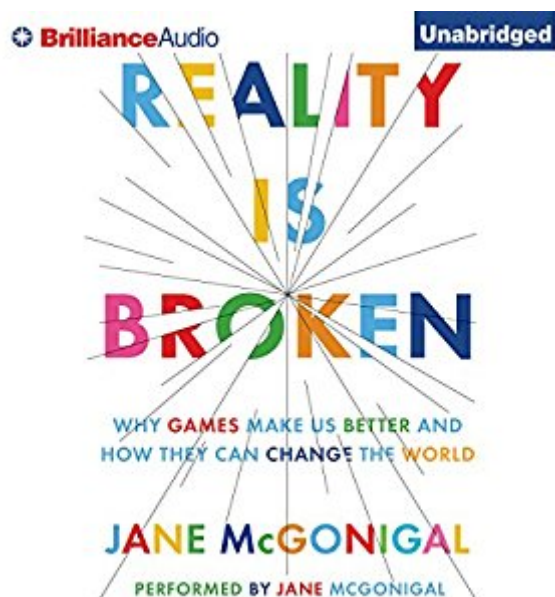


The book was found

Reality Is Broken: Why Games Make Us Better And How They Can Change The World



Synopsis

In today's society, games are fulfilling real human needs in ways that reality is not. Hundreds of millions of people globally - 174 million in the United States alone - regularly inhabit game worlds because they provide the rewards, stimulating challenges, and epic victories that are so often lacking in the real world. Instead of futile handwringing about this exodus from reality, world-renowned game designer Jane McGonigal argues that we need to figure out how to make the real world-our homes, our businesses and our communities-engage us in the way that games do. Drawing on positive psychology and cognitive science, McGonigal reveals how game designers have hit on core truths about what makes us happy, from social connection to having satisfying work to do. Game designers intuitively understand how to optimize human experience. Reality is Broken shows that games can teach us essential lessons about mass collaboration, creating emotional incentives, and increasing engagement that will be relevant to everyone.

Book Information

Audible Audio Edition

Listening Length: 13 hours & 25 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Brilliance Audio

Audible.com Release Date: January 20, 2011

Whispersync for Voice: Ready

Language: English

ASIN: B004K1ZES8

Best Sellers Rank: #51 in Books > Audible Audiobooks > Arts & Entertainment > Games

#144 in Books > Audible Audiobooks > Nonfiction > Computers #179 in Books > Audible Audiobooks > Science > Technology & Engineering

Customer Reviews

Bottom line: Jane McGonigal presents an eloquent and insightful analysis of modern gaming trends and of the psychology of gaming and gamers. The largest and most daring assertion that the author makes is in the third part of her book, entitled "How Very Big Games Can Change the World." The book's title refers to the broken nature of our motivational understanding of relationships, occupations, and responsibilities in general. Daniel Pink similarly discusses this broken phenomenon in *Drive: The Surprising Truth About What Motivates Us*. In the essential psychology of human

motivation, Pink notes that "it's best to try to unleash the positive side of the Sawyer Effect by attempting to turn work into play- to increase the task's variety....to make it more like a game."The future of our families, our communities, and our world will soon be in the hands of generations that are ubiquitously gamers.This fact has lead to two polar schools of thought on the subject:1) That this trend will ultimately be the downfall of society. If people migrate from the real to the virtual, society will not be able to endure, and a degradation or collapse is imminent.2) That this trend is the fervent hope of humanity. As people synthesize learning in the worlds of the real and the virtual, they will engage, coordinate, collaborate, and communicate in ways never before dreamed in the history of man.The author provides very real, tangible, and quantifiable evidence that the second assertion is not only plausible, but that it is within our grasp today.This is the information age, and knowledge is power.McGonigal provides data that demonstrates how gamers are engaging, persisting, and accomplishing in ways that their non-gaming peers are not.David Edery documents how (Changing the Game: How Video Games Are Transforming the Future of Business (paperback)) corporate America is rapidly beginning to engage this untapped potential. Modern industries are now dynamically attempting to employ real-world game dynamics into their HR programs and their employees' working environments.Kaplan's GRE 2011 (Kaplan GRE 2011 Premier with CD-ROM (Kaplan Gre Exam Premier Live)) prep program offers their proven methodology in the guide's introductory section entitled "Play the Game."This critically-acclaimed guide series continues by detailing that "high scorers choose to....think of the test as a game- not an instrument for punishment but an opportunity for reward. And like any game, if you play it enough times, you get really good at it."McGonigal's focus in this work is to provide a "fix" for the broken nature of reality by maximizing the benefits of the engaging aspects of games.This method of engagement will enhance and improve individual and social lifestyles on a scope that is limited only by human ingenuity and imagination.A must-read.Five stars.

