

My Utopia

In a very optimistic fashion, I like to consider the actual real world as a good basis for the conception of my ideal society. It might be a bit crazy and perhaps also quite naive, but I appreciate the idea that some elements of today's society are good. Instead of considering a new ideal society *from scratch*, I prefer to think about imaginable ways to improve our society. Now, if anything and everything was possible, there would be an infinity of good ideas that could make everyone's and everything's life easier and better. The goal in this short paper is to suggest a few of those ideas, also considering the role of serious games.

Rules

A very first thing to consider is the set of laws which would rule the society. I believe that there should be a very few of them, and that each one should be very precise and specific, being obviously in everyone's interest. Those rules should be protecting the people and the environment, but they should keep people from making their own choices. A very strong effort should be made, so that the rules are working *for* the people and not *against* them.

Another important point to realize about the rules is that most of them could be replaced by a better education. Indeed, it sounds more friendly and more interesting to spend energy at making people understand why they should or should not do something, instead of spending the same energy at forcing and punishing the people who go against the rules.

Values

The values, then, have a role of first importance. They're a direct consequence of the education, and they reduce the need for rules. In that context, Serious Games are a very good tool to work at giving the same positive values to everyone. Whether people get rewarded in a virtual environment when they apply those values into the real world, or people just play in a virtual environment where they acquire the same kind of values they can then apply to the real world, Serious Games can share values without people even noticing it.

Values could achieve better results than strict rules. By translating "real-world law" into the rules of a Serious Game, we can try to make people apply the same "law" without forcing or punishing them.

Environment

The most important thing about the environment is probably not to change it. The advances of technology and the development of more and more machines surely improves our lives, but should not take the place of the natural environment. For instance, even if we could build a machine that consumes carbon dioxide and produce dioxygen, this would not allow people to get rid of all trees on earth. This means that technology and human-created environment should *add* to the natural environment without taking its place: completing it without replacing it.

It is quite clear that the environment has to be protected, and part of this "protection" should be achieved by the previously mentioned rules and values. This implies that Serious Games also have to respect and carry the values of environment protection.

Systems

Serious games are one kind of system which has a major role to play into getting our society as close as possible to the ideal one which is hinted in that short paper. Many other systems will be improved or created with the advances of sciences and technologies but those systems will always possibly be used in a gamified way. Serious games will have to work together with all the other systems to achieve the best results.

These were just a few ideas of improvements which would make our society tend to an ideal, especially with the use of gamification to make people accept those improvements easily.