

Reality bites.

**or, 10 things serious game researchers
will never admit to doing but do anyway.**

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A black and white photograph of Leonard from the movie Memento. He is shirtless, looking directly at the camera with a serious expression, and holding a rotary phone receiver to his ear. The background is dark and out of focus, showing what appears to be a doorway or a window. A black text box is overlaid at the bottom of the image.

10 We forget what we wanted to do.

Memento (2000)



#9 We use the waterfall model.

Superman 2 (1980)

SHALL WE PLAY A GAME?

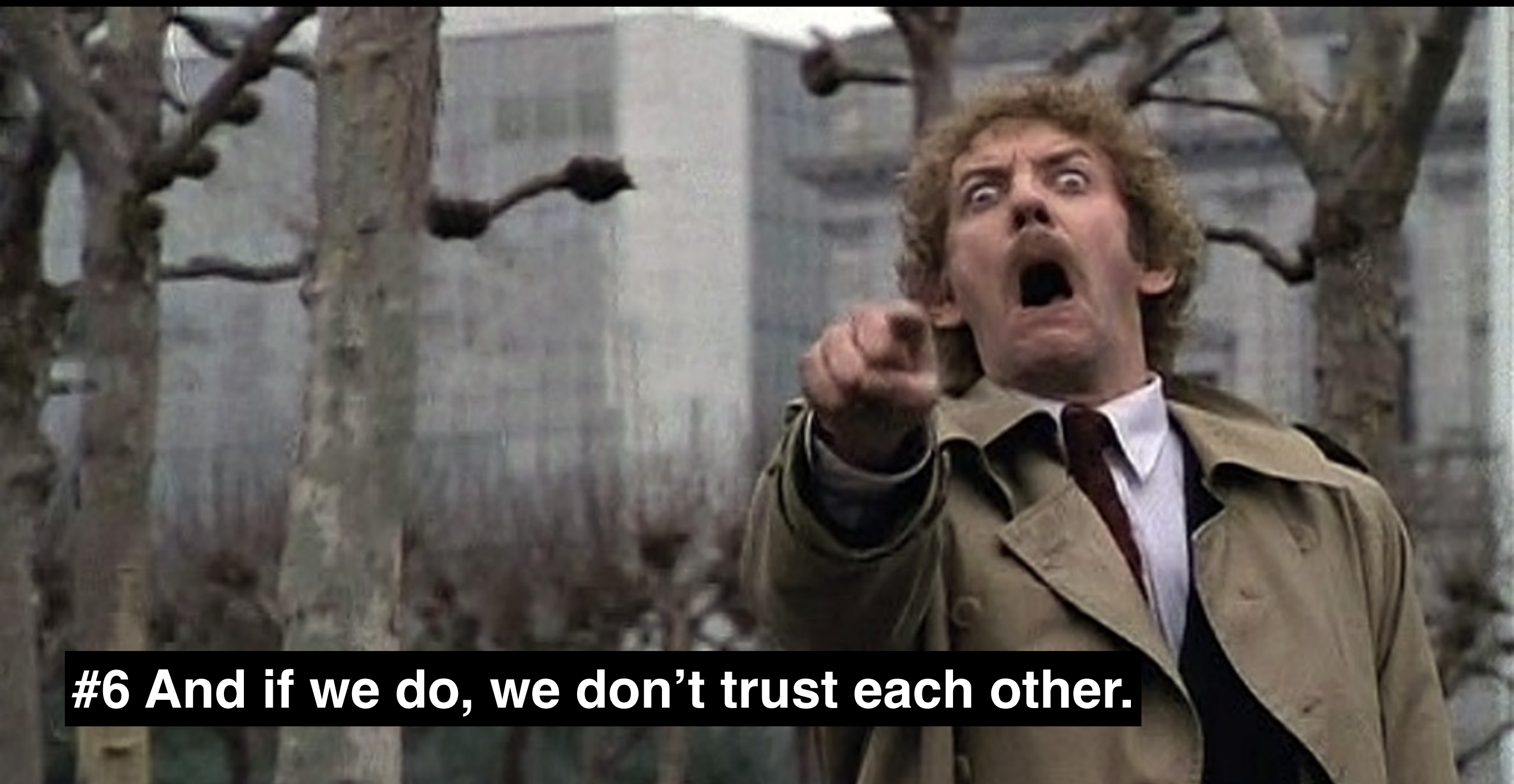
**#8 Technology isn't the solution,
it's the problem.**

War Games (1983)

#7 We don't understand each other.

