Do you think games are "escapist"?

VOTE NOW!*

YES @avantgame games are escapist! #GDC

NO @avantgame there is no escape #GDC

*there will be prizes

There ÍS NO ESCAPE



Jane McGonigal, PhD @avantgame

#GDC

NEW YORK TIMES BESTSELLER REALITY IS BROKEN Why Games Make Us Better and How They Can *,, Change The World, "A fascinating and provocative...manifesto that adds to our understanding of the appeal and potential power of digital games."-The Boston Globe

JANE McGONIGAL

My Data

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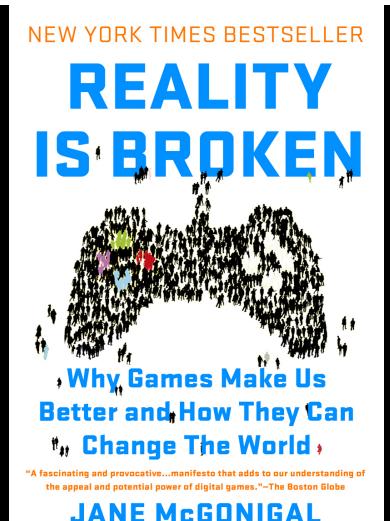
250,000+ people in person

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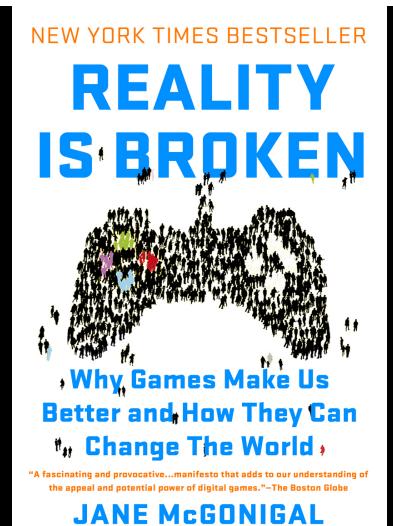
250,000+ people in person
150+ public Q & A's



My Data

250,000+ people in person
150+ public Q & A's

5 million+ online views



My Data

250,000+ people in person
150+ public Q & A's

5 million+ online views 10,000+ heartfelt letters

3. Violence

3. Violence

2. Obesity

- 3. Violence
- 2. Obesity
- 1. Escapism



Eric Zimmerman





@zimmermaneric

We don't have to justify music or stories or images by demonstrating that they improve people. We shouldn't have to justify games.







