



ELIZABETH FIACCO

B.F.A. Digital Arts

Minor: Game Development

Mentor:

Vincent Morrison, B.A.,

B.F.A.

The Game of Life

This presentation explores how we can use games to bring structure to complex problems and motivate a wider variety of people to find solutions. The power of gamers to find optimal strategies and the power of competition and fun make games a valuable resource for real-world problem solving that has only begun to be tapped. I will examine how *FoldIt* and *The World Peace Game* use game design techniques to make them compelling problem-solving tools and teaching devices. Games unlock great potential in human ingenuity, both through individual problem-solving and teamwork, and it is finally time that they make an impact on our world.