



VIDEO GAMES

And their effect on National Communities.

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THESIS

- Video Games have a large impact on a country's National Community, and these video games tend to act as a double edged sword for this community. This is seen through its positive effects, including how it can benefit people's lives when used the right way, as well as through its negative effects, including how it can change a person's mentality on how the real world is.

TECHNOLOGY

- The world is becoming more technologically advanced each day.
- Technology shapes our lives in most ways.
 - Alarms on phone
 - Contact with friends, family, colleagues, etc.
 - Cooking help
- Social Networks are more apparent than ever.
- Social Networking is a huge part of mobile gaming.
 - Sharing scores with friends
 - Getting help with level completion (ex. Candy Crush)
 - Challenging friends to game competition

COULD THIS BE A BAD THING?

- Could Technology be ruining our real social lives?
- Is Social Networking really social anymore?
- Technology “taking over” our lives?
 - People constantly seen on their phones or other devices.
 - “What ever happened to seeing someone in person?”
 - We rely on it for almost everything in our lives.

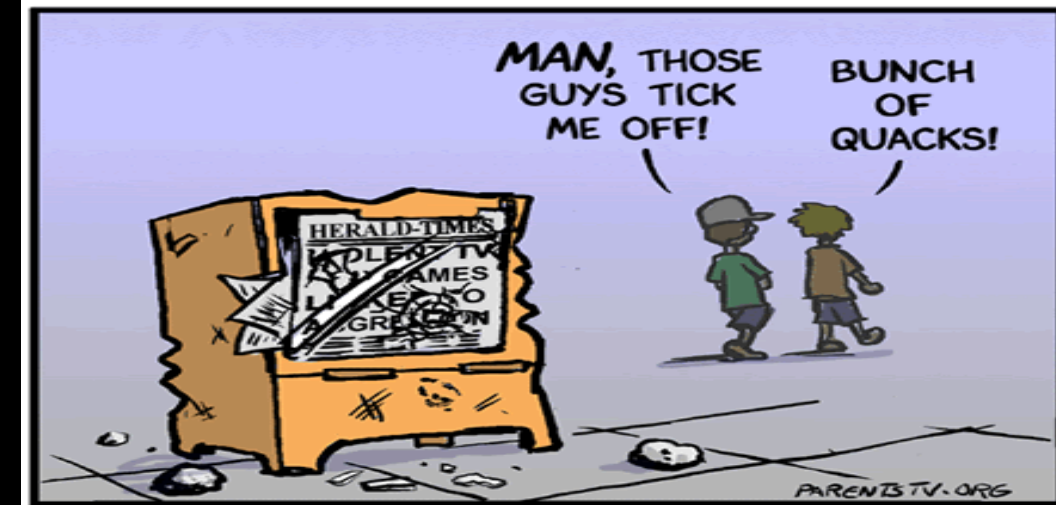
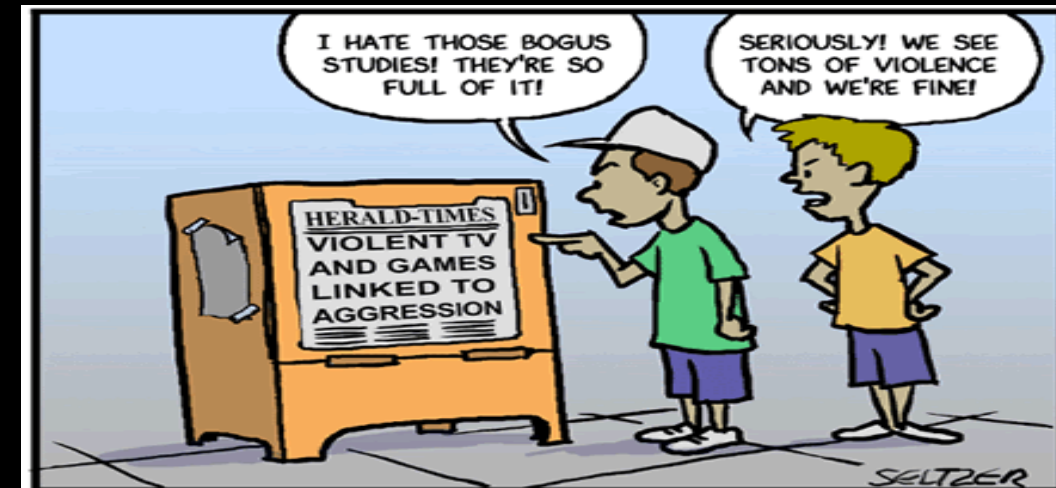
POSITIVE EFFECTS OF VIDEO GAMES

