



# The Center for Transformational Play

The Center for Transformational Play at Carnegie Mellon University uses the power of play to tackle academic, educational, and social challenges.

At The Center for Transformational Play we bring together world-class expertise from across Carnegie Mellon University to design, build, and study transformational games that shape how people **think**, **feel**, and **behave**.

The CTP has the interdisciplinary expertise to connect projects from across CMU, from educational gaming research at the Human-Computer Interaction Institute (HCII) to game development capstones at the Entertainment Technology Center (ETC). We also collaborate with cutting-edge researchers in computer science, neuroscience, psychology, drama, and art — all areas where CMU's excellence can help us advance our work on transformational play.

## OUR WORK

The CTP centers our work around playful learning experiences. Our activities include:

- Creating award-winning games and playful experiences
- Conducting research related to games
- Prototyping new technologies for game development
- Hosting interdisciplinary workshops and seminars
- Defining a visionary agenda for the future of transformational play

The CTP also provides design review and playtesting for internal and external partners, as well as supporting projects that aim to expand the impact of transformational games.

## CONTINUE THE CONVERSATION

The Center for Transformational Play has the community and resources to enrich and expand the transformational impact of games.

Scan the code to learn how we can help your team:

- Conduct game-based research
- Create games and other playful experiences
- Improve learning and team performance through play



# Success Stories: Project Baseplate

The Center for Transformational Play's **Project Baseplate** is an innovation lab and community hub offering the gold standard in brick-based playful learning

**Project Baseplate** developed from the Center for Transformational Play's relationship with UK-Based Play Included® as the only Advanced Facilitator training partner in the United States for the internationally-acclaimed Brick-by-Brick® program. The Brick-by-Brick® program creates meaningful, positive experiences for children and youth through collaborative LEGO® building at "Brick Clubs."

**Project Baseplate** provides:

- Workshops and training to education professionals to deliver the Brick-by-Brick® program in their own schools and in community settings.
- Access to the gold standard in brick-based learning, supporting social development and personal well being.
- Support for safe, accepting learning environments where participants can make friends, build confidence, and develop critical socioemotional skills — all while having fun.

More than 125 people have been certified through Project Baseplate in the Brick-by-Brick® program, allowing hundreds of students to participate in Brick Clubs across the country.

## WORK WITH US

Are you trying to puzzle out a solution to an organization-wide problem? Are you looking for a way to support innovation and creativity in learning and training? Visit [cmu.edu/ctp](http://cmu.edu/ctp), or scan the QR code on the front of this sheet to start the conversation about how our research-backed approach unleashes the power of games and play to meet your project's needs.

We look for projects that:

- Have a strong alignment with the things games and play can do well
- Provide real value for players and other stakeholders
- Support human flourishing, understood holistically

Partnerships we pursue:

- You have a complex problem that you want to address
- You are interested in building capacity, not just applying a quick fix
- You want to dig into the work together with us



Photo: Ben Filio  
for Remake Learning

### FOR MORE INFORMATION

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**Carnegie Mellon University**

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