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135 RETWEETS 21

FAVORITES













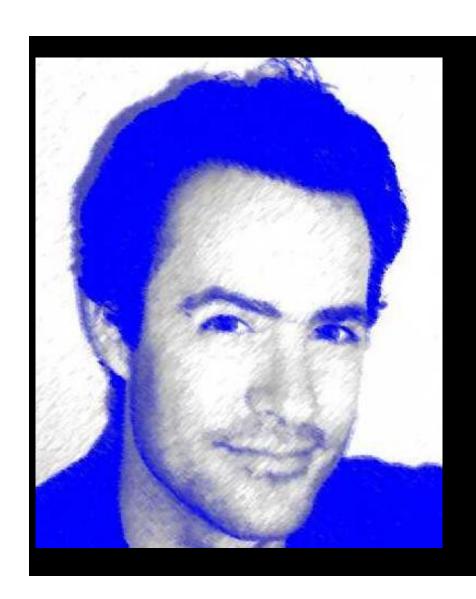


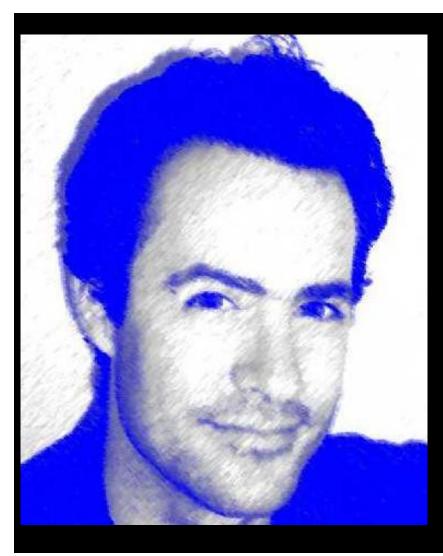


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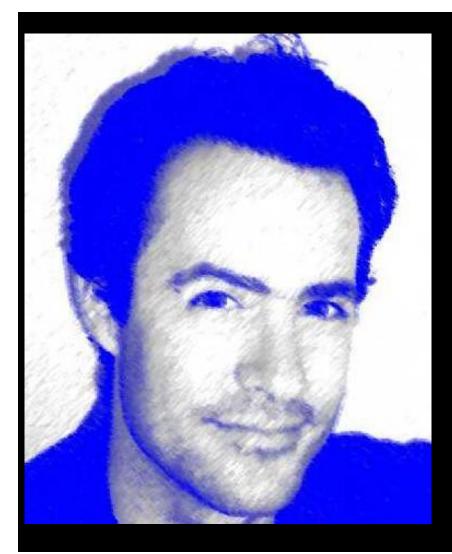




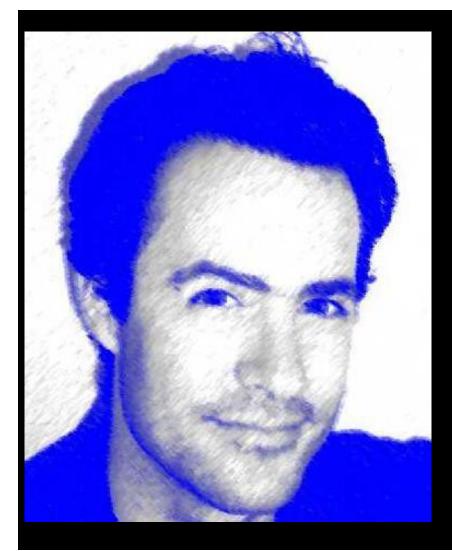




"Everything rewires" your brain.



"Everything rewires your brain. Reading this sentence rewires your brain.



"Everything rewires your brain. Reading this sentence rewires your brain. I hope it was worth it."

What we're talking about today:

1. Secret History

What we're talking about today:

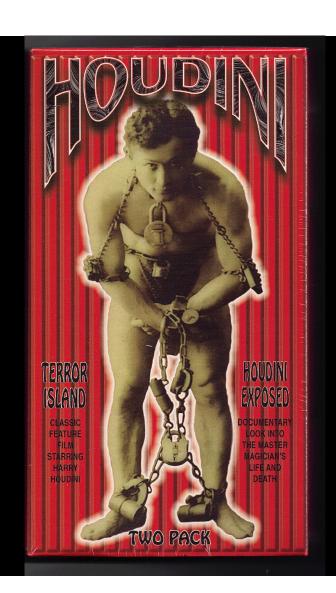
- 1. Secret History
- 2 Strange Science

What we're talking about today:

