

Hyemin Chung: Assignment 1

1) write a short narrative describing a personal experience that engaged you deeply. Be as specific as possible about your memory of relevant sensations

When I first saw the minesweeper game in my computer, the graphical factors played the most important role. The minesweeper game's appearance was very simple, quadrilateral, and monotonous. My experiences told me that most games with such monotonous graphics were boring, so I judged it as a boring game without playing by my previous memories.

After reading the rules and the goals of the game, I started to play the game with confidence because the game had very simple rules and were related with logics and numbers in which I had a confidence, and lose within a second. I felt as if I was challenged by the game by losing within a second in what I had a confidence. The feeling of being challenged made me play the game again, and while playing the game again and again, I became addicted and engaged with the game.

At first, improvement made me engaged. Whenever I played the game, I could feel how much I was improved than the last play. The I-am-progressing feeling was very fascinating, and the expectation about the next improvement led me to play again. Also, monotonous and repeated motions had some kind of addiction. When I was doing the repeated motions, naturally I became to do the same motion unconsciously. And then, when the improvement became slow because I was closed to the limit of my capacity, there was an expectation that if I played just one more time, I could make a breakthrough or new records. Just-one-more-time made me keep engaged into the game. At last, the time had come that there would be no more progress even if I played the game hundreds times. After a decent period without any improvement or new records, I became tired and sick, and finally, I stopped playing the game.

2) seek out 2 games, movies or other media experiences this week and compare them. Seeing the movie, God Father, and playing the computer role playing game, Mabinogi, are both exciting experiences through media, but quiet different.

When I saw the movie, I was engaged into the attractive scenes, charismatic actions of characters, exciting stories, and beautiful music all of which could rarely be in the real monotonous world, and by seeing the movie, I could be satisfied by substitute experiences. The relationship between the movie and I is a passive contact, and there is nothing to do for me except sitting down and seeing and listening to the movie.

On the other hand, playing the game made me participate and make actions by myself. I had to recognize the situation and information of the game, analyze them, think what to do, and make an action in the game, and then, the game would response to what I did. All these are active processes. In this case, I was engaged into the response of what I did, and tried to make another response by making another motions.

3) from the above, proposed list of attributes that you think are relevant to deep engagement. Which elements are most important. Be prepared to champion one attribute on your list.

There might be many attributes which are related with the deep engagement as written above, however, among them, the most important attribute in the deep engagement is the response to what I did.

There are many kinds of response: 1. the other's response such as the reaction of the opposite in the game, 2. my own response such as improvement, 3. the 3rd one's response such as admiration, 4. composition of above two or three such as the level-up of my character in the game.

When people do something and do not receive any response, people easily become to lose the interests on the thing, because they know the action cannot affect anything. However, when there are responses or reactions from the action, in the most case, people are excited by the result, and tend to keep doing what they have done to see the next response. The minesweeper case is a kind

of the situation with the response of improvement. Also, we can find an easy example by the piano lessons. At first, many children start to be interested in the piano by response of the piano when they touch the keys. After starting the piano lessons, they really enjoy to play the piano at first while their abilities to play are easily advanced day by day. As time flows, there comes a time which needs much practice and gives little progress, and then, many children become to hate to play the piano, and quit the lessons.