

# Utopia

Hi reader,

This is my idea of an ideal world.

At present we are constantly comparing our qualities with those of others. Scoreboards present our accomplishments and rank them according to what the rest of the world has achieved. However, what's the use of this kind of comparison when in most cases, we don't even know who we are comparing ourselves with? Expectations and goals are private, so in my opinion we should stop competing and start monitoring our personal progress.

Serious Gaming should emphasize this individual development. For instance by simply measuring personal improvement over time. No more scoreboards that present the high-score of some guy on the other side of the world with his own goals and motivation. This approach could decrease frustration amongst players while providing ourselves with intrinsic motivation to keep on evolving. Eventually it would lead us to a world where we stop competing and instead we start cooperating.

So never forget that even though outperforming others can be fun, only by transcending our own goals we may become truly powerful.