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Once upon a time, a significant song was sung… #movingThing

"Imagine there's no heaven, it's easy if you try, no hell below us, above us only sky…Imagine all the people living for today…Imagine there's no countries, it isn't hard to do, nothing to kill or die for, and no religion to…Imagine no possessions, I wonder if you can… No need for greed or hunger…A brotherhood of man, imagine all the people sharing all the worldImagine all the people living life in peace… You may say I am a dreamer, but I am not the only one…!"

Touching lyrics… (This is the link in case you want to listen to it! http://www.youtube.com/watch?v=XLgYAHHkPFs)

Well…*The ideal world: Utopia!* No war but peace, no pain but absolute health, no incurable diseases, no death but endless life! No boundaries between us, we are all people! No hunger, no homeless people, no poor, no sadness but only happiness! No governments against their people, no pseudo-financial crisis, no unemployment, no intrigues against us, we will be existing only for some years, we deserve the best! All of us have the right for education, for healthcare, for living a decent life! No environmental pollution but respect to our planet! No torture of animals! No buildings everywhere, we want more forests, more trees, more green so that we will able to breathe fresh air!

So many thoughts for "my" world, a world which unfortunately will never exist but let's hope for it…

Can all these things be connected to Gaming? Serious Gaming?

There is no doubt for the existence of this connection. But from which perspective?

Originally, games were developed in order to offer entertainment. Game developers and programmers found a way to successfully combine technology and special knowledge and offer some pleasure to targeted stakeholders. Is this the only contribution of games in our lives and in societies?

Games implement new worlds, fantastical environments, fictional characters. They have the ability to make you meet new places and experiences, beyond your very imagination! Undeniably, games can offer real entertainment by the process of Playing, a significant one for our human-nature! However, this is not always the case! A question is born to me: Can some games play a role in a society's context beyond entertainment? From my perspective, the answer is "yes". And the rationale lies in the basic definition of the term "Serious Games". Serious games aim to offer entertainment and an enjoyable experience (of course, they are games!) but the main goal of a Serious Game is to implement some other objects, such as: training, education, advertisement and marketing. Usually, Serious Games simulate real-world events or processes and are aimed for a large variety of audiences. In my opinion, Serious Games are able to offer a new, modern, fascinating and efficient way of education and training, combined with entertainment, and this is the reason why they are widely used in primary and secondary education and professionals-often called: "edutainment". Additionally, they are able to advertise products or services in a non-annoying but entertaining way. For this reason, Serious Games could nowadays be considered as a new trend in marketing.

To conclude with, games in general can really influence our lives. There are many examples of negative game results, especially in children. However, Serious Gaming has the capability of offering beneficial services in an entertaining way.