

[(Reality is Broken: Why Games Make Us Better and How They Can Change the World)] [Author: Jane McGonigal] published on (April, 2012)

Jane McGonigal



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We are living in a world full of games. More than 31 million people in the UK are gamers. The average young person will spend 10,000 hours gaming by the age of twenty-one. The future belongs to those who play games. In this ground-breaking book, visionary game designer Jane McGonigal challenges conventional thinking and shows that games - far from being simply escapist entertainment - have the potential not only to radically improve our own lives but to change the world.

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