What if we could make games that do good?

Stephen Knightly

TEDx Auckland

26 September 2010

inGame

Laws

VS

Poppins

inGame

“In every job that must be done,
there is an element of fun.
You find the fun and snap,
the job’s a game.”

Mary Poppins, Supernanny

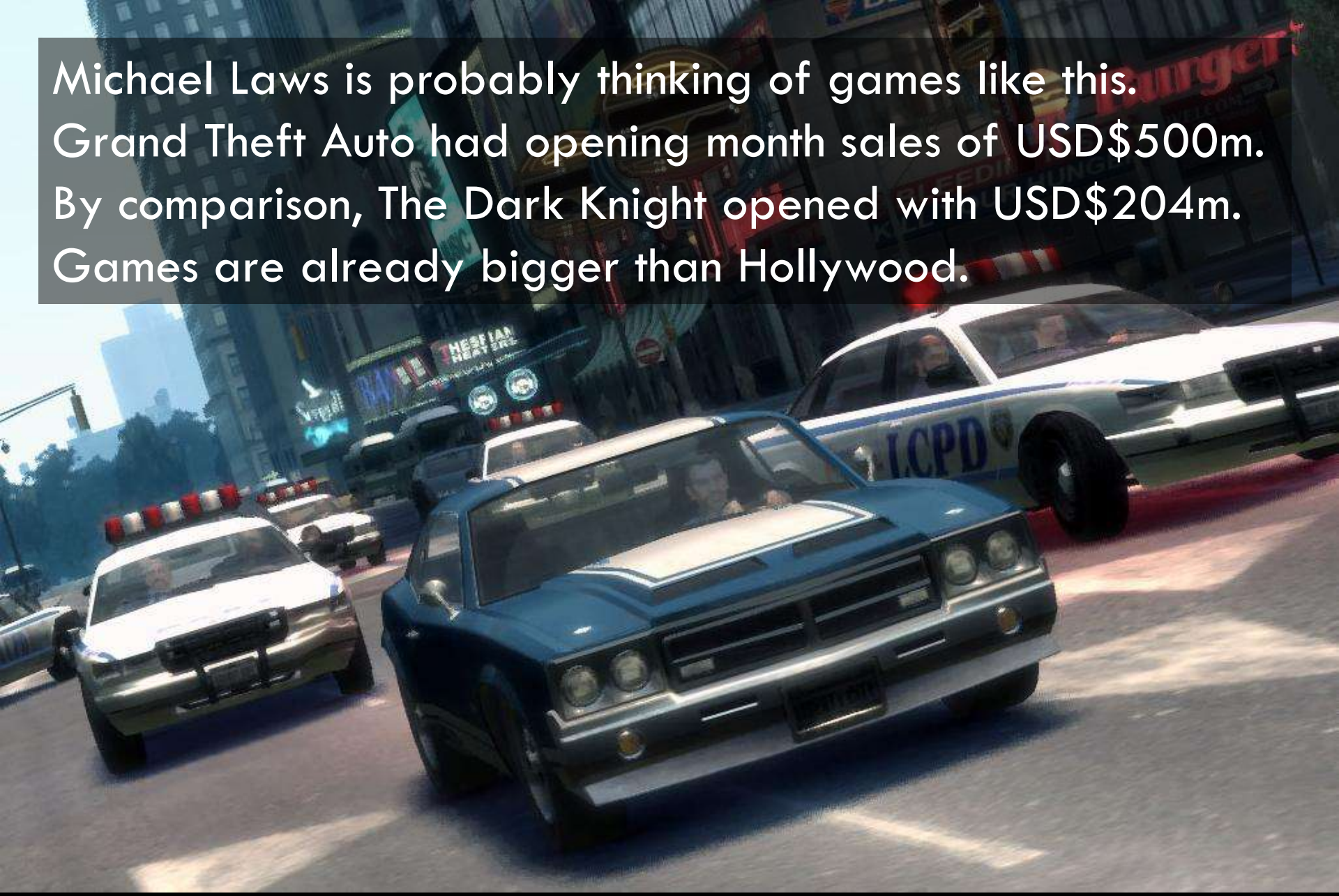
inGame

“If mass murder was ever to be committed in this country, it would be committed by a gamer.”

Michael Laws,
Talkback Host & Mayor

inGame

Michael Laws is probably thinking of games like this.
Grand Theft Auto had opening month sales of USD$500m.
By comparison, The Dark Knight opened with USD$204m.
Games are already bigger than Hollywood.



