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**"The game from the practice of the Therapeutical Occupational artist". "El juego en la práctica del Arte del terapeuta ocupacional".**

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**"The game from the practice of the Therapeutical Occupational artist"**

Introduction

The art of the therapy merges intellectual elements, emotional and EVOCAR (no es evoke?) values. In the exercise of this art, the playful modalidad(modality) promotes and creates beneficial contexts to the therapist, patient or client, seeking righteous challenges incorporated to the nature of men.

Objectives

To share the vision of the game as a potentially modalidad, present in the act of art from the occupational therapist, that interpela (interpelates) to display the intrinseco (intrinsic) pleasure of playing.

Description / report

When the occupational therapist creates ludicos (ludic) contexts as modalidad, includes his emotions, thoughts and human morals. Starting from this conditioning that guides and gives a meaning to his acts, sets particular strategies. The ludic context as modalida,d makes easy the creation of setting, play over them and invite other to play in it.

Results / discussion

This work looks for privileging the game as a conception in our discipline, that overcomes the merely instrumental load that has as a tool. Also needs to be a strategy that generates us significant boarding structures with their instrumental and context aspect.

Conclusion

The conception game mode here proposed, includes the game concept and its context which role, is to enable (habilitar) the other (de quien habla), goes beyond the cultural and traditional interpretation that we usually grant. It gives us effective context inescapable because of its pertinence.

Contribution to the practice / evidential base of the occupational therapy

Tries to contribute and promote health in the exercise of the discipline. Reflect the need of mayor formation (theoretical-experiencial) in the theme "game" and its transversalidad (transversality) in the human occupational life. Provides to the historical cultural change, referred to the ludic tematica (thematic)