

"...strikes a chord."

—Kirkus Discoveries

# HUNTING, GATHERING, & VIDEOGAMES

Todd Allen Gates

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## Hunting, Gathering, & Videogames



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The common conservative response to the question "Why do we work?" D. talks about the annals of why we've always had to work, tracing the normal link between the workday of the prehistoric hunter and gatherer, the initial millennium B. This book was written for the philosophically-minded teenager and young adult struggling to make sense out of the contradictory approaches. Component I: WHY DO WE MUST WORK? The common rebellious answer, however, is that function is for seeking one's inner calling, no matter financial consequences. One of them overview is an description of why we use this odd issue called "money": why the complications of bartering inevitably lead communities with multiple items and services to make use of some type of medium-of-exchange (end up being it beads or dollar bills) to resolve their trading complications. farmer, the A." can be that it's to pursue maximum wealth and status, regardless of personal fulfillment. first century pottery-maker, the nineteenth century assembly-line worker, and today's videogame programmer. C. PART II: WORK, WEALTH, & STATUS focuses on today's world, and contrasts our culture's guideline for happiness--the wealth, status, and identity we are based on our careers--with a guideline that rather aims for a balance of our physical, psychological, mental, and spiritual sizes.



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Your most significant work doesn't need exterior validation "Where was this book when We was a rebellious teen? There wasn't very much there about that (my fault for not really reading the description even more thoroughly). Certainly, Todd clarifies why we have to work -- certainly, why it's good for us to function. We live in an era of hyper-specialty area, and a confused son who wants to understand why he must work (and what that has regarding happiness) may possibly read, e. This book, or something similar to it, should be needed reading for high school children., an economics textbook, only to end up with the vague feeling that he somehow knows more and understands less. And how can it be otherwise? In keeping with the times, he's following in the exalted footsteps of the professional, seeking depth of knowledge in the wish that understanding will observe -- but this is folly, because the challenge before him needs breadth, not really depth."Breadth" doesn't mean "shallowness." If you understand the fundamentals of several certainly related topics of small importance -- such as for example fashion, celebrities, entertainment, and gossip -- in that case your understanding is normally shallow. But in the event that you understand the fundamentals of several apparently orthogonal principles of deepest significance -- like history, economics, development, and psychology -- and moreover, it is possible to address that understanding to some larger question, then you have what Todd has: breadth of understanding. But don't mistake this as a mere function of socioeconomic apologetics. Todd couples that breadth of understanding with clear, compelling writing, producing the only volume I know of this could set our baffled son straight after only an afternoon of reading. A breezy sixty page read, Todd covers lots of ground in few words and phrases, drawing upon history, economics, evolution, and psychology to create a whole that is much larger than the sum of its parts. But he makes us think about what work can be, and what fulfillment means, drawing a distinction between work and paid work, the latter being truly a subset of the previous. One of the best sentences in the complete book comes from Chapter 6, "Measuring Success," where Todd writes that "The idea that our path to recognition need to come through our paid employment rests on the premise that our most treasured talents could have a location in the competitive and sometimes overcrowded market. HUNTING, GATHERING, & Perhaps our confused son finds much fulfillment but little money in playing music. An effective method of work and paid employment depends on many factors we can not control, from our individual genetics to environmentally friendly context surrounding us. If so, he could discover Todd's message liberating: it's OK to separate your income source from your way to obtain happiness. In a way this is an expanded watch of the "day job," which is typically something you perform to make ends meet until you "make it big" together with your enthusiasm. The other choice which Todd presents would be to get yourself a nice, well-paying time job -- preferably one which isn't overly demanding -- also to never pressure you to ultimately "make it big" with your interest, but to simply appreciate it alone terms. Perhaps the greatest lesson in "Hunting, Gathering, and Videogames" is that your most significant work doesn't need external validation by means of payment -- its significance is self-justified, and you will do something else to invest in it without any embarrassment. And right here our confused son might discover something in keeping with full-time mothers: that's, the most crucial work in their lives might not earn them a single red cent, but which should not deter them at all. Perhaps at least several would have then seen the shortfalls and pitfalls of the Wealth and Status method of a fulfilled life-style and might have opted for Gates' Four Dimensions Map instead. Nor should they, for this is the province of a deeper, more important type of work: the task of the human being spirit. Great reserve for teens and young adults I purchased this book out of interest in Hunting and Gathering." That's all I possibly could think as

I read "Hunting, Gathering, and Videogames," an excellent expanded essay by Todd Allen Gates that explains a couple of things that confound most every youthful mind: why we need to work, and the relationship between work, wealth, and happiness. But what I found was a great explanation of why we function and what happens if we don't. This is a little just like the abridged edition of *Atlas Shrugged*. In short, my students were devout adherents of the Wealth and Status Map explained in Chapter 6 of *HUNTING, GATHERING, & VIDEOGAMES*. About two-thirds of the class told me that they were signed up for the university for one overriding reason, to receive a diploma. Asked why they thought that a diploma was an objective worthy of their money and several years out of their lives, the uniform response was a degree was essential to get a "good work" and make "additional money." Learning anything seems to have been rather inconsequential to these learners, for their entire concentrate was on a credential that promised position and prosperity in the "real life" to come. "Wealth and Position" Versus "The Four Sizes"

As I read Gate's *HUNTING, GATHERING, & VIDEOGAMES*, I was reminded of a course of undergraduate university college students with whom I proved helpful recently. I significantly wish that I acquired known of Gates' publication at the time and could have devised a means for each of these young adults to read it. Grain and gold are essential for sustaining body and mind -- hence our dependence on paid work, whether as self-utilized farmers or as corporate workers -- but they cannot succor core. Once he has obviously proven why both labor and cash are necessities in contemporary societies, he expands in to the field of work fulfillment and from there into satisfaction with one's lifestyle. Gates begins this brief, quickly read publication with a captivating explanation of why function is necessary and why bartering provides been replaced with symbolic monetary systems of trade. He has not provided a recipe for life at all, and the reader is still very much on his or her own in choosing a profession, but he did something even more important: He shows how the choice of a career will include consideration of one's health, social and psychological human relationships, and fulfillment of spiritual needs, however those may be individually defined. Gates' book shows clearly that financial security should be but one of many considerations behind career choices, and he forces the reader to consider the query of "more versus a sufficient amount of," where "more" might not be a fulfilling goal in all, and where "a sufficient amount of" may be the better choice. He also explains the four degrees of "plenty of," and how these levels may be attained at different stages of one's life." Todd highlights that there is no reason to expect success from fusing our quest for happiness with our pursuit of financial means. By the way, the reserve has value for everybody who is curious as to the reasons monetary systems developed and who may be wondering if she or he really does need "more" cash or of which "enough" level she or he resides at the moment. It is short enough that students can finish it before their curiosity wanes, though its design and focus will certainly help prolong that interest. There's, however, another viewers that should be scanning this book, and I recommend it to every profession counselor with every degree of client from pupil through adult. Its lessons is going far in helping adults to make career choices which are "right" for them. If its lessons were taken to center, I believe that people would have a much more pleased and fulfilled work force in the country today. It certainly gets the potential of enhancing the satisfaction and fulfillment of the task pressure of tomorrow. *VIDEOGAMES* ought to be offered to every student from junior high school through university or vo-tech college. While *HUNTING, GATHERING, & VIDEOGAMES* may possess the greatest influence on the future career-hunter, it should be of interest to anyone with a little bit of curiosity concerning how economic facets of life relate with personal fulfillment and fulfillment. In fact, I cannot think about anyone to whom I would not recommend it!



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