* gamers spend most of their time (in game) failing – why?
  + Do they enjoy failing?
    - “turns out, yes”
      * An example would be my own experience with Guitar Hero games, and learning to become an “expert”
    - Hypothesis was that people would feel strongest positive emotions when succeeding, which THEY DID
    - Studies showed that player’s emotions peaked when they made mistakes – excitement, joy, and interest.
    - After failing, many players expressed positive emotional reaction to complete failure, but the researchers believed it to be directly related to the enjoyable animation of the monkey (in the game they played) falling dramatically/comically into space – reminded of their own agency?.
* *In our game, players will not know whether or not they are failing (depending on how we created the game) so will that take away from their experience?*
* *The end result will always be in some form of failure. With no chance of success, will that take away from the game’s playability, or will it enhance the playability/replayability since it is surrounded by failure – suggested by the reading to be a good thing (when success is an option?)*
* *Will our game be lacking because of the ultimate absence of agency? Or will our game be considered FULL of agency because of the “Choose Your Own Destiny” gameplay?*
  + Optimists, setbacks are energizing, and the more they get, the more fervently they believe that success is just around the corner

My own thoughts are: In games, it’s okay to fail because we always have an extra life, or an extra chance – and failure can become enjoyable as a learning experience, and comical or even fun to watch from an entertaining point of view. In real life, we are afraid to fail because there aren’t very many extra chances – no unlimited lives – there is often harm caused, and hard feelings – there is life and death – there is disappointment, embarrassment, and gossiping. Lives can be affected by failure, or at least that is what we believe.

* Nicole Lazzaro suggests to game makers that they SHOW PLAYERS THEIR OWN POWER IN THE GAME WORLD, and if possible, elicit a smile or a laugh.
  + As long as the failure is interesting, players will keep playing in hopes to succeed eventually.
* **BETTER HOPE OF SUCCESS**
  + In many cases, hope of success can be more satisfying that the success itself.
  + Winning tends to ‘end the fun’
  + Being really good at something can get boring, and can be less fun that ***being not quite good enough – yet***(emphasis on YET)
    - AGAIN, my experience with Guitar Hero, and my refusal to give up on reaching the Expert setting – it wasn’t a problem when I failed, because I knew I was getting better, and that I would eventually be good and my fingers would fly at speeds I originally thought were unreachable (when I first played)