Grand Theft Auto 4, Rockstar Games

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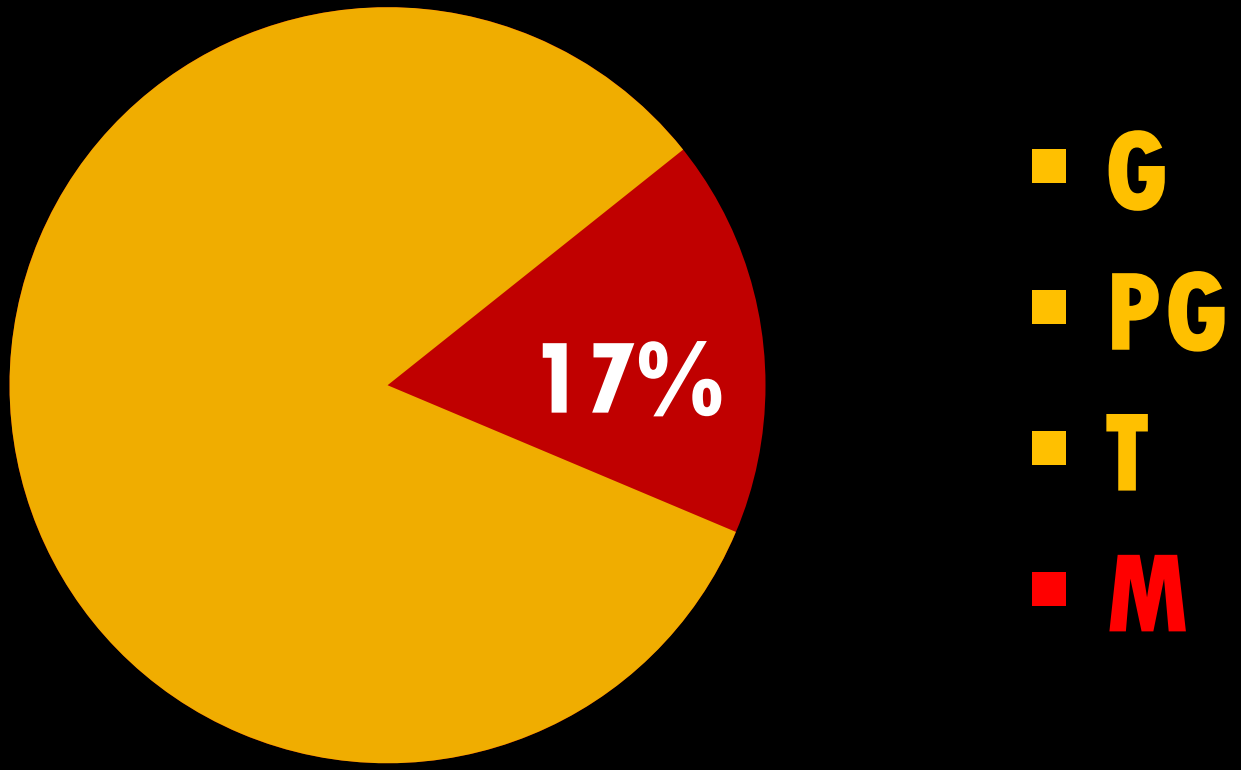
But the vast majority of games are not violent.
'Family Games' is the fastest growing genre of game.



