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**Notebook Entry 4: Crisis and the Economy**

After not playing Sims 4 for a few months, I decided to recreate my family once again. While building the sims, I tried my best to make them look like my mom, dad, sister and me as much as possible. After I finished the characters, it was time to recreate my house. In order to have the possibility to make the house almost identical, I allowed myself to use Motherlode once, the cheat code that grands you 50.000 simoleons. I started building and decorating the house, but the simoleons were as good as gone towards the end. *Now they need to buy decorations, food and throw a housewarming party, let’s give them some money once more* I thought to myself, as I started to write ‘Motherlode’ again. Then, the first thing I did was make my sims get to know as many other sims as possible, in order to throw a big housewarming party. Instead of making my sims look for a job, they were busy telling jokes in order to get guests for the party. When my sims knew around 10 people, I ordered a cook, bartender and bought a bar for the bartender. *This is their first party, I need cool activities* I thought, and went on to buy a pool table, jacuzzi and massive stereo. The party was a massive success, but also quite messy. *Time to hire housecleaning*, which also meant time for another Motherlode, because this the first, but definitely not the last party my sims would throw.

Although The Sims is a series of simulation games which seem to be quite realistic, there are still unrealistic possibilities as well. In my experience described above, I started with trying to make my family as realistic as possible. But when ‘money’, Simoleons, got involved, I deviated from my real life situation. In real life, my family does not have the money to buy a new bar, jacuzzi and pool table just for a house party. Especially not after just moving in and having to buy all this new furniture. But in these types of simulations, it is very tempting to give your characters a lot of money, because it still gives the feeling as if you own it yourself. With the cheat *Motherlode*, I could get the Simoleons for free. But there are many games, especially mobile games, that allow you to increase your money as you please only when you pay real-life money. This is quite ironic and it makes the real life economy and the fictional economy of the game intertwine. This can have the positive effect of not rushing through a game, because you do not want to spend real-life money. But it also takes away some of the freedom in your play. Instead of being able to play carefree the way you want, you have to make decisions in the can that can involve your real money. For people like me, this can cause me to lose interest, because I do not have the money to buy fake currency, because sadly, I have not figured out the real life *Motherlode* code yet.

Media:

* The Perils of In-Game Currency <https://www.psychologyofgames.com/2020/01/the-perils-of-in-game-currency/>
* The Sims 4
* Fortnite Players Spent a Shocking Amount of Money on the Game last Month – Even Though it’s Free <https://www.news.com.au/technology/home-entertainment/gaming/apps/fortnite-players-spent-a-shocking-amount-of-money-on-the-game-last-month-even-though-its-free/news-story/bec5f0d674273958b23d0df1bbfdb294>