- 1. Secret History
- 2. Strange Science
- 3. Awesome Future

PART ONE

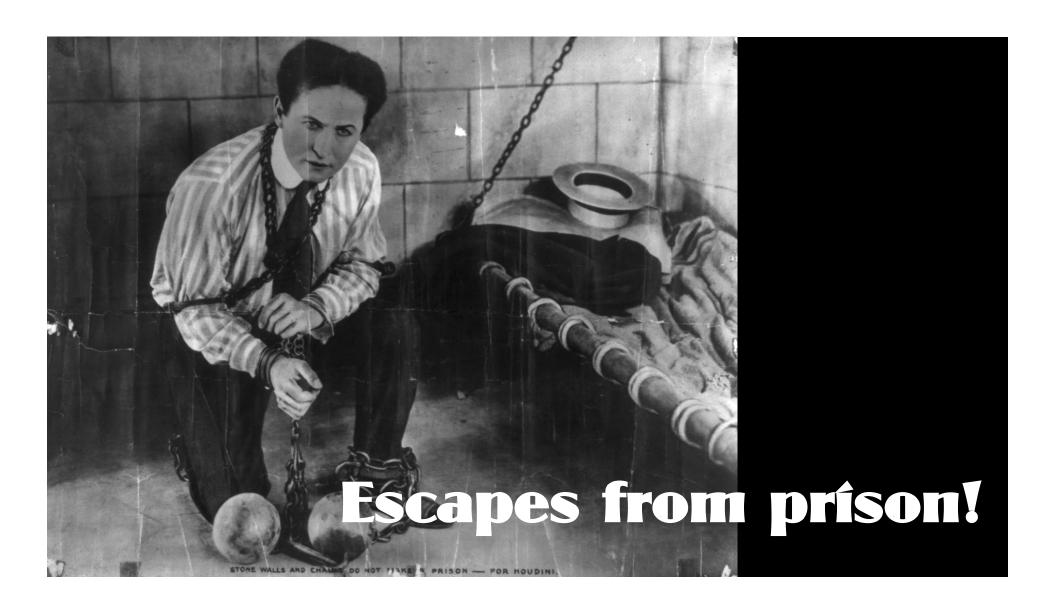
The Secret History

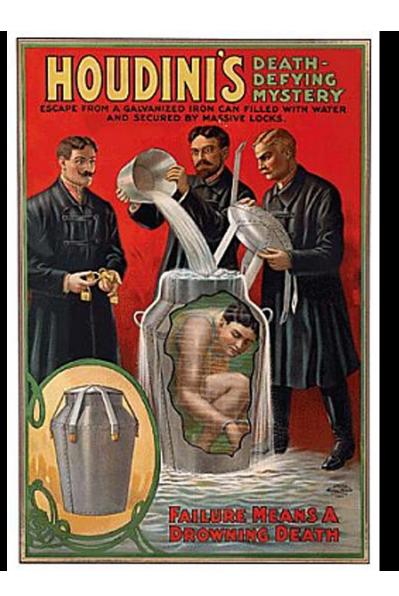


ESCAPIST

1. One who escapes, or who tries to escape, from captivity, prison, etc. Cf. ESCAPEE *n*.

1928 in Webster's New Internat. Dict. Eng. Lang.





Escapes from Drowning!

Escapes from a straíghtjacket!





Leading delly Oranga Co., pep. 105,000; Santa Ana. Opp. 31,000. Established 1988; Blands' merger, 1918. SANTA ANA, CALIFORNIA,

Hvening MONDAY, OCTOBER 28, 1929

VOL. XXIV.: NO. 285.

3e Per Copy. 65c Per Month

ILLIONS LOST AS STOCKS CRASH

Pantages In Jail Awaits Sentence To State Prison

TY SAYS SENATE "FARM BLOC" STARTS JURY AFTER BATTLE FOR HIGHER TARIFFS

Theater Man Declares He
'Got Raw Deal' and Did
Not Fund Have Change

Friend Brings Man To Jail On Rum Charge

Cot Raw Deal and Did Not Even Have Chance Miss PRINGLE GLAD IN STRUCKE GLAD IN

BINGHAM TAKES Alliance Of EXCEPTION TO Two Factions May Win Out SENATE LOBBY

Charges Committee With With Southern Demo-Unfair Political Tactics crats to Increase Rates

Unfair Political Tactics
During Probe

WASHINGTON, Oct. 22.

W (19)—Charging the sensits lidely investigation committee with unfair political tastica, Smaake Bissyment of District Confection, the smaller bissyment of District Manufacturer's assessible in any single property of the sensitive seni

where the property of the prop



CHRISTIANITY MUST DESTROY WAR OR WAR WILL OVERTHROW CHURCH, SAYS PASTOR SCHROCK

"WAR is a problem in arithmetic," said the Rev. Perry
Frederick Schrock, in his agram at the First Congregational church last night. His subject grew out of a
moving picture which has been shown at his church for the
nature. Conduct agrainer. The title of the nighter was.

Banking Support Unable to Prevent Break Accompanied by Wild Trading

TICKERS FAR BEHIND

General Electric, U. S. Steel, Other Leading Issues Caught In Crash

NEW YORK, Oct. 28.-(UP)-

Billion of delfars in values went overboard today as the steek market plunged downward'—hexaded by the earlier laude, United States Steel.
Banking suspert, which came in to protect the market in the occeparate downward lunge last week, was unable to prevent te-

day's break, which accompanies fremled trading.
Thelers were an hour behind,
as the sales pited up on the dase,
The trading was of great volume although me to creek as that of,
the deserate hours hat Tunnithe deserate hours hat Tunnisales almost reached 20,000,000
here.

ESCAPIST

1. one who seeks distraction from reality or from routine activities Cf. ESCAPISM *n*.







