**Gaming can make a better world (TED talk)**

<https://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world/discussion?language=en#t-628451>

I feel that the perspective of the general public towards gamers is that of a condescending nature. Phrases like “you’re wasting your time” or “you’ll rot your brain” are just some of the over generalizations made towards gamers. Though I want to agree with the speaker on her perspective, and in many cases do agree with her, I can’t help yet ask myself “Why do gamers enjoy games more than real life?” Is it because they lack real world skills? No, I agree with the speaker in this case in that games present themselves as a more interesting reality then the reality of our real world. I agree that we need to start making reality more interesting. However, I feel that we need to start to teach gamers to use their untapped skills that they acquire from gaming and apply them to the real world. The speaker partially touched on the idea of gaming reforming our education system. I agree with her that gaming needs to evolve into something much more than just a past time. Moreover, I agree with the speaker that gamers need to find a way to use the skills that make them great at gaming and use them in an everyday life scenario. Because the skills that gamers possess from gaming are valuable life skills to have. However, it’s my opinion that gamers aren’t properly motivated in real life scenarios. Because the real world isn’t that interesting to them. The video suggests reasons as for why gamers are better at gaming then the real world. To make a long story short, gamers choices and actions in games are designed with a purpose meaning that the gamers have meaningful impact in the game world. The gamer is of higher value in the game world. The speaker also stated that gamers will do better in a game when they believe that they can win. I don’t disagree with the speaker, but I think that this problem stems to larger audience than just gamers. Confidence, meaningful work, and work that they enjoy and makes a difference.

Game Design Workshop: Chapter 4 Working with Dramatic Elements

I feel that I grasped the book’s concept of challenge. This chapter discusses challenge in games. I agree with the chapter in that challenge in games needs to be more than just ‘a task that is hard to accomplish’, the player needs to be satisfied with the completion of the task. Otherwise the challenge is no different than everyday life problems. Challenges need to be designed in a way that is meets the challenger’s skill level. “You don’t have a high school football team play against a pro team. The game would be a blowout. The challenge wouldn’t be fair. The chapter suggests that placing things that the player enjoys within the challenge will make the challenge more enjoyable. Such as maintaining a narrative in the challenge if the player enjoys the narrative of your game. The chapter speak briefly of the idea of “The Paradox of Control.” From my understanding this is the idea that the player knows when they’re in control of the game when the realize that they have the ability to influence a part of the game. The chapter discusses the “autotelic” nature of games. Meaning that games serve no purpose outside of giving us entertainment. This made me question the reasoning for creating games. To what end am I creating this game?

The chapter discusses play. A quote that the chapter uses to describe play struck me “Play actually is meaningless behavior. You do it for its intrinsic value to you.” By this statement alone play is just entertainment. However, the chapter discusses how play is to children. Play to children is work, it is how they learn the shape of the world around them. Such as social order. The chapter takes the concept of play and turns its ‘playfulness’ into a utility of sorts. For example, the chapter suggests that play can be a tool for experimentation. One idea that comes to mind is football practice. They play the game to test new plays and strategies.