

The use of pottery and ceramics in the games industry at the ancient Egyptian civilization " An analytical study"

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Introduction:

The ancient Egyptians excelled in science, arts, drawing, sculpture, and architecture. They also excelled in the entertainment side of dance, music, and cellular entertaining, intellectual games, and in making games for all ages, whether cellular games, such as weightlifting, jumping, playing with a ball, finishing, swimming, rowing, and other games that we still see children practice, especially in villages. And also making games from different materials. In excavations and drawings on cemeteries, there were various games in type and material, including dolls made of ceramic, pottery, ivory, wood, and limestone.

Shekhshikha (a rattle - baby's toy that produces a rattling sound) which was made of chatters and pottery, and a rotating bee, made of ceramic and wood inlaid with ceramics, and all these games we see now in the current time, especially in grass-roots communities, the ancient Egyptian is considered the first to make dolls that resemble the current marionette (moving with strings). He worked on decorating toys with colors and oxides, and ornamented them with prominent and sunken touches and inscriptions representing necklaces, clothes, and hair, which he excelled in forming, whether with twine strings or pottery beads.

Also, he was interested in mental games such as "senet", which was played by the masses of people and it was made of multiple materials, including ceramics, "snake" game "mehen" and "jakal", and he cared about cutting the pawns that move on those toys, which the ornamented by ceramics either conical or in the form of a ball to give them colors that resemble marble, or they are shaped like gods or sacred animals and the game itself is decorated with the colors and symbols in which ancient Egyptian art was famous with.

However, given the games that are currently available, unfortunately, most of them are imported and do not bear any Egyptian character. The dolls that are represented are foreign figures that the child is affected by in his behavior. for example The rotary bee became battery-powered while the ancient Egyptian was working on developing manual and mental skills, toys are produced with poor materials so that many of them are made from recycled plastic, which has a negative impact on the health of our children, and many other games that do not belong to our heritage and customs, in addition to moving children and adults to electronic games and leaving manual skills through playing, Note that in the ancient Egyptian civilization, often the child was involved with his parents in the work of making his game, where this strengthens family relations in Egyptian society.

Ceramic is one of the oldest crafts and arts in which the ancient Egyptian excelled and is characterized by the multiplicity of its raw materials and clay, as it is a fertile field that has no limits in formation, decoration, and colors, the main forming material is clay, which is characterized by flexibility, which facilitates the formation, casting, and the production of many shapes and pottery utensils from it. It also enters in the installation of glass paint and the production of high-temperature glass coatings.

The ancient Egyptians made two types of pottery, the finest of which are faience, which used quartz alone to make the original body. the other one that is more commonly used than the Nile silt, usually from the silt taken from Kafr Balas city "currently Almahrosa", Quena city, and it is characterized by its surface of low gloss and its color is either black or red or gray or red and black together depending on the type of mud and the firing process [15- p. 636]

He made statues, amulets, ornaments, florets, and ankles, as well as toys, whether entertaining, mental, or musical. Also, ceramics were used to inlay other materials to create games of great mastery and creativity. Which called the researcher to make an analytical study of some of the selections from the ceramic toys in ancient Egyptian civilization and shed light on the role of ceramics in the manufacture of those games in terms of formation, decoration, and color.

Research problem:

- 1- How were pottery and ceramic used to make toys in ancient Egyptian civilization?
- 2- What are the pottery and ceramic techniques used in making games in the ancient Egyptian civilization?

Research hypothesis:

The study of games in ancient Egyptian civilization helps identify the techniques of pottery and ceramics used in their manufacture.

Objective:

The research aims to extract the most important pottery and ceramics techniques used in making toys in ancient Egyptian civilization.

Research importance:

- 1- Shedding light on mental, entertaining, and musical games in ancient Egyptian civilization and benefiting from them.
- 2- Helping to know our Egyptian heritage in the field of games and working on the spread of ceramic games instead of imported games.
- 3- Providing young graduates with the opportunity to work in the local market and opening new horizons to work with through making ceramic toys as a small project.

Research limits:

Study some examples of toys in ancient Egyptian civilization in which the pottery and ceramics were used in making it.

Research Methodology:

The research follows the descriptive-analytical method

Theoretical framework:

First: An overview of games and sports in ancient Egyptian civilization.

Second: Definition of the game.

Third: Game rating.

Fourth: ceramic materials used by ancient Egyptian in the manufacture of games

Practical framework:

It includes a description and analysis of some examples of games used to make ceramics and pottery in ancient Egyptian civilization.

Theoretical framework:

First: Ancient Egyptian games and sports:

The ancient Egyptians were interested in games and sports as follows: [10- p. 102, 103]

Home Games:

Like a ball game, a game of cups, and another game that depends on hiding stones in one hand and guessing the other on the hand that contains the stone. He also found inscriptions on the tombs of Bani Hassan with a game, which is that two people sit behind each other attached to the back, and then one of them begins to rise from the ground without touching it with his hands.

Cellular games:

On the wall of the tomb of the philosopher, Petah Hotep was found in Saqqara, a game such as throwing a stick or pointed arrows on the ground as seen by two young men sitting on the ground with their legs extended forward so that the heel of the man touches the toes of other feet upward and another young man accelerates to move beyond this and then increases the height by placing hands as he watches scenes of hunting. It was also seen that a person raised a bag stuffed with sand or something similar to his right hand, and the amount of sand increased and decreased according to the exercise, as well as, the movement of the hand that raises up while lifting weights. Many photos were received in the tombs of the ancient kingdom showing dueling with truncheon* "short thick stick with a heavy end, used as a weapon", and these differ from dueling with a stick, the latter being the closest thing to dueling the shish now or the sword, as it was reported in the cemetery of Petah Hotep, corresponding to the free wrestling [17- p. 335: 342].

