78 Pastoral Scenes Make People Happy

This design thing I have to agree a lot with. There is something nature as a whole that helps us tap into our past. Whether it is just sitting in nature and enjoying the scenery or using nature designs to help engage users, there tends to be something very peaceful about this concept. So many websites use images of nature in the design and personally I am a fan of this when it is done right. The author make a good point that using a picture of a pastoral scene cannot have the same effects as walking through a pastoral scene, however in my opinion it is a great addition to a good design.

81 The More Difficult Something Is To Achieve, The More People Like It

This topic in some sense I feel contradicts a previous topic that people are less likely to compete when there are more competitors. Although the topic is slightly different, it relates in a way as competitors increase usually there is a positive correlation to increased level of difficulty. Running a marathon against ten thousand people is harder to win than racing against 10 for instance. Where I think this idea shines is in the gaming community. I am not well versed in that world at all, however I have a few friends that love to play in hard tournaments and continuously challenge themselves. I think the challenge is a major design feature in what makes some games super engaging. I would have to imagine to harder the better up to a certain point. There would be a point of difficulty that would eventually make users uninterested I would have to imagine.