ESCAPIST

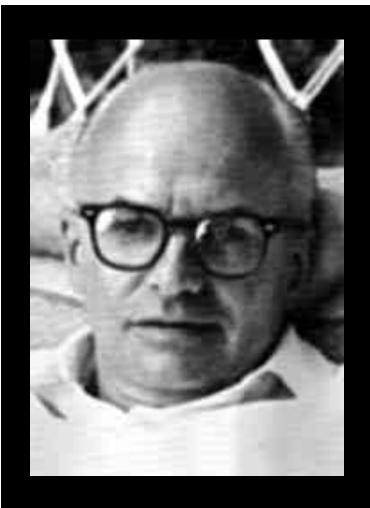
1. one who seeks distraction from reality or from routine activities Cf. ESCAPISM *n.*

1933 C. S. Lewis *Pilgrim's Regress* vi. iii. 125 'I never!... Do you take me for an escapist?'

Depressed

+

Desperate



Jack Finney

"For the first time in man's history, man is desperate to escape the present..."

- *I'm Scared*, 1948



Jack Finney

"... It seems too bad - this universal craving to escape what could be a rich, productive, happy world."



300 million minutes a day

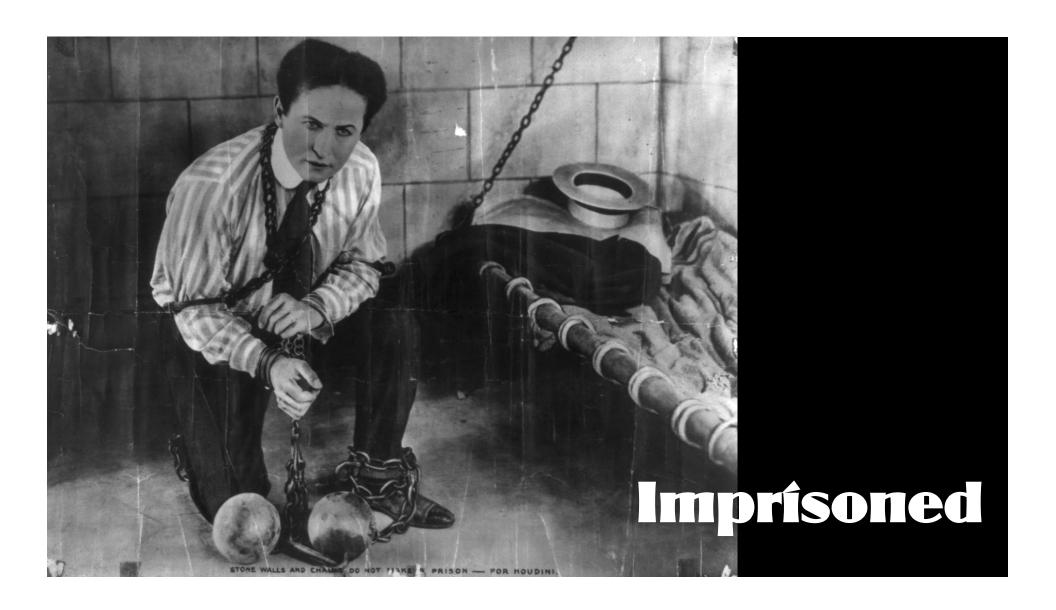
400,000 years

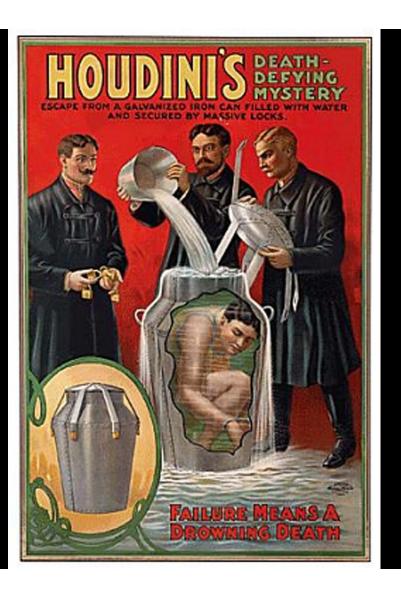


Or 1 month of full-time work every year









Drowning







1. An addiction to doing things that make you forget the world.



1. An addiction to doing things that make you forget the world. Someone that is a victim of escapism is often found in self denial about things in life, because they find it unbearable to face the world.



