

Mass Effect 3 and the ????? Racism or Tensions Between Alien Species

ENGL 199 Research Report
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Abstract—Video games are often blamed for many social problems, from laziness and lack of motivation to accomplish anything, to pent up aggression that gets released as acts of violence in the real world. Although the gameplay in the Mass Effect Series contains violence, by allowing the player to develop his/her own character, the narrative of the game causes players to think about societal issues that we have problems with today, and act as a leader for the galaxy.

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I. INTRODUCTION

This introduction is far from complete, and only has ideas jotted down

Conflicts to talk about:

- Krogans and Salarisians - Genophage
- working with the council against Cerberus. Cerberus is basically a pro human hate group analagous to white supremists today
- Quarians and geth - is synthetic life important?

Statistics:

- 1) 92% of players cured the genophage
- 2) 64.5% chose the paragon(good) options and 35.5% the more mean shepard - can be the 'no' part of the qualified argument for paragraph 1
- 3) 27% choose to save the quarians, 37% the geth, and 36% both

-over 88.3 hours played in single player campaign

Outline:

- Introduction:
 - general statement (importance of the topic)
 - thesis sentence (opinons and why, make a qualified argument)
- Body paragraphs: Start with the concession , then continue with arguments supporting your opinion
 - 1) No
 - 2) Yes
 - 3) Yes

Although video games are commonly blamed for aggression in society today, and the desensitising of individuals with respect to serious societal issues, Mass Effect touches on some very important societal issues today, and makes the player think about political views. One of the prevalent issues in the world today is racism. Particularly, In the Mass Effect 3, the issue of racism is portrayed through alien characters, and tensions

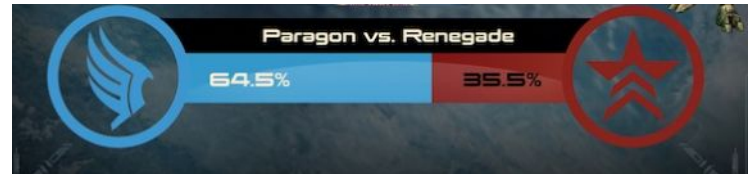


Fig. 1. Most players choose the ethical option

between them, where the player makes decisions literally as a world leader. The game puts the player in the position to make important decisions, which impact the outcome at the end of the game, and good decisions are rewarded.

The narrative takes place in the future, where humans are no longer concerned about racism amongst themselves but rather societal tensions are between alien races. (If anything there are ideological tensions ie. with cerberus and the alliance but these tensions are not a result of racism amongst humans, but rather different ideological views of what is the best interest for the human race. (cerberus believes in using any methods (even illegal and terrorist like) for furthering the human race.) both organizations goals are to ultimately do what they believe is best for the entire human race). Rather, racial tensions are observed between different alien races.

II. HUMAN CONFLICT - CERBERUS TERRORIST ORGANIZATION

The allied aliens work together in a sort of galactic government, called the Citadel. Cerberus throws in a monkey wrench and claim to be pro human, but in reality are extremists who even illegally experiment on humans, and ruthlessly kill those who do not agree with their ideology

-Renegade and paragon statistic most people chose to be a good leader as opposed to a ruthless one.

III. TENSIONS BETWEEN THE KROGAN AND THE SALARIANS

these alien races distrust each other because one developed a virus to wipe the other out. A staggering 92% of the players choose to cure the genophage, which eases diplomatic tensions, and is considered the good option

IV. ARE A.I. AS IMPORTANT AS ORGANIC LIFE?

The Quarians, who developed machines called the geth to do work made these machines more advanced, and in violation

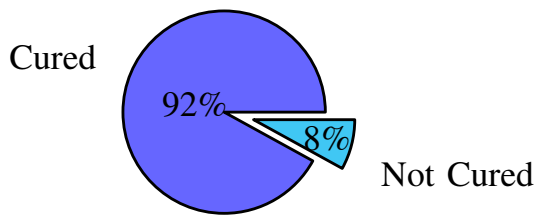


Fig. 2. Most players chose to cure the genophage

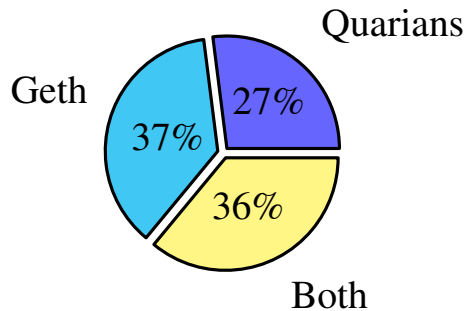


Fig. 3. Players appear to place value in synthetic life

of the Citadel's rules these machines become a fully blows self-aware Artificial intelligence. The Quarians attempt to wipe them out, but the geth retaliate, and the Quarians lose millions of people, and are now nomads, and lose representation on the Citadel. The player chooses between saving the Quarians, or gaining the military support of the geth, who have free will.

V. CONCLUSION

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