Motivation and emotion video response paper movie review example

Entertainment, Video Games

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I believe that Tom has laid down a great talk from a prospective of education on motivation especially to the students in this Motivational and Emotional video. This is applied in a sense of what is a challenging task engaging. One of the techniques that could be applied is collective questions that randomly rewards person with a huge piece of puzzle. In this presentation, I think the main idea is how the video games are applied as an extension of the practices and principles of applied analysis of behavior.

In my opinion, what makes the schools to be a mindless and boring for most students is because most teachers are not behaviorists. They do not emphasis on rewards despite the fact that they applied them in pieces and bits. They also do not believe generate stimulating, interesting and motivational conditional for the students. These teachers regularly discriminates and monoculture against assorted learners (Hong 2010). Their teachings are based on memorizing o the information from the other person's knowledge think schools should integrate the aspects that are available in the video games. This will motivate the students to learn, practice high levels of opinion, and acquire intellectual satisfaction that is mainly absents in many schools. In case of educational purposes, high investment in gaming should be engaged in order to meet the needs of the learners.

The author seems to outline the behaviorism as the theory of choice in motivation and emotions. This is an integrated system focused on punishment or reward derived from gamer's communalities that give an individual perfect alternate for real life. When watching the Matrix, a person may wonder if that is all real life meant to be. I think that our lives are

significantly greater than this. Much effort skills, problem and talents in the real life taken to gain or solve are more significant than what is rewarded by any games (Hong 2010). In order to motivated a person, one needs to make things interesting and fun.

Despite the mechanical factors practiced in punishment/reward systems and other forms of feedback, I feel that people should not get over excited about this " fun" concept. I believe that in the video, Tom fails to cover essential factors which are probably more significant than reward and punishment. These are things that make games more motivational and emotional in the real life situation. Although many games develops mechanic problem, they are still exceptionally appealing because of the immeasurable factors such as humor, story telling and art that makes reality worth living. Therefore, I believe that game mechanic should not be a sole requisite but should be backed by these immeasurable factors in order to meet the emotion and motivation needs.

Tom illustrates how games have been motivational and only more accessible to ordinary people. I think such talks are effective and people should involve themselves in learning its every aspect. I believe that when we understand how to connect the meaning of gaming, we will be motivated in various fields (Hong 2010). The gaming concept should not only be viewed as an entertainment means but also a motivational and emotional means. I feel that we should embrace on the new and developing technology especially in gaming to motivate ourselves and apply it as a learning means. The talk greatly shows how video gaming is means of rewarding, individualism and motivating the game player.

Work cited

Hong, (November 28, 2010). The Power of Virtuality, Instructional Design and

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