

PROJECT UTOPIA

Utopia for me is the ideal world that runs on the following saying: "Simplicity is the ultimate sophistication". To achieve perfect simplicity all things we have taken for granted in the current world needs to be reconsidered. Mankind needs to be able to cooperate and be willing to change for an ideal world. The purpose of technology will also be reconsidered and a new technology must be designed according to guidelines.

These guidelines and important decisions will be created by an open group that communicates over the internet. This group is divided into several layers and each layer gets more privilege to make decisions. Everybody is free to participate in the online discussion and the value of everyone's input is determined by other people. The more value a person contributes, the higher layer he gets in and receives more privilege. This collective intelligence is powerful enough to solve the hardest problems while maintaining simplicity. Technology plays an important role in lives so the quality will be maintained by standards and guidelines. Each product will be graded by the open group before and periodically while it is used by other people.

Games are either for fun or for education, not both. Serious games are actually solving the wrong problem. A person either has the goal to learn or to play and which one should be his own decision. Injecting education in a game does work but it would be more efficient when they're kept separately. Children, like all people, like to learn things they are interested in. By offering a class a strict schedule with predefined subjects it is almost impossible for a child to suddenly make interest for a subject and actually learn the information.

Children should have the freedom to choose when they would like learn which subjects and can thereby specialize itself in a subject. Other subjects that are necessary also need to be learned but in lesser degree. The way this can be facilitated is by giving education via technology, like tablets, and use the teachers as managers of a team. Their job is to make sure everybody is present, motivated and can facilitate teamwork. With this type of education children don't lose their imagination while learning (information is not forced on them) and don't lose their knowledge while playing (they don't need to be rewarded when working).

Thomas van Diepen

10295291

Serious Gaming

20-9-2012