

Freedom and the Value of Games: How to Overcome the Challenges in the Gamification of Necessary Learning Tasks

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Abstract : This paper argues that the value of games relates to the sensation of freedom they create, and this in turn results from their nature as voluntary, non-necessary tasks. Attempts to gamify necessary learning tasks are therefore challenged to create this sensation of freedom and so they often fail to create the pleasure and value found in traditional games. It then demonstrates a route to creating this sensation of freedom through the maximization of varied and creative solutions to such problems.

Keywords : gamification, games, philosophy of games, freedom, voluntary action, necessity, motivation, value of games

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