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Unit 6 Assignment 3

The Gaming Debate

Introduction

In this article i will be discussing the gaming debate and the for and against arguments to this debate. Throught the time video games have been a form of media they have had positive and negative effects on the world and the people who play them as most forms of media do from television to music. The media itself for example the news likes to show more of the negative side and we will be discussing this in the article but there are some positive effects that do come to light in the media like education and brain improvement.

Against Gaming

One of the arguments that videogames are bad are the violence that follows and that is blamed for, this most commonly stems from the very famous Grand Theft Auto franchise that is most well know in the media for having large amounts of violence within the game. Many shootings in america mainly have been connected to this came and in the media it is often shown as the main cause. In 2013 when GTA 5 was released an 8 year old boy shot and killed his 87 year old grand-mother in Slaughter,louisiana after playing the the previous game GTA 4. It was initially thought that he killed her by accident while playing with the firearm but later reports for that he intentionally shot her in the back of the head after he had played Grand Theft Auto 4. This can be an example of imitation part of the uses and gratification theory which talks about the certain ways gaming can affect a person and how it affects them for example escapism, imitation are parts of this theory that tell us how people can react in certain situations for example in gaming people could pay games but will be tempted to imitate what they see on screen and emulate the action as we can see in the example i have shown about the child and gta. This means that gaming can affect people and children in a negative way as the 8 year old boy may wanted to imitate the game as he was young and didn't really grasp the concept of laws and morality. Games like

this are rated 18 for a reason and if the parent or guardian that purchased this game for the 8 year old should have thought twice about buying an 18 rated game for a minor as then this tragic incident could have been avoided.

The next point i am going to be discussing is part of my own personal experience in the world of cosplay and the negative effects of fan culture theory. **Fan culture theory talks about fans react to situations and what they do within there culture. When talking about for example cosplaying in fan culture you can see that is is a very community effort for them and the way fan culture works and this can have positive and negative effects towards the fan culture and the people outside the culture.** All pop culture has fandoms which are fans of a certain game or other forms of media for example television. Having an interest in cosplay iv recently i have seen a lot on facebook of sexual harassment in the cosplaying community. Because of the characters in gaming most of them unfortunately don't where a lot of clothing to appeal to a more male oriented audience. In 2015 there was a survey done by B*tch Magazine that revealed that 13 percent of the recipients that took the survey have been sexually assaulted or have had sexual comments targeted at them as well as another 8 percent that had been groped, assaulted and even more disgusting behavior such as rape. This means that out of the 130,000 people that attended the san Diego comic-con 10,000 could have been sexually harrassed is some way during the convension. This is extremely unacceptable and needs to change as people should feel safe being with the people that make them happy and doing something that they love but some people out there only care about himself and ruin it for other people in very inappropriate ways.

One of the big problems in gaming is how the people playing take that information and use it in there lives. One of the problems i can see in this is to do with the hypodermic needle theory which explains how people take in information from the media. Call of duty and other war games for example battlefield are a big concern in the world of propaganda. These games are always west vs east making the west (United states of America, United Kingdom) are always the saviors and the people that come to the rescue and the west (Russia, Afghanistan, China) being the evil bad guys than plan all the world's problems. This causes the children who are playing these games to take this as fact and use this information in their lives making them be detached from diversity and possible causing violence for people of a different race that are known to him. Video games need to take

into consideration on the effects the narrative have on the people who play them on a daily basis

For Gaming

After discussing the negative effects of gaming and how it affects the audience i would now like to look at the more positive side of the gaming debate. One of the big things that is talked out in gaming that is a positive effect is can improve you skill for example hand-eye-coordination as you will need to keep track of different things at once like running and also shooting your enemies, this requires you to keep improving your skills as you play the game because as you continue through the game the levels get increasingly harder. This is an example of user and gratifications as this game uses its entertainment purposes to make you gain not just skills in the game but also practical skill in the real world. One of the other such benefits of this such effect is brain training like Nintendo's game Brain Age which test your brain to improve its cognitive though and improve your brain overall in your daily life. This can help older people who may suffer from alzheimer's which is on the rise in the UK and this need to be slowed down and eventually stopped entirely.

Fandoms are a very positive result of video games and other forms of media as they bring people together in a common cause, this is another example of fan culture but in a more positive light as i am also part of many of these fandoms in video games. One such example is a game called Undertale which exploded with popularity selling over 500,000 on just steam and more on the other places it could be purchased. This is one of the few games that touched people's hearts as well as mine and created a rich community of talented people who can talk about subjects within the game, there is also a large amount of fanart which is what artist like to do when part of a fandom and created art based on the game as well as cosplay which can also have a positive effect on a community.

In a world where media pump us full of information that can be warped as they see fit ,games aren't unaffected by this as i mentioned earlier on the subject of Call of Duty. some games are now being used in the classrooms to help teach the students attending the classes, this is connected to the hypodermic needle theory that tells us that people are being fed information through media but this is a positive use for it as it is teaching kids

about the world around them and how we can all work together to make it a better place rather than working against each other.

Conclusion

In conclusion i feel like i'm in the middle ground in this debate. There are obviously very dangerous negative effects that gaming causes but also very positive effects in the industry. Looking at all the evidence i have wrote previously shows that i am on the fence when it comes to this debate , i am a avid fan of video games and i feel that i haven't had any positive effects from them but i am one example, there are people i know as friends and research that as shown that there are positive effects from them. I feel that there need to be stronger regulations on video games and what the games portray in the games as it can be interpreted by a younger audience in a bad way.

Sources

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Con- Sources used above and personal experiences with gaming and the listed theories