Jane McGonigal

Gaming can make a better world.

* + Gamers spend 3 billion hours a week playing games
  + Gamers are more optimistic and motivated to solve problems in games
  + The average gamer will spend 10,000 hours playing games by the age of 21
  + Malcolm Gladwell “Outliers” - “10,000 hours of study applied to a skill can make a anyone a master at that skill”
  + Gamers are masters at “Urgent Optimism”, “Socail Fabric”, Blissful Productivity”, “Epic Meaning”; making them “super-Empowered Hopeful Individuals”
  + People of Lydia survived 18 years of famine by playing dice games
  + McGonigal created “World without Oil”, a simulated crisis game, to make long lasting attitude and behavioral changes in players.
  + “Superstruct” designed to gather a 8000 players to generate solutions to future global crisis.
  + “Evoke” to teach people skill in social innovation.
  + Believes gamers and playing games are a resource that can be used to generate solutions necessary for our survival over the next century

Summary of “Gaming can Make a Better World”

Jane McGonigal says gamers are an optimistic and motivated group of problem solvers. She has found that the average gamer will play over 10,000 hours of games by the time they are twenty-one. McGonigal compares this to the 10,000 hours of training found by Malcolm Gladwell required to be masterful at a skill. This, McGonigal says, makes gamers masters of “Urgent Optimism”, “Social fabric” skills, “Urgent Optimism” in search of “Epic Meaning”. (McGonigal, 2010)

McGonigal studied the people of Lydia that used dice games to survive an epic famine and even expand their culture. She then created the games games: “World without Oil”, “Superstruct”, and “Evoke” to teach gamers skills necessary to survive crisis and solve social problems. McGonigal found that gamers retained and practiced these skills long after they stopped playing the games (McGonigal, 2010). It is her belief that gamers being “Super-empowered and hopeful individuals” can play games to find solutions to the crisis threatening humanity over the next century (McGonigal, 2010).

McGonigal, Jane. *Gaming can Make a Better World*. Ted Talks, 2010.   
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