Reality bites.

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

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10 We forget what we wanted to do.

Memento (2000)

#9 We use the waterfall model.
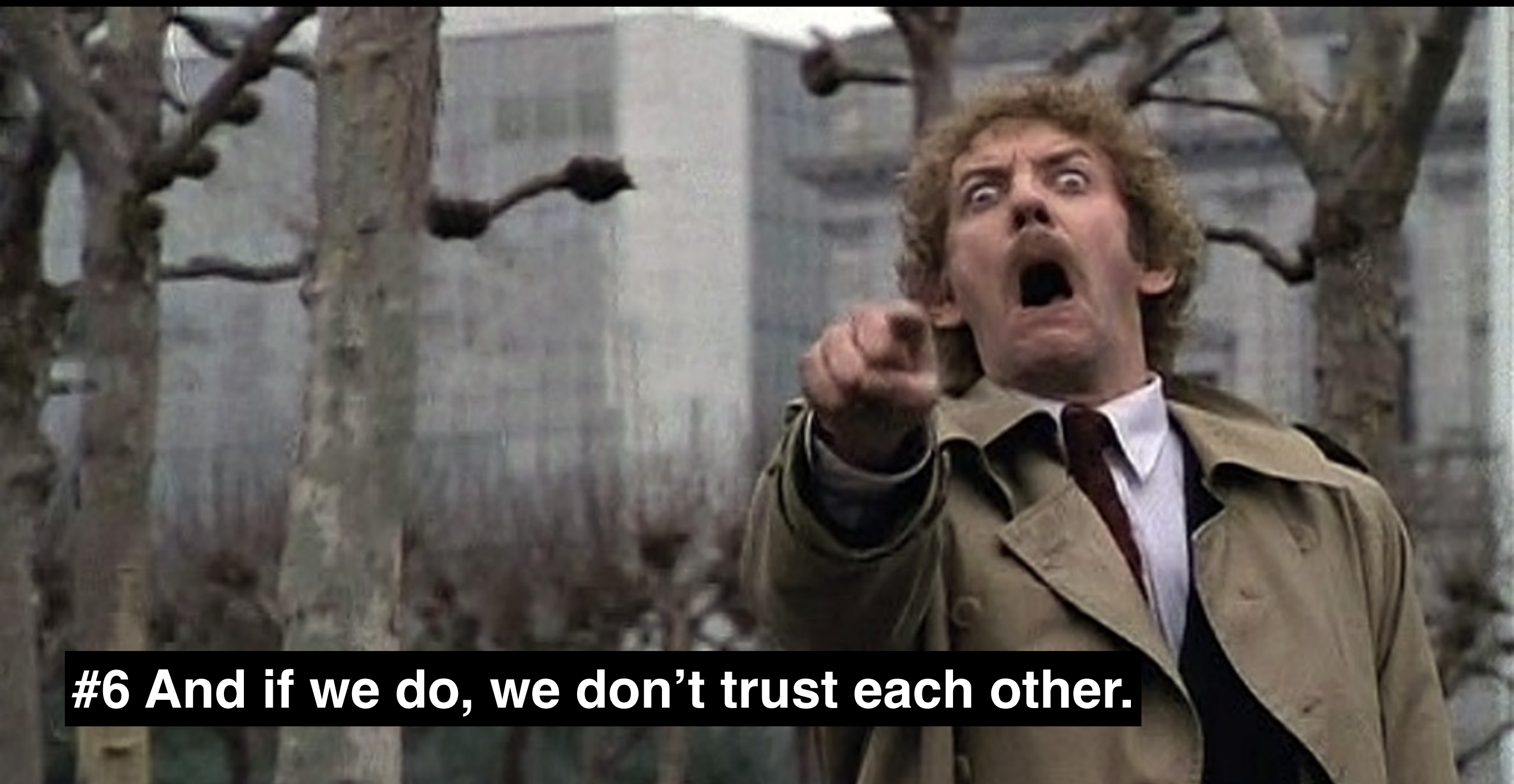
Superman 2 (1980)

SHALL WE PLAY A GAME?

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

War Games (1983)

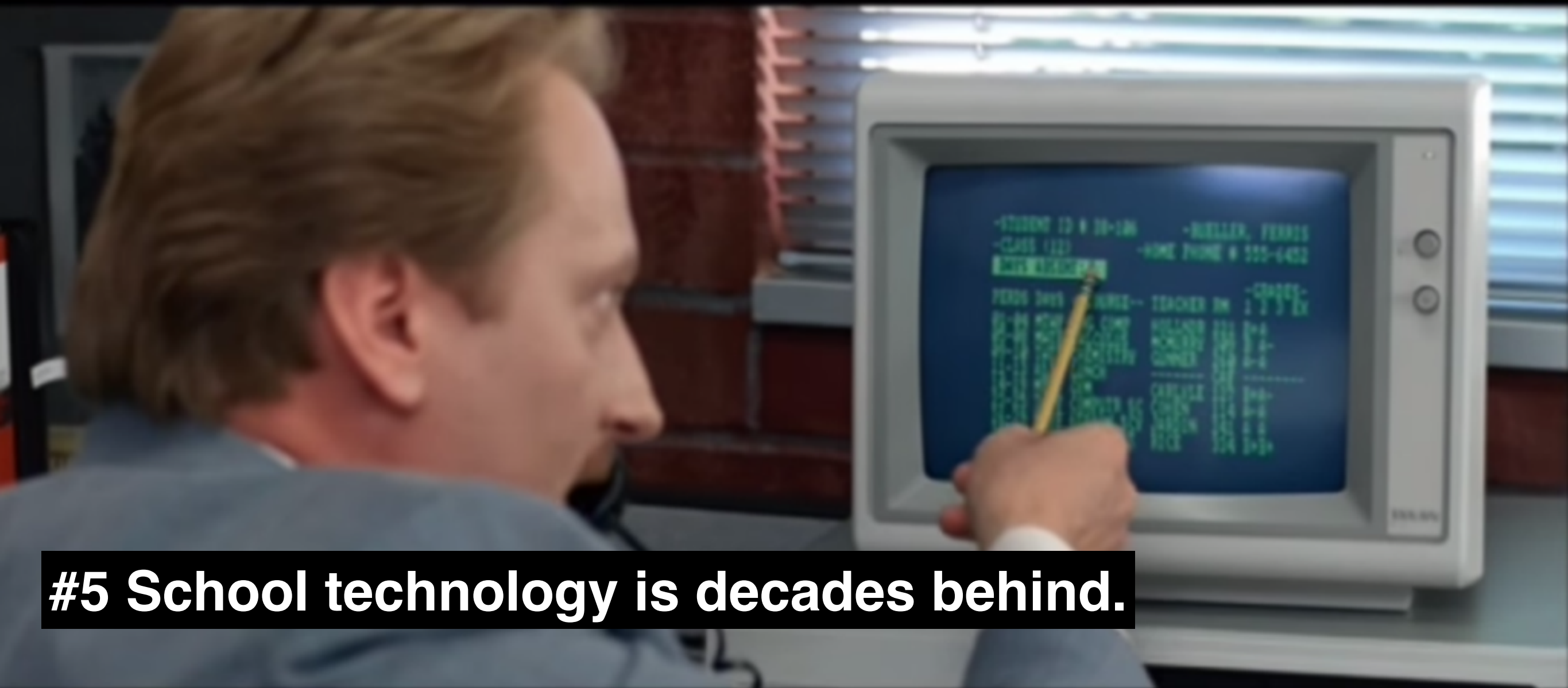#7 We don't understand each other.

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)

#4 Children are scary.

The Shining (1980)

#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)