

“If you’re not having fun, it’s not worth doing.”

Tommy Bolin
Deep Purple’s & Zephyr’s Guitarist

I. GAME

Everybody enjoys playing. Don't you? If not, what are you? Even my grumpy father love to play board game, although he was not always wanting to join. Of course, just because he is busy or sleepy. Well, at least you are interested to seek a play since you are reading this book. All kids in my neighborhood play every day, either physical-traditional activity game, or digital game. Many times, they called me in front of my door and invite me to join. Sometimes I invite them too to play board game as long as they wear foot wear or sandals before going inside of my house. I sent back them home if they didn't wear it. Ha! I contribute to community by preventing the worm going in to the feet, wonderful!

But then, what do you think a play is, anyway? There is a professor from the Department of Career and Information Studies at the University of Georgia College of Education, Lloyd P. Rieber. He defines play as a voluntary activity that includes physical activity that is fun, at least for ourselves. First, he is a professor, and second, he must play millions of games to master his expertise. I used to enjoy playing (both video games and traditional outdoor games) with my friends when I was a kid. Traditional games like skipping, hide-and-seek, and marble shooting are me and my friend's favorites. Sometimes we chill and enjoy the competition. Few times we ended in fight and cried on our way back to home too. However, I argue that this is part of the game as well and a way to teach us that losing is also part of the game.

There are lots of definitions of what a game is. Sid Meier, one of the greatest game designers and creator of the Civilization franchise, defined a game as a series of interesting choices. It means players will be provided with tons of choices that will impact the gameplay according to the player's decisions. Raph Koster stated that games are puzzles to solve, just like everything else we encounter in life (Koster, 2013). Meaning that the challenges we encounter in games might be useful as an exercise to sharpen our real-life skills. For example, I learned the English vocabulary from playing games. Perhaps because no games were available in Indonesian, my native language, at the time. It has had a positive impact on me, though. According to Clark C. Abt, a game is an activity between two or more players that includes decision-making to achieve a goal in a limited context. Yes, depending on the game, you will try to reach specific objectives while playing. I just want to be as honest

as possible. I have played video games since I was six years old, and now I am a lecturer at a college and focusing on game development. Therefore, safe to say that I have summarize the definition of a game.

“A game is a medium, result, and source for educating creatures in any way that emphasizes fun.”

For me, it sounds cool. Okay, let me explain the quoted sentence. First, a game can be used as a medium to reach some of our purposes. For example, in serious games, you can capture the kids’ learning style using only a mobile phone game, and the resulting observation may help those kids choose the best learning method for them. Second, the game is a result. Culture is the result of human life coming together for specific reasons in order to create harmony in life dynamics. It has limits; time and space. So, the game as a result means that the game is also our product of life. For a long time, humans have played games. Senet, for example, is a historic board game from Egypt known dated back to 3500 BC. Finally, the game is a source for us to educate our young generation by emphasizing the fun aspect. You teach your kids to play baseball; it is fun for you and your kids. I love going to the zoo and watching animal documentaries on National Geographic, BBC, or YouTube. I am sure you know that even animals play at an early age. Animals in the circus play too, but it is a different example since they are forced to do the activities. So, I don’t like to bring it here as an example. Figure 1 shows cheetah cubs play fighting to shape their hunting skills in the later stage of their lives. I believe it is fun also for them.



Figure 1. Cheetah cubs play fighting. It will shape their hunting skills in the later stage of their lives. (This photo is taken from <https://www.dailymail.co.uk/news/article-2146332/Heartwarming-pictures-cheetah-cubs-playing-Tanzania.html>)