**TOPIC(135) ▶ Do you agree or disagree with the following statement? [Playing a game is fun only when you win.] Use specific reasons and examples to support your answer.**

Everyone expresses different emotions and reactions, depending on their personalities when losing a game. While some people feel tranquil or congratulate the winners, there are also players who blame their teammates for being defeated in a teamwork game or get enraged themselves. In addition, those people often criticize the game by saying that it’s not enjoyable. However, I strongly disagree with the belief that only winning the game makes the player fun, due to the significance of the middle progress of the game, the definition and purposes of enjoying entertainments, and the feeling when playing with friends.

First of all, the outcome of the game isn’t as much important as the progress of the game. If the player has enjoyed the game at least more than once during the progress, winning or losing doesn’t matter. The important fact is that the player has received more experiences and skills than before throughout the activity, making the player’s proficiency of the game to slightly increase by every time he plays the game. Some people are delighted and fulfilled by learning new things from the experiences during these phases, and thus, the result of the game won’t have any negative impact to their emotion and mental. Furthermore, as there is a crest saying that ‘I lost but well played’, players who tried their best during the game but are defeated don’t feel any pessimistic emotions, but they feel relieved and they never regret about what they’ve done.

Second of all, it’s due to the definition of the term ‘entertainment’. As everyone knows, game accounts for one of the most essential parts of the entertainment, and it is the most beloved type of entertainment by the public. Their purpose for participating in this type of entertainment is to forget all of the stress and concerns, and enjoy the moment of rapture. However, if the fun of the game can only be acquired with the victory, losers can’t enjoy the game. They will probably receive a lot of stress for losing the game and eventually become enraged. It would be quite a contradictory and ridiculous case when the player gets big amount of stress by the entertainment. Those people cannot indeed say that they played a game, since it exists for the player’s momentary happiness, not a long-lasting stress.

Lastly, playing with the peers is one of the best methods to enjoy more and enhance the pleasure of the entertainments. In particular, reactions of the close friends have special abilities to dramatically increase the happiness and decrease the pessimistic feelings of the receiver. When the player loses the game, friends can either encourage the player by giving helpful advice and sympathizing with him, or insulting and making fun of him. In reality, negative reactions such as teasing still makes the player feel better, since he already knows that their reactions don’t show any offence to him.

In conclusion, the feeling of pleasure during the game can also obtained from the other things rather than just winning the game, because of the importance of the progress, purpose of ‘entertainment’, and a method to play with friends. I believe that criticizing and saying that the game is not fun at all only because he or she lost the game once are childish actions. People must aware that the result of the game isn’t important at all, but enjoying them is a much more essential thing.