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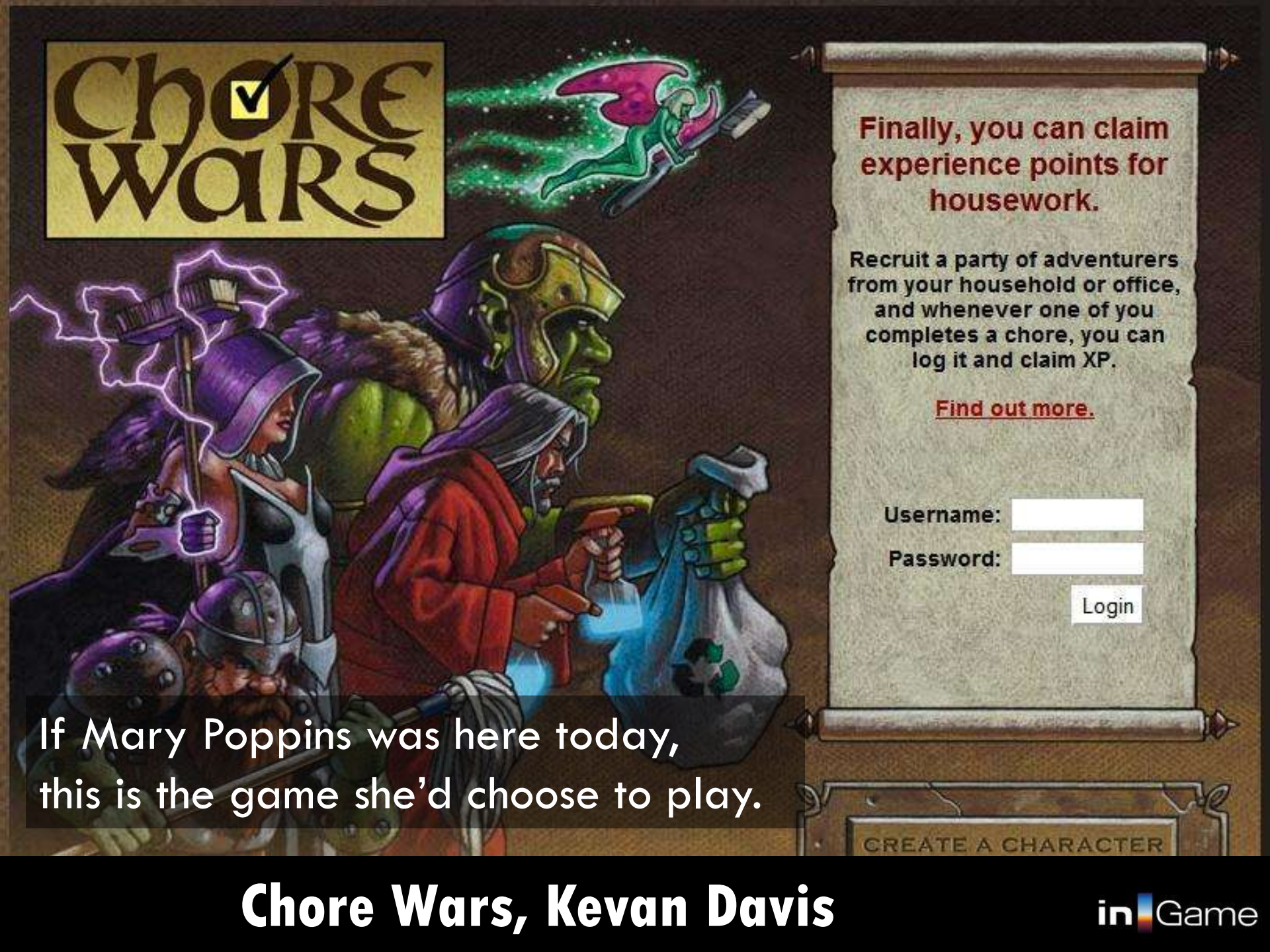
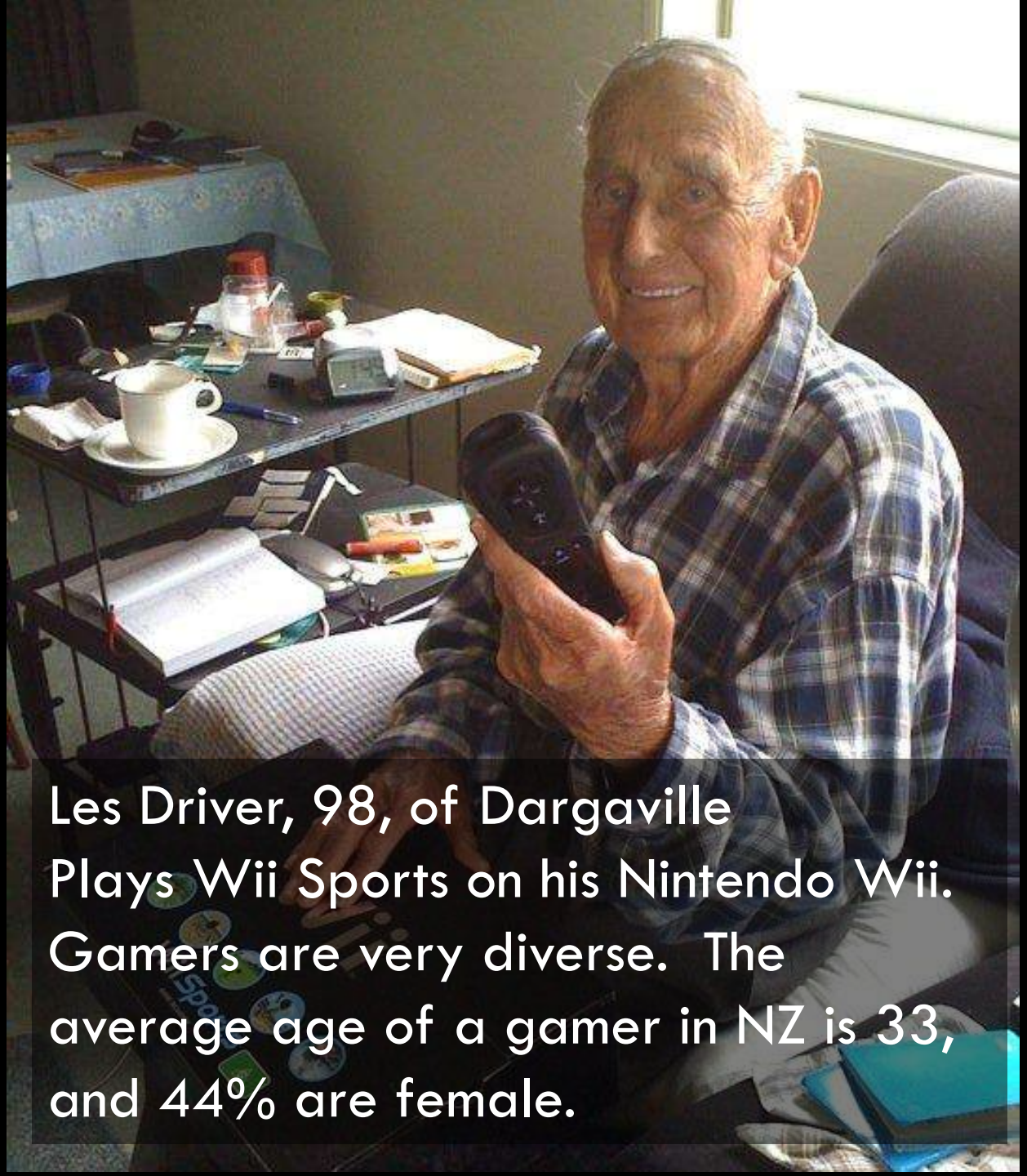


If Mary Poppins was here today,
this is the game she'd choose to play.

