

Talk Review by Seonghak Kim

## Ted - A video game to cope with grief

She began this talk by saying that she has won the most influential game award. However, she said the most difficult times in her life will be remembered longer than the awards and accomplishments she received. The award-winning game tells the story of her child who passed away.

Every game mechanic in this game is a metaphor, and so the more the player asks themselves what her team as designers were trying to express and why the richer the experience becomes. And the player will feel hopeless when they realize that they can make a choice, but that no choice can change the ending.

She wanted to make this game when she really want to tell others that her child's life. And this desire came from after the ordeal, not the splendor.

The hardest moments of our lives change us more than any goal we could ever accomplish. Tragedy has shifted one's heart more than any dream someone could ever see come true. This is what she is trying to say.

1. Any choice made the child's death inevitable. I don't think this is bad. But how about putting in one or two more hopeful things? Of course, it's different from reality, but what about giving this game the option to survive pain?
2. I think it is pain or sadness that makes the deepest impression on people. Do you think this would not have been a good game if you hadn't gone through this? Wouldn't you have thought about creating a game like this if you hadn't had this pain?
3. These days, more entertainment is added to games than storytelling. But I want more games with stories than those games. I want to make a game with a story, too. What else do you think can make a deep impression on people other than games that leave them feeling sadness?
4. I agree that the hardest moments of our lives change us. There is an old saying that the ground hardens after the rain. But what if you could say something to people who don't have gone through any hard time?