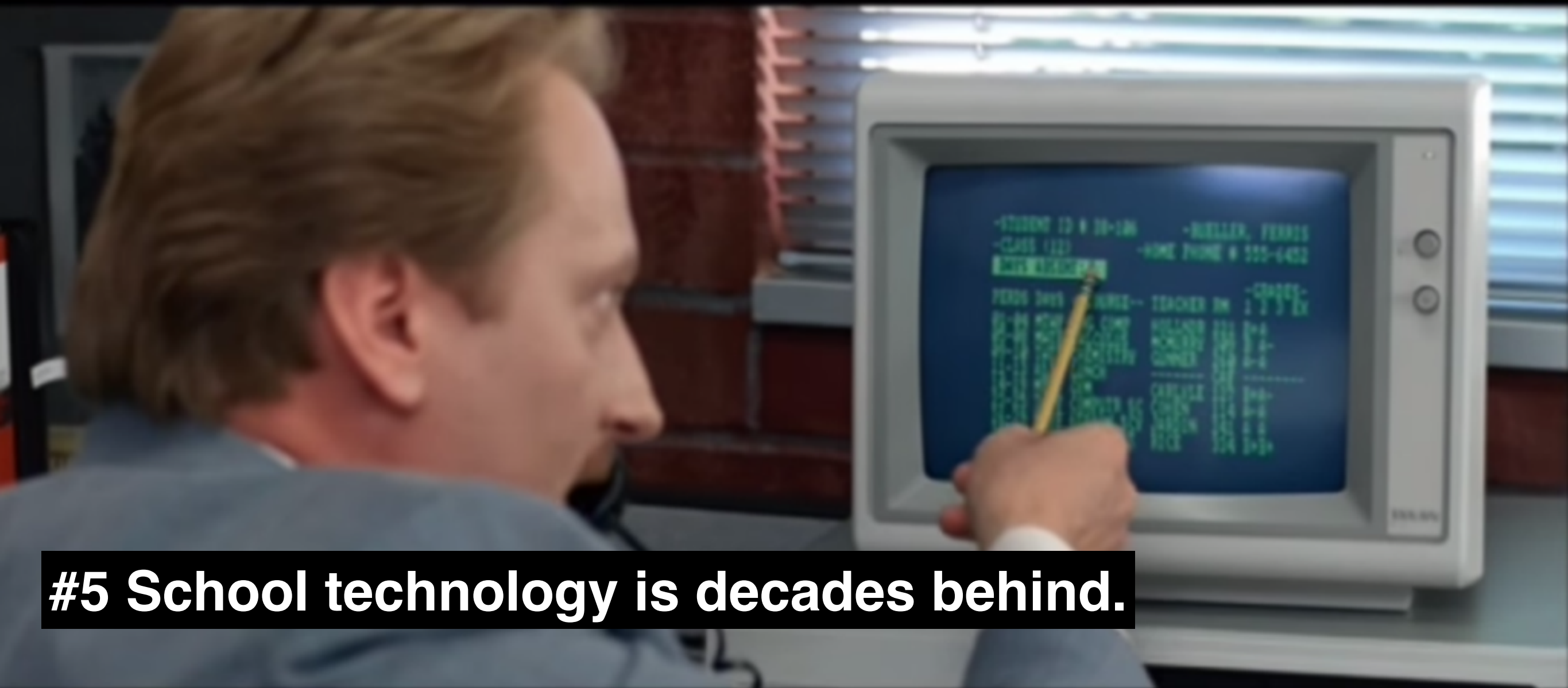


Mars Attacks (1996)



#6 And if we do, we don't trust each other.

Invasion of the Bodysnatchers (1978)



#5 School technology is decades behind.

Ferris Bueller's Day Off (1986)

A still from the movie 'The Shining' showing two identical young girls standing in a hallway. They are wearing matching light blue dresses with white bows at the waist and white knee-high socks with black Mary Jane shoes. The hallway has yellow floral wallpaper and a blue carpet. A black text box with white text is overlaid on the image.

#4 Children are scary.

The Shining (1980)

A man with long, dark, curly hair and a goatee is looking directly at the camera. He is wearing a red t-shirt. The background is a classroom with fluorescent lights on the ceiling, a bulletin board with various papers, and a door in the distance.

#3 Educational games look like a big bag full of mashed up assholes.

Eastbound and Down (2009)



#2 We run out of time for proper evaluation.

Lethal Weapon 3 (1992)



#1 We lie about how well we're doing.

Terminator 2: Judgment Day (1991)



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Fight Club (1999)