“Leaders in the Field” Project

Reality is Broken

by Jane McGonigal
Jane McGonigal, Ph.D.

Psychologist, Game Designer, TED Talk Speaker, ISTE 2013 Keynote Speaker
Matthew Farber @MatthewFarber
@avantgame GBL & your book is my topic for Leaders in the Field project for my doctorate. Care to share a tweet for me to embed in PPT? :) Details

Jane McGonigal @avantgame
@MatthewFarber exciting! yes of course, ask me anything you want I will reply for you to embed :) fuN! :) Details

Matthew Farber @MatthewFarber
@avantgame Can u explain in a few tweets how games can make our lives better? Maybe talk about epic wins & flow? Details

Jane McGonigal @avantgame
@MatthewFarber OMG that's too much. Lol. I will tweet you one pithy statement and your challenge is to interpret and integrate it ^_^
@MatthewFarber "The opposite of play isn't work. It's depression." This is the single most important thing to understand about games.
The World Health Organization’s most recent survey, 2007, reported depression as the single most chronic disease beating heart disease, asthma, and diabetes.

As of 2012, the World Health Organization reported more than 350 million people worldwide suffer from depression.
Rock-Paper-Scissors

- Scissors beats paper
- Paper beats rock
- Rock beats scissors
All games share four defining traits:

1. A goal
2. Rules
3. A feedback system
4. Voluntary participation

-McGonigal, p. 21
Video games include these factors, but present them out of order.

In video games, "players begin each game by tackling the obstacle of not knowing what to do and not knowing how to play. It is here where players are "invited to learn as we go."

-McGonigal, p. 26
Cell Phones and Other Devices

Look at your device:

- How many games do you actively play?
- Are you playing a solitary game?
- Are you playing with a one or more players?
- When do you play this game?
- Why do you think you are playing the game?
The psychological concept of *flow* is prevalent in game design.

*Flow* - "the creative moment when a person is completely involved in an activity for its own sake."

- Dr. Mihaly Csikszentmihalyi’s TED Talk
Flow and Happiness

- Play is studied through positive psychology.
- Both wins and failures during play create endorphins that create positive feelings.
- The endorphins created by the failures are what keep humans engaged in the play by always attempting to do better than before.
- All games provide a safe place for people to fail.
The Flow Channel

- Anxiety
- Boredom
- Flow channel

Challenges

Skills
Intrinsic Rewards Create Flow

Extrinsic rewards:
• Paycheck
• Report card grade

Games offer intrinsic rewards:
• Satisfying work
• The experience, or at least the hope, of being successful
• Social connection
• Meaning

-McGonigal, p. 49
“Fiero is what we feel after we triumph over adversity”
-McGonigal, p. 33

“Epic win describes a big, and usually surprising, success.
What the world needs now are more epic wins: opportunities for ordinary people to do extraordinary things.”
-McGonigal, p. 247
“Compared with games, reality is disorganized and divided. Games help us make a more concerted effort – and over time, they give us collaboration superpowers.”

-McGonigal, p. 277
Collaborative Games

Collective Experience:
- Common ground
- Shared concentration
- Synchronized environment
- Mutual regard
- Collective commitment
- Reciprocal rewards

-McGonigal, p. 268-269

Multi-Player Online Games:
- SimCity
- Spore
- World of Warcraft
Leveling Up in Apps:

- Nike+
- Foursquare

Leveling Up in Real Life:

“Systems that help us level up in real life, by providing us with voluntary obstacles related to our real-world activity and by giving us better feedback, really can help us make a better effort.”

-McGonigal, p. 148
Games to Change the World

- World Without Oil
- Fold.it
- EVOKE
Game Mechanics in Taking IT Global (TIG)

- Badges to earn
- Challenges to unlock
- Progress bars to encourage me to complete my profile

Matthew Farber

Progress bars to encourage me to complete my profile
Badges to earn
Challenges to unlock
Photo Credits

*Reality Is Broken* book cover

Flow Channel

TED Talk

*Outliers* book cover

“Epic Win” face

*Flow* book cover

Jane McGonigal on Twitter
https://twitter.com/avantgame

Foursquare
http://today.ttu.edu/2011/03/keeping-the-throne-texas-tech-mayors-on-being-at-the-top/

SimCity

*Reality Is Broken* meme
http://inventorspot.com/articles/evoke_social_network_churns_virtual_game_theory_we_are_world_38623

World Without Oil
http://worldwithoutoil.org/

EVOKE http://www.urgentevoke.com/

FoldIt http://fold.it/portal/

TIG http://my.tigweb.org/badges/

Game Over