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1. An addiction to doing things that make you forget the world. Someone that is a victim of escapism is often found in self denial about things in life, because they find it unbearable to face the world. They usually have bad grades, daydreams way too often and has major mood swings. They also have trust issues and are secretly wishing they were dead.



1. An addiction to doing things that make you forget the world. Someone that is a victim of escapism is often found in self denial about things in life, because they find it unbearable to face the world. They usually have bad grades, daydreams way too often and has major mood swings. They also have trust issues and are secretly wishing they were dead. escape suicide suicidal lonely sad emo alone

The psychology literature links escapism to:

- Suicide
- Anxiety
- Eating disorders
- Alcoholism
- Addiction
- Masochism





"Closing your eyes isn't going to change anything."

— Haruki Murakami, Kafka on the Shore



"Keep your eyes wide open. Only a coward closes his eyes."



"No live organism can continue for long to exist sanely under conditions of absolute reality."

— Shirley Jackson, *The Haunting of Hill House*



PART TWO

The Stranger Science

Self-Expansion

Running away from unpleasant thoughts, perceptions, emotions

Self-Expansion

Actively seeking new skills, stronger relationships, + more positive experiences

"Augh. Everything sucks. I'm going to go play my favorite game."

Self-Expansion

"My life is so much better when I have time to play my favorite games."

Self-Suppression vs. Self-Expansion





Self-Suppression vs. Self-Expansion there is no difference!!!

The more challenging my life becomes, the MORE I play games.

Self-Expansion

The more challenging my life becomes, the LESS I play games.

mental

Self-Expansion

More depression

More anxiety

More social isolation

Self-Expansion



More ambition
More happiness
More social support

"Study shows videogaming increases depression"

REAL HEADLINES!

"Study shows gamers experience greater levels of life satisfaction and happiness"

"Gaming linked to bad grades, drug use in teenagers and college students"

REAL HEADLINES!

"Video gameplay linked to higher grades, less drug use in high school students"

"Video Games Linked To Poor Relationships With Friends, Family"

REAL HEADLINES!

"Not All Gamers Are Low Scorers On Friendships, Relationships"

physical

Self-Expansion

Fight or Flight

Calm + Connect

Worse than smoking a pack of cigarettes a day

Self-Expansion

Better than losing a ton of weight.

Self-Suppression

VS.

Self-Expansion

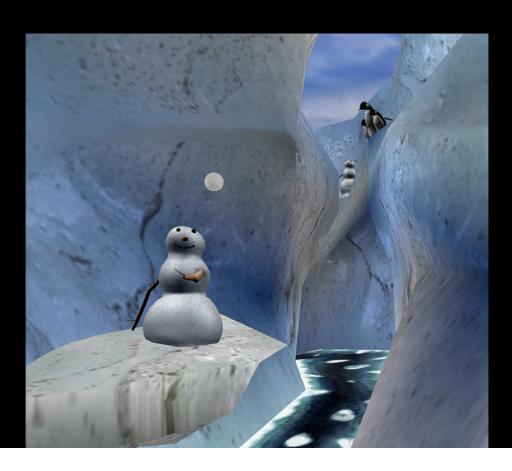
Self-Suppression

Your real life gets WORSE.

Your real life gets BETTER.

Self-Expansion

"Snow World"