I very much enjoyed this attempt to bring Real Life and games together.A good game is much more satisfying than Real Life in many ways- especially since it has a guarantee of progress: if one does the "right" thing, one makes progress in the game.Unfortunately, this is not as true of actual life.Now- to some extent, we can make aspects of Real Life into a game: this can be really helpful in certain areas, such as housekeeping. It might also be a help for clever managers who want to inspire/give incentives to their workers. Basically- when a piece of work is complicated, long-lasting, and with no guaranteed reward for doing it- we're not inclined to throw heart and soul into it. That's just natural. However- treating it more like a game- with clear rewards at specified and clear points,

each goal of which is manageable... well, that's different! At this point, I play "Glitch" almost every day. I like it because while the game sets some goals, I can set others, and every time I play I make at least some progress to one or more goals. This is so much more satisfying than Real Life! Nonetheless, it palls, so most days I spend about 30 min on it- which works out pretty well. When everything else in my life is frustrating and difficult, though- it's lovely to go to a game and BE EFFECTIVE.

This was a gift and he said he loved it.... Ill just go by there response

Video games are here to stay, and as a relatively new artistic medium, I think they can change the world. I agree with the author on this point, and how the author presents a well thought out and eloquent argument for the medium. Well done.

I highly enjoyed this read. Jane McGonigal is a highly influential person in the game world. She has had a hand in creating many times of games. While she touch on video games, that is not the primary focus of her book. She instead focuses on social games, and Alternate Reality Games, games that happen in the real world and don't use digital avatars. She focuses on the benefits of gaming; the coming together of people, collaboration, and creating something epic as a group. Throughout the book McGonigal illustrates "fixes" for reality, that show how games are in fact, better than the broken reality we live in. A very interesting read, even if you're not interested in playing video games, or games in general. This book really illustrates what human potential could be unlocked if something harnessed our collective abilities. A fantastic read.

[Download to continue reading...](#)

Reality Is Broken: Why Games Make Us Better and How They Can Change the World
Miracles: What They Are, Why They Happen, and How They Can Change Your Life From Zero to Sixty
on Hedge Funds and Private Equity: What They Do, How They Do It, and Why They Do The
Mysterious Things They Do The 100 Best Business Books of All Time: What They Say, Why They
Matter, and How They Can Help You They Hurt, They Scar, They Shoot, They Kill: Toxic Characters
in Young Adult Fiction (Studies in Young Adult Literature) Understanding Girls with ADHD, Updated
and Revised: How They Feel and Why They Do What They Do Travel Games for Adults: Coloring,
Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two,
Scavenger Hunts, ... Word Search, Word Scramble and more Warriors Word Scramble: Word
Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games,

Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More How to Use Graphic Design to Sell Things, Explain Things, Make Things Look Better, Make People Laugh, Make People Cry, and (Every Once in a While) Change the World
The Employee Experience Advantage: How to Win the War for Talent by Giving Employees the Workspaces they Want, the Tools they Need, and a Culture They Can Celebrate
OVERRULED- Your Objections to Asking for Referrals!: Why Lawyers Fail to Get the Referrals They Deserve and Need to Grow Their Practice and What They Can Do About It Games, Strategies, and Managers: How Managers Can Use Game Theory to Make Better Business Decisions How Dogs Think: What the World Looks Like to Them and Why They Act the Way They Do The Gift of Dyslexia: Why Some of the Smartest People Can't Read...and How They Can Learn, Revised and Expanded Edition Working: People Talk About What They Do All Day and How They Feel About What They Do Defeating ISIS: Who They Are, How They Fight, What They Believe Queens of the Ice: They were fast, they were fierce, they were teenage girls (Lorimer Recordbooks) Unoffendable: How Just One Change Can Make All of Life Better Design for People: Stories About How (and Why) We All Can Work Together to Make Things Better

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)