Chore Wars, Kevan Davis

inGame



Les Driver, 98, of Dargaville
Plays Wii Sports on his Nintendo Wii.
Gamers are very diverse. The average age of a gamer in NZ is 33, and 44% are female.

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What if...

people spending hours gaming could actually learn something?

They already are.

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Life Game Project: www.lgp.org.nz

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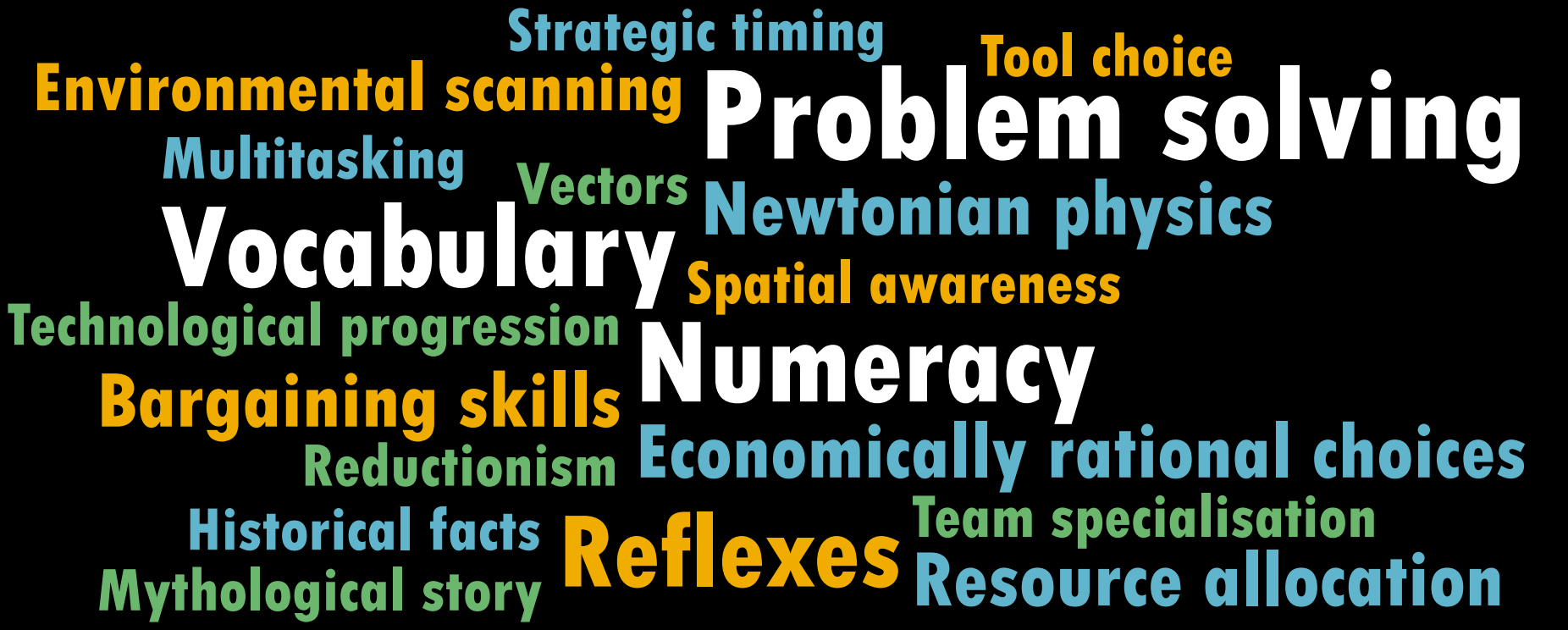
These skills are commonly found in entertainment games