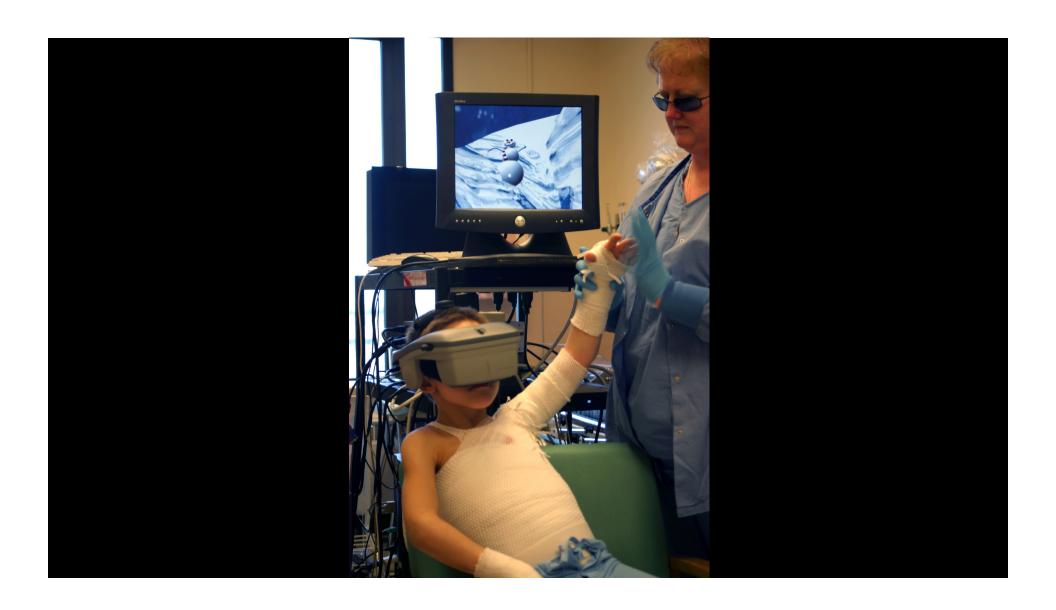






Reduces pain in burn victims during the cleaning of wounds by 30-50%...

... which is more effective than MORPHINE.



PART THREE

The Awesome Fitte

PRIE TME

Room 303, South Moscone Hall You are standing by the podium in a large conference room. A rather old-looking key is on the floor.





PRIZE TIME!

Room 303, South Moscone Hall You are standing by the podium in a large conference room. A rather old-looking key is on the floor.

> Get key



Back to

The Awesome Fitte



TO HOUSE

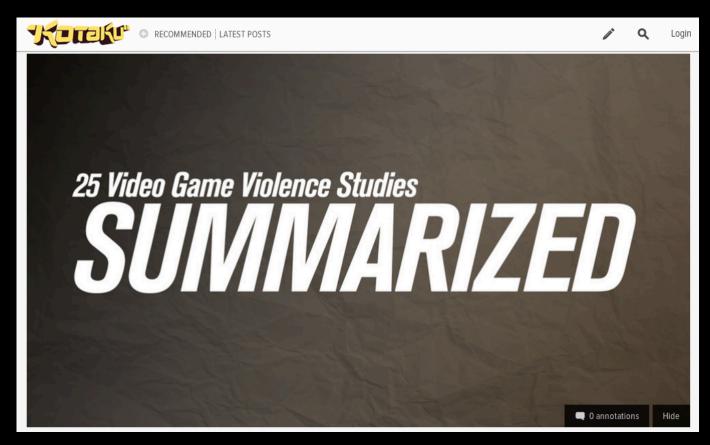
TO HOUSE

aggression

+

sitting

Search: Kotaku research



Competitive, violent gameplay makes you more aggressive.

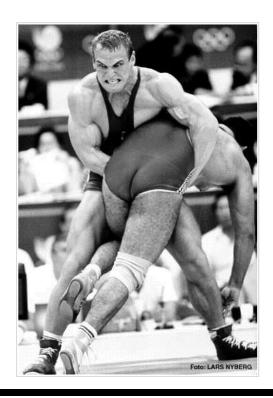
Competing against strangers

is worse than against real-life friends + family.

Search: Daniel Cook, testosterone



Testosterone and Competitive Play



1. Introduce an element of luck into competitive games.



2. Minimize rich COMMINICATION COMMINICATION COMMINICATION COMMINICATION COMMINICATION COMMINICATION



Teabag
The only thing to do when you can't brag about a kill.

3. Make co-op, not competitive.



Search: Sitting disease

"Sitting Disease"
by the numbers

Our modern sedentary lifestyles,
both at home and in the workplace,
are costly for us and for our employers.

Average hours of seated commute

+ average hours of seated homelife = too much sitting!

94% die

MEDICAL EXPERTS HAVE STARTED REFERRING TO LONG PERIODS OF PHYSICAL INACTIVITY AND ITS NEGATIVE CONSEQUENCES AS "SITTING DISEASE."



The 2010 American Cancer Society study published in the American Journal of Epidemiology followed 123,216 individuals (69,776 women and 53,440 men) from 1993–2006. The alarming results:

- Women who were inactive and sat over 6 hours a day were 94% more likely to die during the time period studied than those who were physically active and sat less than 3 hours a day.
- Men who were inactive and sat over 6 hours daily were 48% more likely to die than their standing counterparts.

