S in games

A lot of people out there are terrified at the impact of explicit content reaching their kids. The fear has always been there since time immemorial but it has surged in the recent years and I guess the mainstream media shares some guilt. The way media portrays various situations does raise questions. As far as games are concerned it has been brought to my notice that there exists games which contain highly explicit material. While I’m sure that the devs who create such games make it with the sole intention of allowing adults to vent out their frustration or whatever. I wont judge game devs, they’re family. But I do agree with you what you say makes sense, we can’t allow children accessing certain kind of materials.

And I share the same vision as you. There’s nothing more precious in the world than a child’s innocence. But the monsters of our society wont let us have our wish of preserving this innocence. Sooner or later a child is bound to learn the harsh truths of life and if the kid has an internet connection it’s not even a question of when he gets exposed to it the question is at what click does he get exposed to it. You are right in believing that certain kinds of media have played a role in normalizing the display of explicit content but when it comes to games I beg to differ.

While most situations portrayed in other forms of media risk being mis conveyed, games can be used to make the child understand the reality of the situation. Games can make them understand the true meaning of relationships, that beauty, status, financial stability etc. don’t matter and the only thing that matters in a meaningful relationship is character. The way you treat a person. As far as my game is concerned, what you say is true. A player can have a relationship and he/she has the option for romance but what you missed out is that the relationship can only be formed if the player treats the characters in the proper way. If they learn to make choices without discriminating on the basis of color, religion, beauty, financial status and treat the characters with love and respect, only then will they be able to form a relationship. Now I might be wrong and please correct me if I am but genuinely think that if we expose people to such virtual situations where they experiment with various choices, they have a chance at becoming better in the real world. By forming meaningful virtual relationships they learn to form meaningful real-world relationships. In a way humans are machine learning models. The way to make it better is to provide it with more data or improving its algorithms. Art that deals with romance provides humans with this data in fact it is the only thing that does this without a sense of misguided shame and that is the very reason romance in art is so important and has persisted throughout humanity despite the censorship of misguided people. Games are art of the 21st century and I believed that my game would make people learn something about relationships. I might be wrong but before you make your judgement, play the game and then let me know what you think.