In Jesper Juul’s A Certain Level of Abstraction the author discusses the level of abstractions in games and how “reducing the number of possibilities available to the player is to make a game”. Quoting Lantz, the author states that even though with the advances of technology, games would not move towards more detailed simulations. For several game genres the author mention, like adventure games and fighting games, the statement remains applicable. However, a lot of games, especially those in the genre of Sandbox, urge for more details and most of them will achieve perfection through utterly seamless simulation.

The reason why games are created as abstractions of real life is that real life contains most of the characteristics a game has, even though not specifically listed in the corner of our eyes. For example, people have goals in life, they have rules that bound them, they enjoy things they did, etc. To make a game, designers first need to find those moments in people’s lives that elicits feelings and then use that experience to make it into a game. For instance, the eureka moments of finding a matching pattern and so on. But real life is not a game and it’s mostly boring because it does not have one of the most important characteristics of a game, replayability. Imagine life works as every time one deceases, he/she is reborn as a different person. All of a sudden, life becomes a place where people are constantly trying new things and do what they did not dare to do before. People would be having fun living all kinds of experiences. If life was stripped out of the limitations of “you only live once”, it would become a game. So, conversely, when a game became infinitely detailed and utterly seamless simulation, it would not become real life and people would not need to “stick a game in there”. Instead, people would be having fun in the real-life simulation.