Findings were independent of physical activity levels (the negative effects of sitting were just as strong in people who exercised regularly).

A January 2010 *British Journal of Sports Medicine* article suggests that people who sit for long periods of time have an increased risk of disease.

In 2010 the University of Queensland, Australia, School of Population Health reported, "Even when adults meet physical activity guidelines, sitting for prolonged periods can compromise metabolic health."

www.medscape.com/viewarticle/72534







Each hour of evening sitting = 3 cigarettes



A service of th

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Drugs & Supplements

Videos & Cool Too



Screen time not linked to kids' physical activity

Thursday, January 10, 2013

By Genevra Pitter

NEW YORK (Reuters Health) – Cutting back kids' time watching TV and playing video games may not encourage them to spend more of the day running around outside, a new study suggests.



1. Make the player 1. Mak

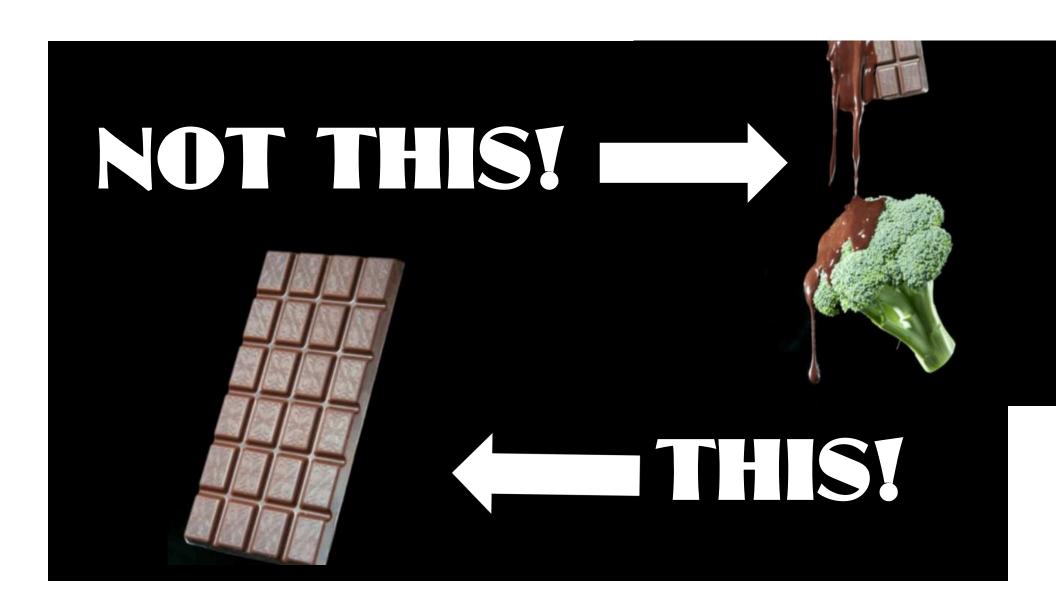


2. Standing is more immersive!

STAND STAND ORG

3. PSA it: Just stand the last 10 minutes of every hour.

GİVE MOTE





Stephanie Hendrick @cutecattheory

My sons therapist rocks. She perscribed more gaming to help son w/ coping and problem solving skills. Ping @avantgame

Expand Reply Retweeted Favorited More



Stephanie Hendrick @cutecattheory

@avantgame oops. Accidental retweet! Games we talked about were skyrim and Battlefield 3 (this 1 b/c friends are online playing too)

View conversation Reply Retweet Favorite More

7h



Call of Duty Mario Kart Rayman Raving Rabbids Peggle World of Warcraft Words with Friends Minecraft Batman: Arkham Asylum **Dance Central** Silent Hill Halo 3 Bejeweled Plants vs. Zombies





1. Age gracefully

"U.S. seniors who play video games are happier, less depressed"

"Video Games Requiring Physical Activity Alleviate Depression in Older Adults"

"Seniors who play videogames feel more connected, less lonely"

2. Have a closerknit Family

"Video games can strengthen adult-child relationships"

"Playing video games together leads to better communication skills between adults and children"

"Girls who played video games with a parent felt more connected to their families and had stronger mental health."

