In Taylor’s Play Between Worlds he mentions the problem with the term “fun” is that it cedes pleasure of play to an overly dichotomized model where leisure on one side and labor on the other. This fuzzy view on fun gives us insight with multiple matters. In the book, Taylor discusses many possible distinctions between what he defines as “power gamer” and “causal gamer”. For example, he states that “power gamer” are constantly evaluating, planning, and organizing their game sessions. (pp. 81) This essay argues that there should not be a clear distinction between “power” and “causal” gamers, as most of them cross the border towards one another from time to time and different players have different standards for fun.

I have extensive experience with World of Warcraft and I could identify myself as both of the “power gamer” and “causal gamer” from time to time. For example, when I level up my second character, I became focused with the only intention of getting my character to max level. Being extremely level-oriented, I began to learn the most efficient way of leveling up. From accepting multiple different zone objectives to achieve a time saving effect, to doing specific time-saving dungeons all the time. Eventually I started using my max-level characters to do what we called “monster farm”, using a near cheating way to efficiently farm experience for my second character. But I was never a “power gamer”. The time when my second character reached max level, I used his teleporting ability to travel around Azeroth, taking screen shots with beautiful landscape that would take too long to travel to with my first one. The point here is not that I switched gear between a power gamer and a casual one, but that there simply is no clear divergence for their behavior. A so-called “power gamer” could at times exhibits characteristics from a so-called “causal gamer” and vice versa. We have to accept the blurriness around the line. Taylor also brought up one of the characteristics of power gamer is that what they did gradually become work instead of having fun. However, having fun is a very subjective phrase, that the feeling differs from players to players. So, in all, we should not make clear contrast between “power” and “causal” gamers.