

Reality is Broken : Why Games Make Us Better and How They Can Change The World

This book is designed to do just that. It will build up your ability to enjoy life more, to solve tougher problems, and to lead others in world-changing efforts.

In part 1 : Why Games Make Us Happy , you'll go inside the minds of top game designers and game researchers. You'll find out exactly which emotions that most succesful games are carefully engineered to provoke-and how these feelings can spil over, in positive and surprising ways, into our real lives and relationships.

In part 2 : Reinventing Reality , you'll discover the world of alternate reality games. It's the rapidly growing field of news software, services, and experiences meant to make us happy and successful in our real lives as we are when we're playing our favorite video games.

In part 3 : How Very Big Games Can Change the World, you'll get a glimpse of the future. You'll discover ten games designed to help ordinary people achieve the world's most urgent goals : curing cancer, stopping climate change, spreading peace, ending poverty.