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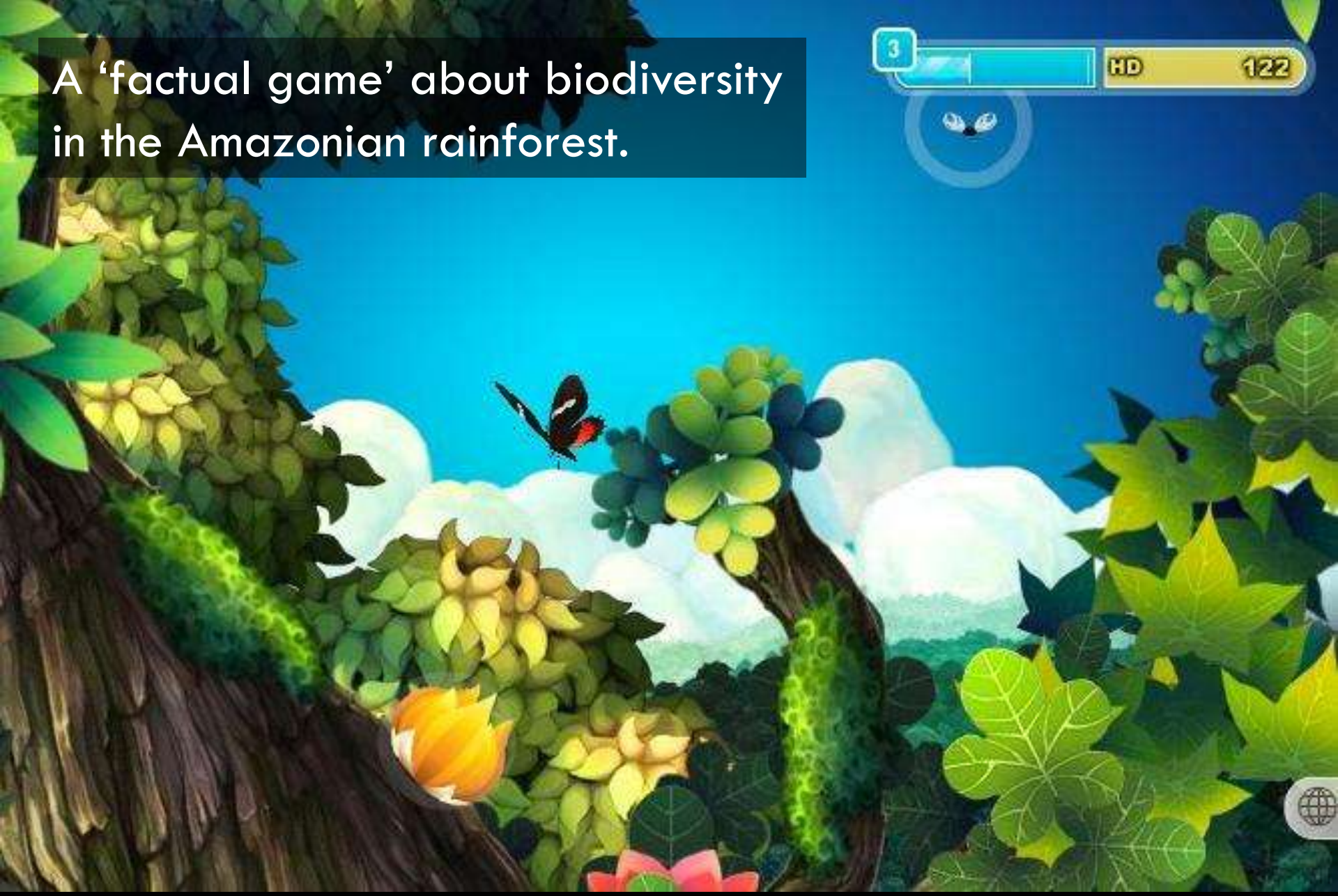
“Serious Games”

Fun games that teach:

