A Response to: Video Games and Computer Holding Power -- Sherry Turckle, 1984.

Charly Yan Miller

It's amazing to think of video games in their dawn of commercial popularity as just a bunch of high octane, utterly goal oriented quarter, difficult, coin sucking machines. I think there is a really profound misconception that video game's purpose is to make you immersed in this imaginary/perfect computer world and thus make you forget or lose touch with the real. I think this misconception originates from the popularity of role playing games like D&D and its many video game counter parts which served as embassadors for an entire medium. In reality video games now are understood more as a medium (the ineractive digital medium) and less as a specefic product. Many recent (usually indepndantly produced/created) games have been created like *Papers, please* which far from getting a player lost in a perfect world encourage players to more criticaly approach their imperfect world.

Lastly it was implied that video games like computers in general are perfect but are also therefore very unforgiving domains which follow strict rules, and while there is truth in this idea now a days this simplicity is more often a concious choice on the part of the designer then somthing innate to the computer. Computer programs and games can easily created using rather than a state-based paradigm (win/loss, left/right...) but rather system based paradigms which rather than containing arbitrary goals or winstates feature continous interelated values and play.