

Project Utopia

Ever since the human race emerged, we have tried to improve social interaction and technology to allow us to spend less time working and more time doing the things we like. While the world is still constantly evolving, you might ask yourself the question "Will we ever live in a perfect world?". I think it's not unlikely that we will eventually approach this point, and while it is not very likely that anyone who is alive right now knows what that world would look like, these are some elements I believe to be included in it:

- The most important element is a basic education! Everyone should know that their place in this world is, how their community can help them acquire the necessities to survive, and why it would be wrong to take these at the expense of others (stealing). At the age of 16 everyone should be prepared for life.
- While having different languages helps people relate to the others that speak the same language, I do not believe this outweighs the convenience of everyone being able to communicate with each other without the use of dictionaries or other translation devices.

The role of computer games in this world could be rather large, especially in education, as children are usually very attracted to games in general. This would require another technological revolution, in which computers become more than static devices standing on a desk somewhere, where the keyboard and mouse are replaced by other input devices, such as cameras. So that you don't get the feeling you're dealing with a machine anymore. In a perfect world all knowledge that is helpful in our daily lives in any way has already been discovered, so we do not need to educate people for this purpose, although they are free to discover other yet uncovered mysteries if they want to do so.

Besides education, computer games could also serve a purpose for relaxation. Currently, games such as World of Warcraft and Battlefield 3 provide social interaction between people which could be described as fun, but this is very limited. As soon as you decide to quit the game you lose everything you had achieved, and return to a world you might have neglected for some time. In an ideal world these games would allow you to stay in touch with the people you meet (or already knew) a lot more. Instead of visiting a museum you might want to take a tour through a real (virtual) dinosaur world, and vice versa.

Finally, there is the problem of law enforcement. While in an ideal world, nobody

would even think of committing crimes, we're dealing with humans, not unlikely to be the least predictable species currently alive. Crime should be discouraged as much as possible, education and social control can go a long way, but I don't think it would be wise to design a society without a law enforcement facility which is recognised by the vast majority of the population. everyone. And it already seems to be working quite well.