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- **Description:** A brief description of an ideal society and the potential role of serious games

An ideal society should focus on the needs of the 'players' and its system consist of a set of rules and moral values.

Individual contributions should be due to a greater good, cultural and individual diversity must be protected since nowadays our society consists and promotes mosaic personalities with no concrete values and globalization. At the present time materialism and capitalism, the lost of focus and cause, the globalization and the saturation from the overload of information dominate our lives.

Technology should simplify complicated matters in order to find resolutions and extend personal time by replacing human labour. Humans will then be able to focus on their well being, coexistence and communication, mental skills; to be occupied with philosophical matters, to 'think judge decide act and reform'.

There are various ways of achieving appealing results. A serious game can usually instruct through experience, in a controlled and safer environment. It can promote adaptation to changing contexts allowing players to learn from errors and practice actions that in real life can have serious consequences. In addition, learning and rehabilitation processes are far more engaging and entertaining through gaming.

Serious games can play an important role in the utopian society in aspects such as education, healthcare and rehabilitation.

Kids are more adaptive, imaginative and filled with creativity. Serious games can be used in education to set concrete values through exploring the consequences of their actions inside a virtual world. They can also provide them with a better understanding of the systems and organizations they will be part of when they grow up and the rules they will have to play by.

In healthcare SG can be used to provide not only information on a certain disease, but also ways to encourage patients to talk about their condition, by interacting with a virtual listener. Additionally SG can contribute to the development of social connectivity among handicapped individuals, helping to alleviate stress and empower patients.

In terms of rehabilitation serious games can provide the experience of different environments allowing people to train themselves in adjusting their behaviour. This is beneficial because one learns by doing not through instruction by an authoritarian figure which is often ineffective.

Utopia is a very subjective topic, with very broad semantics. In any case, any true advanced and perfect society is hard to imagine without technology and serious gaming playing a prominent role.