The ancient Egyptians also knew and loved the music and chose the god "AHYY" or "EHAYY" as a (GOD) worshiped for music, which depicts a holding on to a rattle that shakes it while advancing the religious rituals performed by his mother Hatthor and also the worshiped "PES" plays on one of the musical instruments and the two worshiped "Mirta" for the south and north that they participate in religious rituals. [5- p. 177, 178]

There were toys such as dolls that were made of wood, ivory, clay, leather, and stone, which are not very different from brides in the popular communities in Egypt now, as there were mobile toys such as the dwarfs game that were made of ivory on the stage of a small theater connected to its feet with strong strings to move through.

Second: Definition of the game:

The definition of the game in the dictionary is: the doll and everything that plays with it [30]

Play is a behavior practiced by young living organisms, especially children. It is not without movements and activities. which promotes physical, psychological, mental, skill and cognitive abilities. It is a set of organized activities that children practice, whether individually or multiplayer, and it must go according to specific, organized and agreed on rules among the children who practice it, and that the one who exercises it must have a feeling of pleasure as it encourages a spirit of competition with the self and with for others, play is important in the educational process, exploration, and self-expression.

The game definition, is activity or work performed within the limits of a certain time and place according to rules acceptable and freely agreed upon by those who play it, so that it is binding and final in itself, just as the game leads to joy and happiness, as the application is applied according to a set of organized and concerted procedures (14- P. 24:27].

Ceramic materials used by ancient Egyptian in the manufacture of games:

The uniqueness of the ancient Egyptian made of ceramic paste with bright colors (faience) to form amulets and statues, as well as ceramic toys which consist of ground quartz or sand mixed with alkaline salts (they were originating from natron or plant ash) and a slight amount of lime and colored oxides such as copper oxides and during the fire the alkali substances interact (As a smelting auxiliary) and lime with silica to form the surface of the glaze.] 35].

A description and analysis of some models of toys that were used to make pottery and ceramics in ancient Egyptian civilization and classified as follows:

First: amusement games (entertainment):

Entertainment games enjoyed a lot of diversity and innovation such as dolls, whether human or animal, which parents make for their children or the child himself, moving animals with hinges and rotating bee where we see them exist so far in our time, but are made of materials other than ceramic.

The rotating bee was one of the beloved Egyptian children's games in ancient times as well as modern, and the ancient Egyptian made it with multiple shapes and materials, where a thread is wrapped around it, if it was tossed to the ground, the thread around it would loosen around, quickly wrapping itself around until it loses pushing force and movement.

There are also animated games, which are interactive games between the child and the game, in which the various materials are used, attracting the child with his movement and grow his imagination, and working on developing his awareness where he can make imaginary dialogues with it.

Secondly: mental games

Games were not limited to fun games only, but they also knew games based on thought, the most famous of which are games similar to the current chess, and the game of snake, which depends on two teams playing together and the game of Ben- Awei, despite the presence of many drawings of these games on the walls of tombs, he did not know how to play them.

Third: Musical games

Like Shoshikha (the rattle), where it was used in ancient Egypt for the entertainment of children and newborns, it remained in this way until after that the priestesses were keen on inserting them within the priestly domain in the ancient Egyptian temples by holding the chains and shaking them in order to give a resonant musical sound that pleased the gods in line with the ancient Egyptian beliefs. The Shoshikha (the rattle), continued to be used in this manner until Christianity entered Egypt, The Copts used a number of descendent instruments to announce the celebration of their various religious rituals during the liturgy ritual, and the Shoshikha (the rattle) was one of the most important of these instruments, but its primary role for which it was made did not disappear, as it was still used as a musical game for children until the present day [30]

In the ancient Egyptian civilization, Shoshikha (the rattle), was made from the Semar plant, then from bronze or ceramic, and was used in religious rituals to drive away evilness and evil spirits, and was associated with God Hathor, the goddess of joy and music.

Results:

1- The ancient Egyptians used pottery and ceramic to make toys. The methods of forming and coloring varied as follows:

In terms of coloring methods, use faience.

In terms of decoration techniques:

- The decoration by grooving, a relief and bas-relief sculpture.
 - Formation, where the games formed from pottery and ceramic were fed with other materials and vice versa.
 - Marbleizing the decoration of the gaming pieces by combining the colored clay.
- 2 - The use of copper oxide and cobalt oxide in different proportions for coloring.
- 3- Variety of forming methods used in making games such as ceramic sculpting, casting, pressure in molds, and direct forming.
- 4- Resorted to abstraction and reduction in the formation of some games while maintaining the shape of the games without breaking its form.
- 5- Create masterpieces and combine pottery and ceramic brilliantly, precisely, and masterfully with other materials such as wood, ivory, and textile to make games.
- 6- Forming the game in a way that maintains its sustainability, such as sticking hands, hair, and legs to the body, or reducing them while preserving the general shape of the game.
- 7- The bridal dolls were made with hinges or strings (similar to marionette today).

Recommendations:

- 1- Interest in making Egyptian ceramic toys that had the ancient Egyptian character to preserve our heritage and the minds of our children who are affected by these games instead of imported toys.
- 2- Using ceramic materials and use them in making shock-absorbing games.
- 3- Using multiple ceramic techniques in making ceramic toys.
- 4- Study games that depend on the realization of the mind, development of manual skills and implement them with ceramic ores

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