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<div align="center">*Reality is Broken* Part Three Questions</div>

1. McGonigal believes that those with highly collaborative traits have three unique qualities that separates them from others - having a high ping quotient, collaboration radar, and good emergensight - yet, many students and older individuals exhibit these traits on a daily basis rather than in specific scenarios. As such, find examples, daily or specialized, of these superpowers and argue for or against McGonigal's theory that one must see themselves as "gamers" to fully embrace these superpowers.

    a. Most of the time, whenever an individual stirs up conversation in a personal, face-to-face environment, people are more likely to respond in a quick and timely, albeit potentially uncritical, manner, but the idea of fast, courteous response is embedded in societal standards (it's rude to ignore one whos speaking directly to another). In addition, no matter the level of motivation and confidence in one's capability, individuals usually think of life and their daily chores in terms of tasks they're able to perform or excited to challenge, allowing themselves to apply a collaborative radar on themselves. Lastly, most individuals have a degree of emergensight in individual manners as humans are constantly placed in different situations or varying stress that lead to different positive outcomes, even though

the process for accomplishing said goal might've evolved as time progresses. As such, individuals are constantly bombarded with phenomena that spur the daily, frequent use of these superpowers.

2. Epic wins spur a high level of awe and fiero in the player and encourages them to continue playing and develop emotional attachment; however, when considering software like The Extraordinaries and Groundcrew, a handful of individuals may be too engrossed in the game, adopt more than needed tasks, and make it harder for other players to contribute to society. How likely is this scenario to occur? Should games promote people to push themselves to their limits or work to bring the entire playerbase at an equal level.

    a. Human nature naturally seeks to the lowest amount of work for a desired outcome - most people would objectively be ok to have a maid clean their house for a day as opposed to themselves - thus there'll be more people seeking a goal to be accomplished rather than looking for goals to complete, making there be more than enough challenges for the playerbase. In addition, collaboration radars can efficiently be used to ensure specific helpers get tasks they're comfortable with the most, preventing a single individual from hogging all the requests/wishes. Infact, allowing those who want to complete as many tasks is better than having them disperse their tasks with those with less requests as it makes active players less prone to getting bored to the software and continually challenges their flow level.

3. Summarize chapter 14 by pointing to past chapters and their main ideas

a. One of the biggest features of video games compared to real life is that they allow us to connect together and develop meaning, as if we're apart of something greater than ourselves. In addition, they make us hopeful and excited for success, even when we fail and get back up, all in an attempt to chase that flow high. By treating global issues like oil shortages as a fun, interactive game, individuals are more likely to band together to learn the material and actively imagine solutions to major problems, despite the threat these problems bring if treated improperly (which isn't an issue since most gamers are comfortable with failure as they can get back up, try again, and stay on their flow). By choosing to focus on the future and the desired outcome, gamers can use the feelings they incur while gaming to solve global issues and be involved in something greater than themselves.

Work Cited

McGonigal, Jane. *Reality Is Broken: Why Games Make Us Better and How They Can Change the*

    World. Vintage, 2012.