboration of the form by others, especially in more informal contexts. Paul is sharing the ongoing work at his Twitter account @JustKnecht. Playfully using the language of the game itself: in bringing the concept of the dreamer into reality, these volumes do for *Glasperlenspiel* what Gothic architecture did for the light-drenched *Enneads* of Plotinus, what the Bolshevik revolution did for *Capital* by Marx, and what the World Wide Web did for *Neuromancer* by Gibson.

↓ [Download The Glass Bead Game: Wardancing Pt. 3 ...pdf](#)

📖 [Read Online The Glass Bead Game: Wardancing Pt. 3 ...pdf](#)

The Glass Bead Game: Wardancing Pt. 3

By Paul Pilkington

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington

In 1943, Hermann Hesse published his novel *Das Glasperlenspiel* (The Glass Bead Game). The game itself is a central theme of the novel. He gave only a sketch of how it might be played in practice, but made it clear that it is a game of comparisons and analogies across different subject areas, in the tradition of Pythagoras, Lull, Kepler, Kircher and others who searched for the unifying principles of all knowledge. The history of the development of the game in the novel demonstrates a direct analogy with the history of mathematics in the seventeenth century, as shaped by mathematicians with a deep interest in music theory. Paul Pilkington has brought the Glass Bead Game to life in an ongoing series of books. His version of the Glass Bead Game can be played at many levels of complexity. Its moves can be deeply technical, or conversationally playful. A move in a game about music and astronomy might ask: If the solar year in astronomy is like the octave in music, what is the equivalent of a lunar month in music? A more playful game about music and fashion asks: If Alexander McQueen is the Jimi Hendrix of fashion, what is his Purple Haze? Another asks: Who is the Napoleon of football, and what was his Waterloo? A more intimate game enquires: Where is your Ithaca? This third volume explores connections between war, poetry, dance and cookery from before the dawn of man to the present day, through ideas of rhythm, order and what makes us human. There are two other volumes currently available, and a forthcoming volume will collect notable examples of glass bead game moves from literature, the media, and other diverse sources, and will put into play a range of opening gambits intended to inspire further exploration and elaboration of the form by others, especially in more informal contexts. Paul is sharing the ongoing work at his Twitter account @JustKnecht. Playfully using the language of the game itself: in bringing the concept of the dreamer into reality, these volumes do for *Glasperlenspiel* what Gothic architecture did for the light-drenched *Enneads* of Plotinus, what the Bolshevik revolution did for *Capital* by Marx, and what the World Wide Web did for *Neuromancer* by Gibson.

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington Bibliography

- Sales Rank: #3433437 in Books
- Published on: 2011-04-04
- Dimensions: 8.27" h x .20" w x 5.83" l,
- Binding: Paperback
- 34 pages

 [Download The Glass Bead Game: Wardancing Pt. 3 ...pdf](#)

 [Read Online The Glass Bead Game: Wardancing Pt. 3 ...pdf](#)

Editorial Review

About the Author

Paul Pilkington is a classically trained musician, with a lifelong interest in the relationship between music and mathematics. Reading the novel Glass Bead Game by Hermann Hesse as a youth, Paul was deeply fascinated by the idea of the game itself. The first games were played in the domains of mathematics and music. Subsequently, the medium was taken up and applied by experts to their own diverse fields of knowledge. Hesse had envisaged the development of the game as being dependent on an in-depth and comprehensive application of the medium to a succession of different subjects. Paul was inspired by the game to pursue a formal education in mathematics, which gave him an in depth understanding of the applied mathematics of acoustics, and the pure arithmetic of ratio and proportion which together are the mathematical foundations of music, which provided the subject matter of the dissertation for his first degree. He followed this with a higher degree which studied logic, grammar, and information theory, and again his dissertation on applying a mathematical model of human hearing to speech recognition was fundamentally concerned with mathematics and music. For more than 25 years, Paul has continued his study of music, mathematics, astronomy, and geometry, in his endeavor to create a playable version of the glass bead game which built on these foundations. After many false starts, he finally discovered the kernel of his version of the game in ancient Norse kennings, as previously used by Ron Hale-Evans in his own version of the Glass Bead Game, Kennexions. Paul created a game of structured comparisons and analogies across different subject areas, in the tradition of Pythagoras, Lull, Kepler, Kircher and others who searched for the unifying principles of all knowledge. The three volumes published to date each contain a game based on comparisons and analogies between subject areas including mathematics, music, astronomy, chemistry, religion, botany, poetry, war, cookery and dance. A forthcoming volume will collect notable examples of glass bead game moves from literature, the media, and other diverse sources, and will put into play a range of opening gambits intended to inspire further exploration and elaboration of the form by others, especially in more informal contexts. Paul is sharing his ongoing work at his Twitter account @JustKnecht.

Users Review

From reader reviews:

Gabriel Cleveland:

The publication with title The Glass Bead Game: Wardancing Pt. 3 possesses a lot of information that you can understand it. You can get a lot of benefit after read this book. This kind of book exist new knowledge the information that exist in this book represented the condition of the world today. That is important to yo7u to be aware of how the improvement of the world. That book will bring you within new era of the syndication. You can read the e-book on the smart phone, so you can read the idea anywhere you want.

Tammy Lugo:

Playing with family in the park, coming to see the ocean world or hanging out with buddies is thing that usually you might have done when you have spare time, then why you don't try thing that really opposite from that. Just one activity that make you not feeling tired but still relaxing, trilling like on roller coaster you are ride on and with addition details. Even you love The Glass Bead Game: Wardancing Pt. 3, it is possible to enjoy both. It is good combination right, you still wish to miss it? What kind of hang type is it? Oh occur

its mind hangout men. What? Still don't buy it, oh come on its known as reading friends.

Roderick Olin:

You could spend your free time to learn this book this reserve. This The Glass Bead Game: Wardancing Pt. 3 is simple to create you can read it in the park your car, in the beach, train in addition to soon. If you did not possess much space to bring often the printed book, you can buy the particular e-book. It is make you easier to read it. You can save often the book in your smart phone. Thus there are a lot of benefits that you will get when one buys this book.

Darron Hiller:

As a university student exactly feel bored to reading. If their teacher requested them to go to the library in order to make summary for some guide, they are complained. Just minor students that has reading's heart and soul or real their interest. They just do what the instructor want, like asked to the library. They go to right now there but nothing reading critically. Any students feel that looking at is not important, boring in addition to can't see colorful photos on there. Yeah, it is for being complicated. Book is very important for you. As we know that on this period of time, many ways to get whatever we really wish for. Likewise word says, many ways to reach Chinese's country. So , this The Glass Bead Game: Wardancing Pt. 3 can make you sense more interested to read.

Download and Read Online The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington #Q4TYVU8RH72

Read The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington for online ebook

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington books to read online.

Online The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington ebook PDF download

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington Doc

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington Mobipocket

The Glass Bead Game: Wardancing Pt. 3 By Paul Pilkington EPub