

# Download File PDF Elite Dangerous New Player Guide Reddit

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Elite Dangerous - Part 1: Character Satisfaction and The Marshmallow Experiment

Since the very first day I Googled "Elite Dangerous reddit", I've been seeing a lot of complaining about Frontiers and the ED content. It is in every thread, like a cancer.

However, compared to other games (e.g., COD, Battlefield, WoW), talking about ED with friends during a gathering will eventually bring you a combination of weird looks with some "how that look amazing" and/or "how long does it take to finish the game?" Most seriously, people are interested in the idea but very few will click.

I also bought the game to my son a few months ago, with no great success. After a few dozen hours of game play he never touched it again.

So, I've just some thoughts about the reasons behind this. The first thing that came to my mind was the famous psychological experiment: The Marshmallow Test (see link below for a demonstration) first used by Dr Walter Mischel from Stanford U. Basically, you put a kid in a room in front of a marshmallow/cookie/dessert and tell him that you have to leave. The test: you tell the kid that if he doesn't eat the treat, he will have 2 (1) when you come back. Then, you go out and you watch...

This test is known to reflect delayed gratification and to be, among other things, a very good predictor of scholastic success.

In the case of ED as an entertainment, I believe that for many of the persons moaning about the "grind-fest that is ED", the game is a very very slow and repetitive sequence of similar actions in order to accumulate enough credits and buy the biggest ships, menus, even though the game as no story line, they seek to create one of their own with only one simple goal: get rich and powerful. Can. No wonder the complaint.

When I look at my son and his friends, I am, sadly, not surprised for their lack of interest in ED: the games they play and keep playing, are fast paced and highly rewarding. Further, they do not require a lot of research to master and understand. Comparatively, ED is a game of patience, of delayed gratification.

On the other hand, I noticed (this is a personal observation and has no statistical value) that a large number of players who are really invested and active in ED communities have high-end jobs (B.Sc., M.Sc., Ph.D., MD, etc.), I would be very curious to see a demographic/economic analysis of ED players.

TLDK: this game is not for you.

youtube link: [https://youtu.be/Qk\\_ny6k4mQ](https://youtu.be/Qk_ny6k4mQ)

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Wherein people who don't like a video game are psychoanalyzed