3. Be Brillant

"Fast-paced action games improve attention, multi-tasking and focus"

"10 hours of action videogaming significantly improves spatial intelligence skills"

"Action videogamers solve complex problems faster, without any loss in accuracy"

4. Be Able

"Multi-player videogames enhance social skills, social intelligence for autistic youth"

"ADHD symptoms diminished; players show improved motivation, long-term goal acquisition when playing videogames"

"12 hours of Wii games improved reading skills in children with dyslexia more than one year's worth of traditional remedial instruction"

5. Be Brave

"Kids learn to manage difficult emotions like fear and anger by playing scary videogames"

"Gamers better able to control dreams, halt nightmares"

"Attractive avatars improve our real-world confidence and commitment to goals"

6. Become Heroic

"Having a superpower in a virtual world increases helping behavior in real-life"

"Co-op gaming linked to more helpful behavior later, outside of the games"

"Gamers are twice as likely as non-gamers to come to the rescue when someone is being physically harmed in real life"

Build Claracter

"Videogames promote positive youth development by requiring focus and cumulative effort over time to achieve a goal"

"Videogamers are less embarrassed by, and learn more from, failure"

"Videogames strengthen neural circuitry associated with strong work ethic"

8. Be Happier

"30 minutes a day of casual gaming improves mood, decreases depression more effectively than pharmaceuticals"

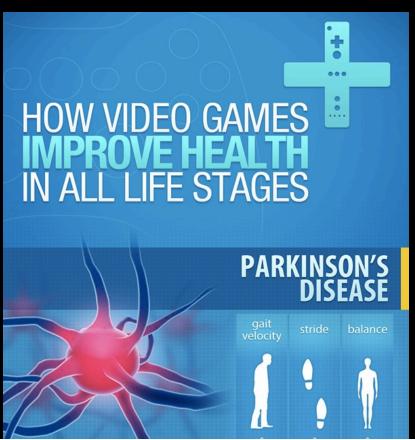
O. Stress Less

"Casual games reduce anger, encourage calmness"

"Physical stress measures cut in half by casual videogames"

8 Awe-Inspiring Game Infographics

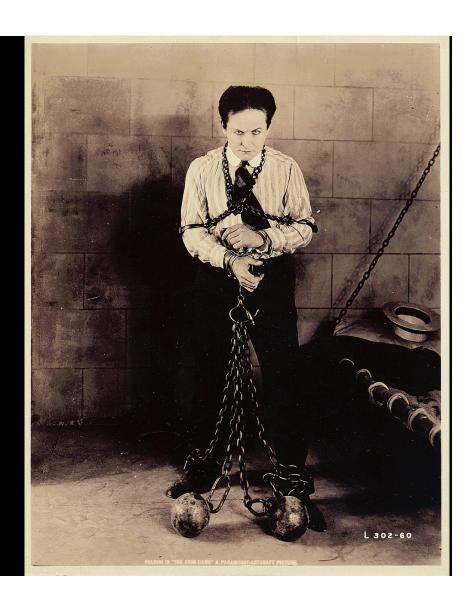


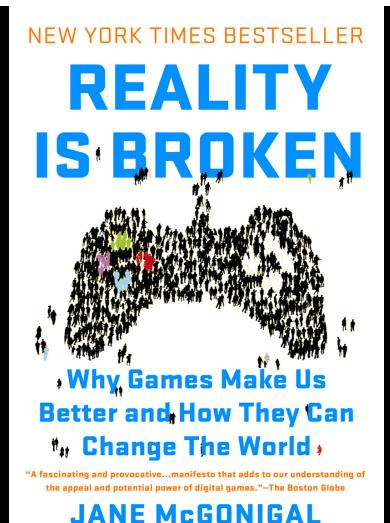


- 30-minute play sessions → happiness, well-being, stress reduction
- Co-op → relationships, social intelligence
- Fast-paced, complex action → cognitive skills
- Long-term goals and challenging gameplay >
 build character, attention
- Age-appropriate intensity > emotion control
- Diverse avatars → confidence, ambition
- First-person flying? Why not! → real-life heroism

"It seems too bad - this universal craving to escape what could be a rich, productive, happy world."

Harry





Jane McGonigal

@avantgame

http://tinyurl.com/ thereisnoescape