

Linnéa Johansson

Linnéa is seventeen and studies aesthetics at Rytmus musical high school in Malmö, Sweden. Her dream is to become a famous dancer, something she practices several days a week to achieve. Since she plans to get a job when she graduates, she doesn't care much about her grades. Linnea hopes to get employed at the Malmö Theater, if only as an assistant.

In her spare time, Linnéa mostly spends her time with friends, when she doesn't practice dancing. Every now and then, she likes to play video games. Linnéa claims that she is quite the gamer and has played as long as she can remember. Her brother Filip, who is five years older, has always been a computer geek. She thinks her own interest might have started with watching him play when she was younger.

Linnéa says that her parents often tell her to study more and want her to go to college, as both they and Filip did. Linnéa, however, thinks it's just a waste of time. She wants to live and pursue her dreams while she is young, because later there won't be time. Opportunities are dear to her, and she wants to savour them all she can. She would love to travel and live in some other country with just some friends for a while. Perhaps if she doesn't get a job at the theater. Supposedly, there are a lot of jobs for youths in Australia. Though France is tempting.

Linnéa claims to know what makes a game good, at least to her own taste. First of all, the game needs to have humour. Linnéa wants to be entertained, not bored. Second criteria is the overall experience that the game offers. She is adamant that her experience of the game is based on its ability to let the user express herself, as well as its story. In other words, Linnéa prefers games that have an apparent creative streak that makes it stand out amongst other titles. She wants the game to offer her a selection of options to progress the story, in her own words:

"The ability to choose is freedom, and the freedom is what makes us play. The player should be given the illusion that she is unique, that she has an active role when she plays, instead of just following the same laid-out path as everyone else."

Linnéa think that an obvious theme in the aesthetics is what makes a good game great. She, herself, enjoys the mystique and enchantment of high fantasy games. She says that we play games in order to do things that we normally otherwise could not. The player wants to be absorbed in the game, so it should not just suspend, but instead evaporate, disbelief.

Linné strongly dislikes when games think of themselves as score-based competitions, i.e. displays time, progress, achievements and an arbitrary scoring system as part of the GUI. She wants to play at her own leisure and always be able to pause.