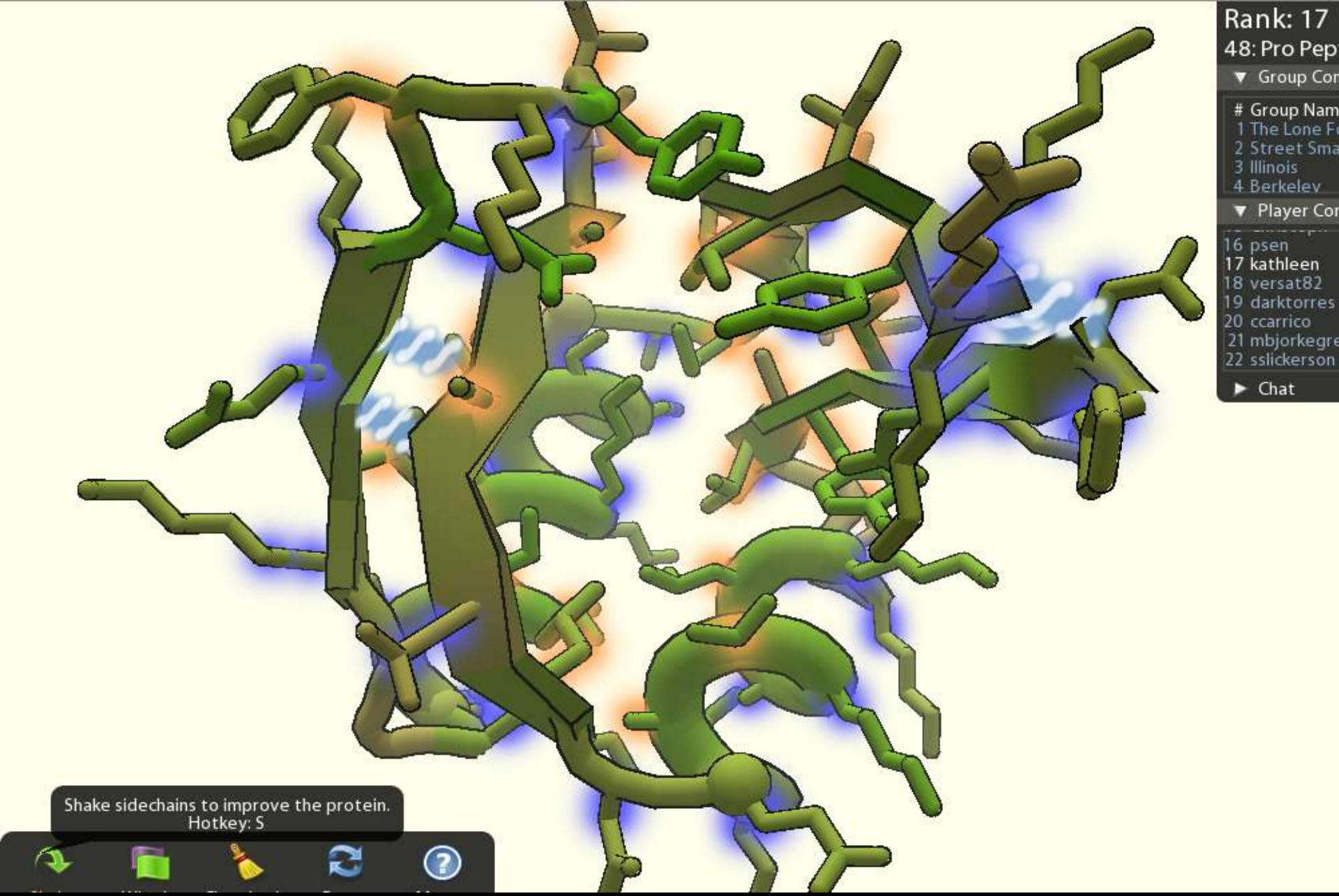
- Science, Tech, Engineering, Mathematics
- Aid chemotherapy adherence
- Simulate peak oil
- Humanitarian aid
- American Antique trade
- Marine biology
- Depression self-management

inGame



Flutter, Runaway Play

inGame



Foldit, University of Washington

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Games have optimised this cycle

