

Utopia

System

Utopia would be an ideal world where abundance is the birthright of people. In this world people do not end up as slaves, working for their money. Happiness is the main state of mind of people. There is no need to fight for food, money or material stuff. All the work is being done by machines. So maybe my idea of Utopia is in fact this same world, but somewhere in the near future.

Environment

Nature is important in Utopia and respected by the people. All the energy comes from green sources, like sunshine. Diseases are exterminated and there is no ticking clock which counts life time away, because people can live for eternity and stay young with the far evolved science in Utopia. The world is separated into districts with different interesting peaceful civilized cultures, so that people can choose the way of living that fits them. There are no leaders, kings, presidents or any other monetary powers. The world has an abundance of energy, food and space, that all can be created on demand. Since machines have taken over all tasks, the world is more like a playground and life is about enjoying it.

Rules

There are a lot less rules necessary in law. Because of the well-being of people and the abundance that they experience, there is no need to fight about anything. So real punishments are exceptional. Most of the 'punishments' are meant to teach the offender by making him or her more aware. The purpose is to put the offender on the right track again.

Moral values

People in Utopia eat vegetable foods because they have more awareness of the pain animals make through that are being consumed by us. Instead, animals are being treated with care. Children grow up with animals and learn to treat them with care. Being equal and respect the feelings of other people is an important moral value. Spending time to think about ourselves and who we are(buddhism) is also an important moral value. Satisfied people gain respect by society and being rich and having power is seen as unethical.

Role of serious games

In my opinion serious games can play the same role in society as that media(television, internet) does these days. It is widely known that media can teach us and even influence the way we think about ourselves and our environment. Of course, serious games can become part of education in order to make learning more playful and pleasant for children. But since games are so popular by children, and since youth is the life time in which we learn about moral values, this is also where we can use serious game for a higher purpose: create serious games that can be played for entertainment but which also (unconsciously) teach children peaceful ethical moral values.