

Hamlet on the Holodeck~ Agency

This particular chapter of the book discusses Agency as a form of storytelling in accomplishment and experiencing. The use of games is prevalent in experiencing new phenomena, immersed in foreign worlds where you as participant are presented with a series of choices or tasks to complete which determine the outcome of your total experience. I like the reference the author Janet Murray makes to the dancer being the participant and the game maker being the choreographer.

When discussing a feeling of accomplishment and experience giving one agency through game playing, I am referring to Games as Symbolic Dramas. It is the experience and accomplishment in whatever the content of the game itself, whatever our role within it, we are always the protagonists of the symbolic action, whose plot runs like one of the following:

- Encountering a confusing world and figuring it out
- Taking a risk being rewarded for my courage
- Encountering a challenging test of skill or strategy and succeeding at it
- Encountering a world in pieces and assembling it into a coherent whole
- Encountering a difficult antagonist and triumphing over him
- Starting off with very little of a valuable commodity and end up with a lot of it
- Challenging a world of constant unpredictable emergencies, and I am surviving it.

Murray states, "even in games in which we are at the mercy of the dice, we are still enacting a meaningful drama. Even if we lose, we are still a part of the symbolic drama."

It is interesting that that while games are not crucial to our survival environment they can bring such a sense of wonder, process of creation, and achievement through interacting with them and in making choices that determine the outcome of our creation and participation. They are recreational yet we are so involved in their outcome because we are immersed in the story and plot.