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Game Engines - GDC Video 1

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The first GDC video Leighton Gray talks about how to live through success and failure by manifesting a healthier relationship on the internet. She talks about the cynicism that revolves around the internet and particularly the cynicism she received after releasing Dream Daddies a Dad Dating Simulator. She discusses the downsides of social aspects on the internet and focuses on embracing the chance to discuss, collaborate and more in person.

After announcing Dream Daddies they received a lot of internet social commentary. They decided to read all of it and see if they could respond to some of it. This caused Leighton more stress and caused them to meet up and work on the game. They had to crunch, and she talks about how everyone was breaking down under the stress of trying to get the game together in time. They were afraid they were going to be destroyed and then it became the top selling game on steam globally.

Even after the success of the game she still focused on the negative commentary of the game and obsessed over the scrutiny. But goes on to talk about how most of social commentary tends to be negative rather than positive and to facilitate conversation rather than shut it down. Also, how the user has control over whether they use this social tool to help or destroy social facilitation.

The internet is a place where users can share, socialize, collaborate and be creative. But it also allows this level of social interaction that allows user to be negative behind an alias. They’re not afraid to say what’s truly on their mind or to just be plain mean. It allows the user to make their own assumptions, and on the internet if something is not perfect or there is a flaw you know some user is going to point it out; most likely in a negative way. I agree with Leighton, the internet has its benefits and at this point in society we must adapt to the use of the internet and the social commentary that comes with it. But as users, we have the job to create a positive and creative space. Not only that but push us to be multi-faceted people who can share, socialize, collaborate, and create in person. There is no comparison for an intellectual in person conversation. There are ways we communicate in person that just makes it easier to understand the other person.