

In a very short way of seeing my utopia it would be a fast-forward to the future where civilization is already heading to. I find that present-day civilization can't remain on this single planet. The system as a whole might look somewhat like the EVE Online MMORPG, but even before playing that game, my vision was settled and while playing my vision was more enhanced by it rather than radically changed.

Environment:

In my vision of the ideal society we have to get rid of our limitation of living on 1 planet and start working on getting to Mars (for starters). After that (assuming research will be ready for it) we have to continue onwards outside our solar system. Key here is then to reach high speeds for travel: your perception of time won't change, but for a distant observer you look like reacting slow. In my opinion this means that for the traveler's perception he/she seems to go faster than light. The only major hurdle I can see here is not so much speeding up, but rather slowing back down.

System:

For this utopia the world needs to unite and work as one. The reason for this is that we have to pool resources and manpower to create the Marsian spacecraft to start the initial colonizing.

Why do all this? Because the solar system we live in won't be there forever so we have to be able to get out of here before Earth is flung into space when the sun starts to die.

Rules:

To get us all working together there must be a strict set of rules to preserve as many languages and cultures as possible even if only for historical reference. In my opinion the first law should halt purposely killing a fellow (wo)man.

Values:

The greatest value of all is trust. Those that you trust, you allow access to private information sooner, unknowing what they might do with it.

With medical studies already advancing towards living forever we have to keep populating more worlds since it is unlikely that the population stops increasing.

Role of serious gaming:

I would say the role of serious gaming is more for training simulations and defense of assets (e.g. planets and spacecraft). Simulators could be quite similar to present-day flight simulators or submarine simulators. As for the defenses I would let them be run by people, but not by people in the (space)ships themselves, but rather in for example an underground bunker where control is done remotely (using sensors and multiple types of data-transmission in case one or more are shut down by possible enemy forces).

As stated from the show "Curiosity" from Discovery when we live forever that we have to counter boredom. Here serious gaming or 'normal' games could provide an answer with their means to escape everyday life.