Utopia

Brief description of ideal society and potential role of serious games.

Utopia is the notion of a perfect society. To define perfection we need a set of rules which everybody can agree to. But who's going to make these rules. If we are dealing with humans (as we know them), it is impossible to please everybody as some ideas of perfection may conflict with each other. So automatically we have inequality in the perfect world. There's the people that make the rules and the ones that have to follow them. Assuming the people in charge can agree on such a set of rules, they have to make the general public see things their way. Ideally they can explain their choices in such a way that everybody can see that they are right and they will have no problem following their rule. More realistically they have to be made to.

There are many ways to enforce ones rule, but taking perfection to another level, everybody in utopia has to be happy with his or her life. Most likely you wouldn't be happy if you were forced to live by rules you don't agree with. Therefore the publics state of mind has to be controlled. Not considering actual brainwashing as a real option, other ways have to be found to change the way people think. This is where serious games could come into play.

Using serious games, among other techniques, the public can be trained to think like the ones in charge. Due to the playful nature of the technique, they will most likely be more eager to adapt than with regular methods. Children can be conditioned more easily using games, but it has to be done in such a way the parents don't notice.

Obviously this can't be implemented overnight. The change will have to take place using very little steps in the beginning that are unnoticeable to the public. They can be added to existing games or incorporated into new technology. Eventually, when the fundamentals of the new order are deeply embedded into everyone's subconscious, bigger steps can be taken.

To assist the ones in charge with the implementation of utopia, a second social layer has to be created. The order of trustees will include captains of industry, well known public figures, leaders of nations, and other key figures in the current world. It's their job to include the new state of mind in new media and warm the public to it's message.

In theory the social order of trustees and even the first layer of creators can eventually be dismantled when the public is sufficiently indulged. It should eventually become self reliable in keeping utopia in place. They will see the need of serious games to train the young and will collectively see to the implementation.