- Can increase activity in people.
 - Exercise tool for children with Cystic Fibrosis.
- Can increase attention and reaction timing.
- Video games can heighten learning for students with Learning Disabilities.
- Multitasking skills
- In Simulation games, real world skills
- In learning, video games can increase engagement with students highly.



NEGATIVE EFFECTS OF VIDEO GAMES

- Potential Social Isolation
- They could teach children the wrong values (Violence, vengeance, and aggression)
- Online experiences can teach children bad language and behavior.
- Children can become addicted to video games.
- Children that constantly play non-active games could be affected by obesity, carpal tunnel syndrome, tendinitis, and other diseases.



GAMING ON A NATIONAL LEVEL

- More than 70% of young men are avid gamers.
- One third of gamers are women.
- “The video game is both a mirror of existing relations of power and authority in society and a powerful cultural force in its own right”
- Advertisements are a huge part of gaming.
 - Marketing from Coke, Levis, McDonalds, Nike.

WOMEN IN VIDEO GAMES

- Female portrayals in video games are mostly seen in a negative light and context.
- “Few games model a range of female body types for players to inhabit as avatars: Women are White and young (or exoticized women of color) with unrealistic body proportions and depicted either semi-nude or in clinging body suits” (John Sanbonmatsu 428)
- Women can even be sexually exploited in video games, such as Grand Theft Auto.
- Females in video games are almost always seen as a controversy, and it is completely understandable as to why.
- Female portrayals in video games are, more often than not, negative and do not portray the gender as a whole in positive ways.

RACE IN VIDEO GAMES

- Racial Stereotypes are ever prominent in video games.
- Asians are depicted through martial arts masters or villainous positions.
- African Americans as well as Latinos are portrayed as drug lords or prostitute their bodies.
- Arabs are seen as terrorists and enemies in first person shooters.
- People argue that these stereotypes are a part of what educate children poorly about the world and the cultures in it.
- A large part of this argument that isn't mentioned, however, is that almost all of the games that have these stereotypes are aimed at older gamers (18+) and children aren't the intended audience for these games.

HOW RATINGS AFFECT AUDIENCES

- There are ratings for video games that determine who the audience is sent too.
- Mature games, like Call of Duty and Grand Theft Auto, are aimed at much older gamers, and these are the video games that portray most racial and female stereotypes.
- If these games are played by younger audiences, it is the fault of the parent for not observing what their child is doing, as well as what they are playing and experiencing from a young age by playing these mature games.
- If exposed from a young age to violent games, it can greatly affect a child and his mental growth.

WHAT DO VIDEO GAMES SAY ABOUT NATIONAL IDENTITY?

- There are positives and negatives that come with video games, but the positives far out way the negatives.
- Technology is a part of community, both nationally and globally, and that will always include video games.
- Video games bring together a large community in a social way and is very reflective on what national identity is.
- They bring together multiple cultures, but the conflict comes when it becomes how people are portrayed.
- This portrayal is similar to television and other media, and it is a constant problem throughout media.
- In order for this to be fixed and for everyone to be represented fairly, there must be a line drawn somewhere. For music artists, it would be how they portray themselves through their music. For video games, it would be how they portray others through their games.

VIDEO GAMES AND NATIONAL IDENTITY (CONT'D)

- Video games don't define communities, but they help form communities based on the gamers interests.
- Communities are brought together through video games with the blending of cultures in games along with a fun aspect of play that isn't seen in other types of games (board games/card games).
- The video games do however have a big effect on how people shape their own identities.
 - How people can edit their avatars as well as change their character to what they might want them to be.
 - This could also be through how they act in online games and portray themselves to other people that they are playing with.