

# What Does A Game Need to Become A Classic?

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Dear readers of Simulation and Gaming,

We're often asked what our favorite games are, and why. Indeed, everyone has favorite games. It seems to be a question -all of us have an answer to. It's fair to say that age is a factor of importance in predicting the answer. For in our youth (i.e., in the 20<sup>th</sup> century), there was only so much to choose from.

Nowadays there is so much choice!. Every kid may have many different favorite games and (virtual?) playmates to play with. In modern virtual roleplaying games, one does not even have to play into character, as one is often invited to change into an avatar of choice. This pops up the question: should we worry that our youth is becoming spoiled for choice? Or in contrast: does the game arena train them to become more creative and solve the many challenges? With all the new possibilities out there, this is something to ponder upon a bit. How do we make sure that in gaming, we still understand and respect each other in all of our ages, different beliefs and many other variations– and how does that effectively play out in real life?

Before the digital era, when your editors were scholars, there simply was not so much to choose from. We played board and card games, such as the Goose Board, Risk, Stratego, Monopoly and Scrabble -to name a few of the classics. But even then, there

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were different strategies, perhaps one more related to win, the other more into securing playmates and lots of laughter. But all related to gain from -in any way.

To date, these 'old' games have withstood the test of time. Competitions are being played now more than ever, old strategies revisited and new strategies and bonds developed. 'Digital twins' of the classics have been created, making it possible to play the 'golden oldies' online, against human avatars or the computer itself. And young people, newly exposed to the games, have great fun exploring and playing these classics. Even when spoiled for choice with all the digital games out there.

So, what is the secret for a game to become a classic? It may be in the fact that the 'classics' offer a unique form of entertainment and social interaction. This, combined with happy memories from childhood, evoking feelings of comfort and happiness playing with parents, friends and siblings. That is something new games cannot easily compete with. Social interaction mixed with friendly competition, for sure a winner! Many of the classic also require strategic thinking and planning, but the player can be surprised by the element of luck -just as in real life. And important life skills can be learned, as management, negotiation and decision-making -exciting and rewarding but also sometimes distorting – and all adding to the addictiveness wanting to play again. In the old games, there were not many levels to move up to. You just had to play another round, for another chance at success.

Back go life, where many different chances come around. Some of them multiple times, some opportunities come only once. One may say one would master the game of life -when making all the right choices. Thus, we should better be prepared! And play our games in any form or capacity we choose to learn from, and choose wisely whom want to play with. Being oneself, or rather playing in the form of an avatar. For the new digital game of today -maybe the classic of tomorrow.

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