**Summary of “Gaming can Make a Better World”**

Jane McGonigal states 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 that Malcolm Gladwell found was required to be masterful at a skill. This, McGonigal says, makes gamers masters of “Urgent Optimism”, “Social fabric” skills, and “Blissful Productivity” in search of “Epic Meaning”. (McGonigal, 2010)

McGonigal studied the people of Lydia and their use of dice games to survive a great famine and even expand their culture. She then created the games: “World without Oil”, “Superstruct”, and “Evoke” to teach gamers skills necessary to survive crises 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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