

Dream machines essay



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In “ Dream Machines”, Will Wright suggests that human have amazing imagination that invented games. Although games have a bad image as “ violent, addictive, childish, worthless” among public, Wright, as a gamer, finds some positive impacts of games that are hardly discovered by normal people. He insists games can enhance gamers’ problem-solving skills because they tend not to read the manual to get the direction once they get the game; instead they take repetition of trial and error to create ways to deal with the game.

Other than that, Wright claimed gaming is not just exploring the virtual fancy world. It can actually foster people’s creativity as gamers are asked to involve in creating worlds, characters and story lines of the game. Letting them help in creating and designing the game, this can also connect gamers to new communities. Finally, Wright states games can provide self-esteem to the gamers by recording how skillful the gamer play the game, how they get over the challenges and what they are good at, which turns out becoming a customized game to fit individual perfectly.

He concludes by stating games are invented to “ entertain, educate, and engage us” and it will be a visible, external amplification of the human imagination. In fact, I am not denying that gaming doesn’t bring these benefits to gamers, but I think it can only be beneficial to gamers in gaming field. This is of clear ground of judgment. First, it is of no doubt that games which require players to search, negotiate, plan ways and implement strategies to promote to a higher level can help improve children’s brain development.

However, most of the games involve violence. One of the reasons why the public doesn't have much good feeling among games is because of the inappropriate content. It can only improve players' problem-solving skills specifically in the gaming only. The gaming experience can't be applying much in daily lives. Also, players are asked to get involved in creating characters' personalities in video games, providing them the opportunity to express themselves. Yet, gaming is everything about the virtual world, which things are not real and can be whatever you want.

Things created in the virtual world are not effective in most cases and cannot be applied in everyday of life, so the players' creativity aroused by gaming is not that useful as Wright suggests. Besides, games do allow gamers get to know more friends with the same interest. However, the connection between the player and his friends is by gaming. They will be lacking of face-to-face interaction skills as they always communicate with each other by the screen without actual meeting up. They will be lacking of social awareness too, as what they concern and discuss are all about gaming.

Lastly, games provide self-esteem to the gamers by recording how skillful the gamer play the game, how they get over the challenges and what they are good at. However, it is not a good thing to increase one's self-esteem by his/her game ranking or performance. It does bring people satisfaction but that's not something you can really proud of and can get knowledge from. All in all, I disagree with Will Wright's thought that gaming has positive impacts like problem solving, creativity, community and self-esteem.