Motivated, self-directed learning

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Games let you win and loose

Games let you experience consequences

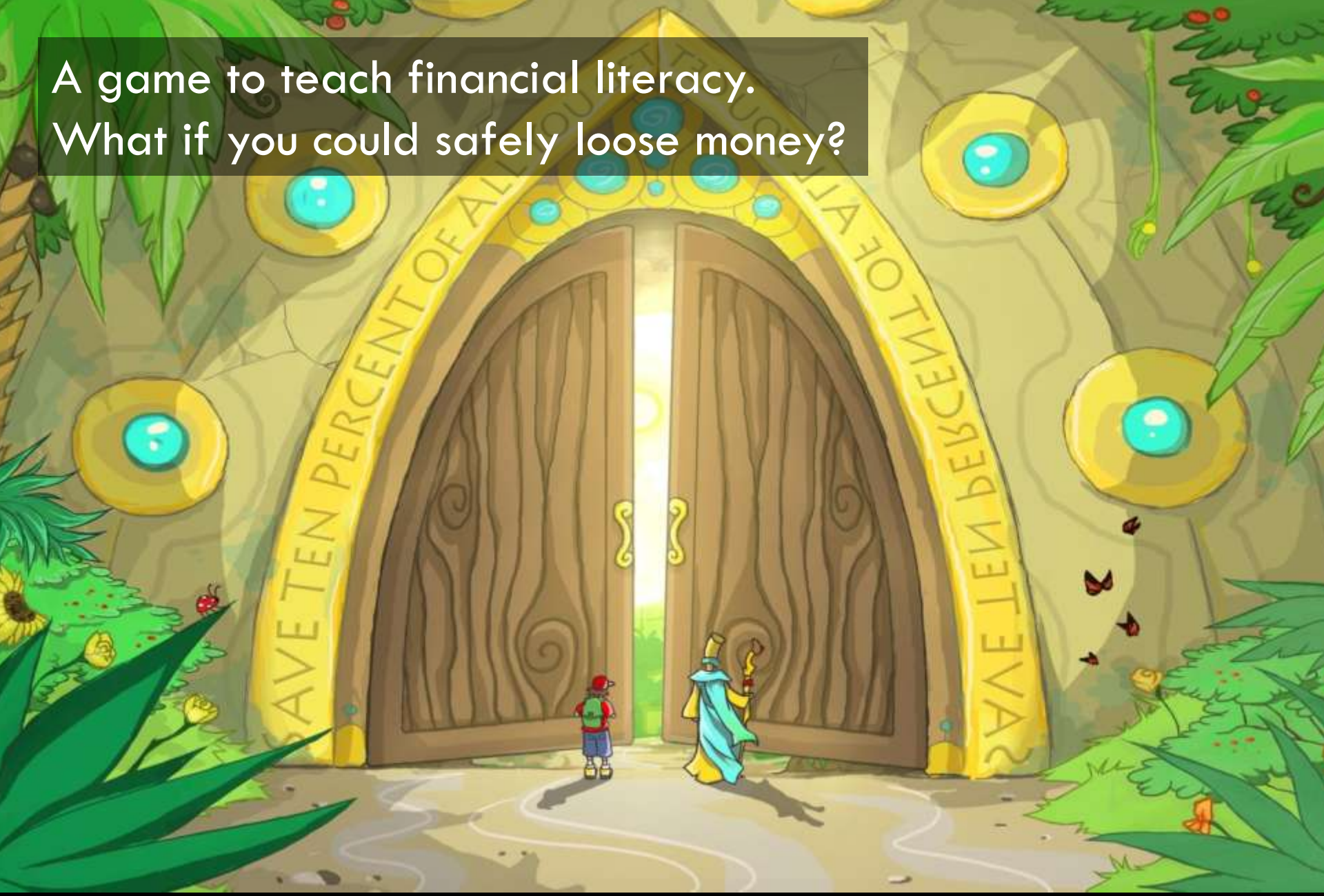
Safely

Experiential learning

inGame

My Friend Quest, Brightmind Labs

inGame



Cash Stash

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Games are abstract formal systems

Games help us make sense of the world

Situated learning

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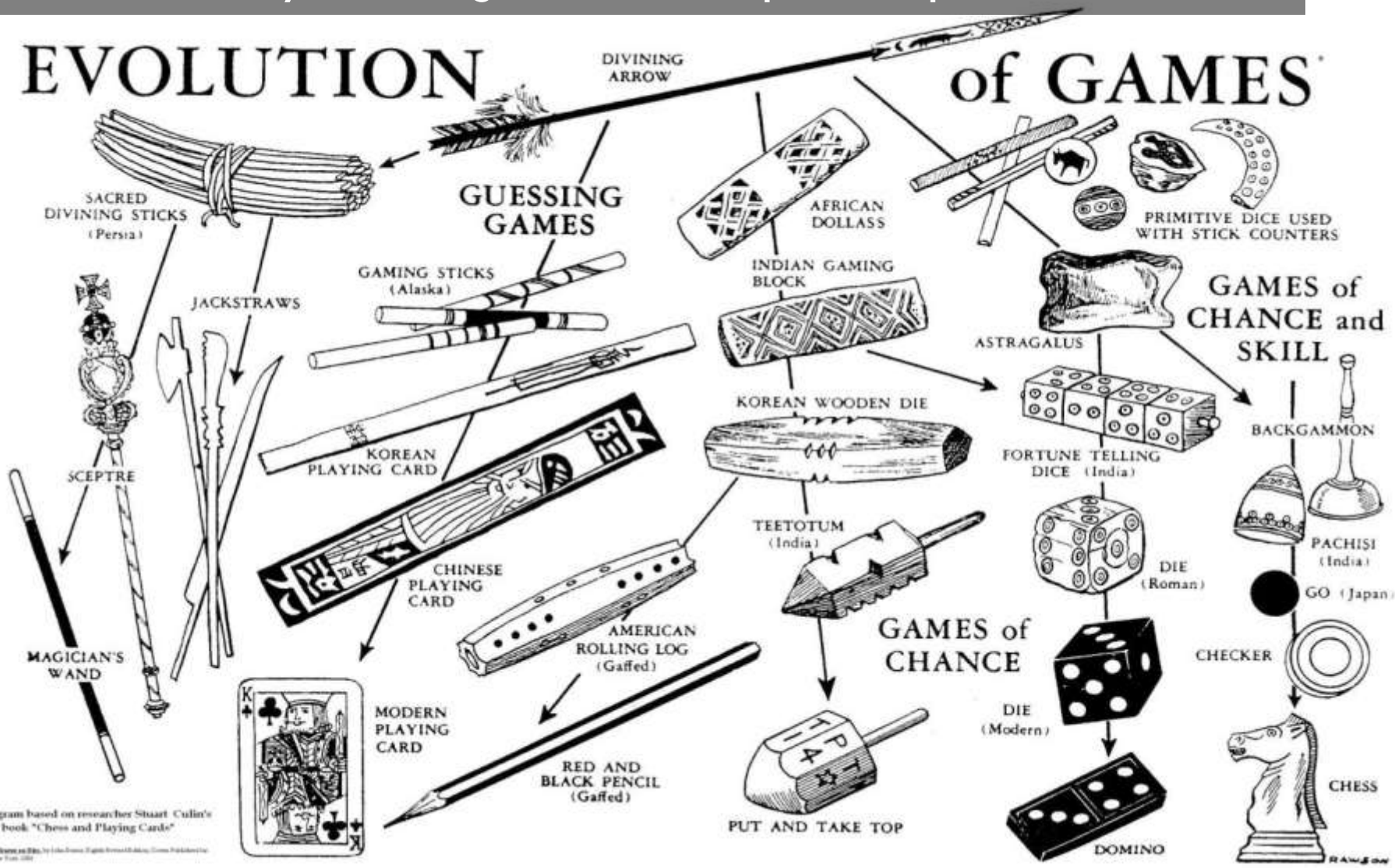
We've always used games to help us explain the world



