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Subject: Re: Oh WoW

Posted by [Tunaman](#) on Wed, 09 Dec 2009 06:34:33 GMT

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Dover wrote on Tue, 08 December 2009 20:06Tunaman wrote on Tue, 08 December 2009 16:02Just because you're not addicted(or have a dependance, whether psychological or otherwise) to something doesn't mean it won't negatively affect your life. So be careful, your energy/time that could go towards being productive may end up being spent "being productive" in WoW.

The same can be said for any game, including Renegade (And even ones that have a much larger acceptance in the greater society like Chess). Any time not spent "being productive" (There's a subjective term if there ever was one) would be a negative affect on life by the strictest standards. I think we can agree "being productive" in WoW doesn't translate well into being productive in the "real world", but where do you draw the line? How much time is acceptable for people to spend on their own enjoyment? Labor activists used to have a slogan that went "Eight hours for work, eight hours for sleep, and eight hours for whatever we please". How much time is it necessary to spend on one's own enjoyment to keep morale up?

I'm happy this shit-tastic thread is finally turning around.

That's not really my point. I guess my point is that a game like WoW where you're constantly working towards and achieving new goals can be much easier to keep someone's attention than a game where you keep striving for the same goals(IE: Ren, FPS games), I should have said that instead of said "being productive".

I wasn't really saying that other games can't take away your productivity.

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