

THE ANALOGY OF STARCRAFT II AND GLOBAL LIFE SATISFACTION MANAGEMENT

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Starcraft II is a real-time strategy game. I have been playing against the AI to assess my own strengths and weaknesses. I can win some Harder AI 1v1 games now and this required practice.

This game is simple compared to work in the world with real lives involved. It is not trivial as a strategy game. It is challenging for me to raise my skills. I was stuck not being able to beat Hard AI regularly.

What makes the game simple is that most games last less than 20 minutes. Whether you win or lose, it's time bracketed, and feedback is immediate. In issues such as Global Life Satisfaction, feedback itself is a great challenge, and so the required skill and knowledge level to make good decisions is much more challenging. Without feedback, you don't know whether you are making good or bad decisions.

Life Satisfaction work in Psychology is not even half a century old, and nothing has been implemented for eight billion scale.

Consider the game of global life satisfaction where your goal is to improve the life satisfaction of all people of Earth. This is not feasible without a lot of things going right. First of all you need feedback of some sort. You need to know that your decisions – in this case recommendations to massive numbers of people – actually improved their life satisfaction. Then you need scientific models that are good on vast numbers. On top of that you do need to make decisions to actually improve people's life satisfaction and that requires habituation of the key concepts that are significant and measurements and a fine sense of what these measurements will mean for vast numbers of people.

Habituation and feel for what works takes time and practice and in this case this is professional knowledge for the future of Life Satisfaction. Now what skill levels in SC2 shows is that it does take skill and talent to do this work, that it does take practice and focus and seriousness and will not do to just hire people with degrees on theory of psychology. You need people used to handling the statistical responses of billions and adept at making good decisions. That takes practice and it takes dedication to improving on these issues.