

PROJECT UTOPIA

"Utopia" an imaginary perfect place where you can be always happy with no worries, an ideal world for everyone. Most people say that is a place like heaven on earth, a society that lives in peace and harmony with all other inhabitants and species. But what is Utopia in reality? What is an ideal society?

In this Plastic Age, people encounter a plethora of problems brought up by the abrupt development of technology. Undoubtedly, life today has become more convenient and most societies are more affluent. However, people have become more isolated leading a sedentary life and suffering from a great amount of ailments, mainly psychological. People do not live a natural life since they have drifted away from nature where they were intended to be. Crime is on the increase since more and more people are being unemployed and there is always a fear of a total nuclear destruction. Not to mention that the planet is on the verge of extinction since the world's natural resources are being used up while pollution is continually increasing due to problems such as deforestation and acid rain.

In a Utopian Society, medicine will be developed to such a degree that diseases such as cancer will not be incurable. Modern technology will be able to solve environmental problems as well as less pressing ones. Telecommunication systems will enable people to travel all over the world fast and cheap. Alliances among nations will be more fluid. Some countries will align politically with one country, but economically with another. Some countries will share technology and other information, but will not trade together. Some countries, which have long been enemies, will align militarily for regional security. In a Utopian Society, technology will have reached such a high level that individuals will spend more time doing what they enjoy the most. They will come to the understanding that pursuing knowledge and exploring their talents is more important than wasting their time partying or watching TV. People will appreciate the beauty of nature and they will focus on taking care of and protecting it. There will be no discrimination and people will love unconditionally and care for their fellow beings. There will not be any fear of abuse and death; crime will be annihilated and people will be able to trust each other. In Utopia, man will indeed live in a high-tech society but instead of being a slave to it, he will be its master, using it only for the sake of humanity the prosperity of the world. Love, understanding and care will be the dominant forces of a Utopian Society.

Serious Games can play a major role to the transformation of society, the lifestyle of many people can be improved. Many designers in the "serious games" movement have called for games that make a difference to people's lives (Frasca, 2006). In particular, serious gaming is often considered a medium of education and sometimes also social change. Most important the purpose of serious gaming is to make a learning task into one that is game-like and fundamentally alters the experience of the learner in education, training, health and public policy. People would have strong possibilities for changing given that a serious game really affects an outcome that the learner cares about, with an underlying model that calculates the consequences of those decisions in the world and presents the learner with new choices until success (or failure) is achieved. When a serious game is done effectively, it engages the learner's emotions and brain in a coherent experience that leaves them with new attitudes, understandings, and/or skills.

Reference:

- Frasca, G. (2006). "Serious Games and the Japanese Toilet", Serious Game Source.
http://seriousgamessource.com/features/feature_050206_japanese_toilet.php
- Quinn, C., Neal, L. (2008). "Serious games for serious topics", Serious Game Source.
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