Stuart Culin (1896), Chess and Playing Cards

Games include worldviews and values

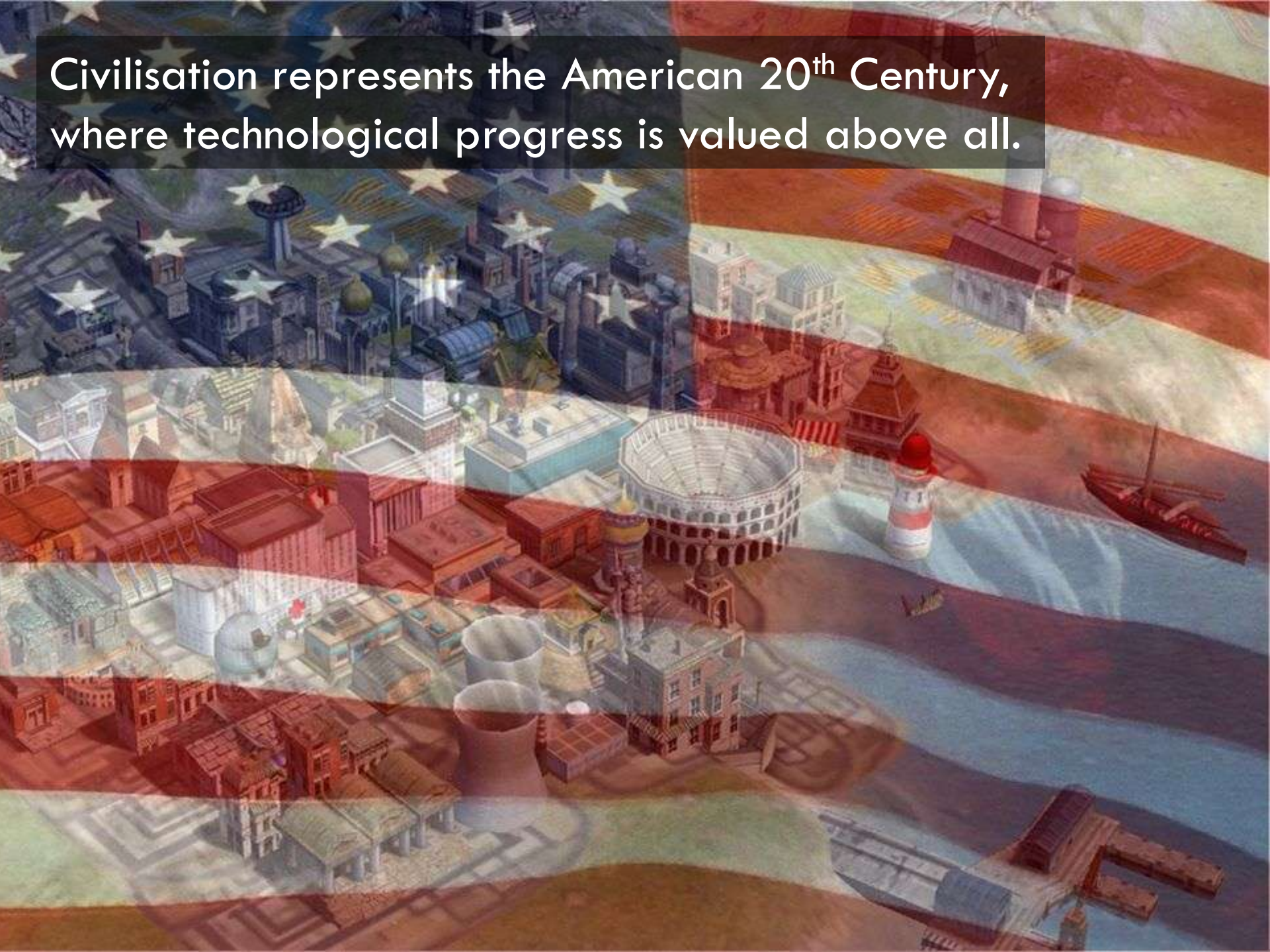
Critical thinking

inGame

SimCity
Week
Giant Hairball Has Perfect Grammar, Linguists Say
Broccoli Pops Cereal Not As Popular As Presumed
New York City
Pop: 443,278
$547,151
14/5/2017
RCI

SimCity is a marxist, central planning simulator.

Civilisation


Civilisation represents the American 20th Century, where technological progress is valued above all.

September 12th – a game whose rules show that
'violence begets violence'

Farmville teaches gift giving and generosity.
Players donated over USD$1m to Haiti earthquake relief.

What if...

we could take games seriously?

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