**Video Games and Its**

**Impact on the World**

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**Abstract**

In this document, the effects of video games will be observed. The impact on pop culture, entertainment, communities, and controversies with politics and freedom of expression will be discussed. Also, it will be observed on a local and global level, as many perspectives are shown regarding each issue or aspect of video games.

**Video Games and its Impact on the World**

**1. Introduction**

Video games are a prevalent part of the world around us. It is common to see or hear something associated with a video game franchise or gaming community. It has become a part of pop culture and our society, that people do not realize the pros and cons that it has on our world.

In this paper, it will be split up into various sections based on different issues. Section 2 will discuss why video games matter, section 3 will discuss the communities and content within the communities, section 4 will be about freedom of expression and censorship, section 5 will be on education, and section 6 will be the conclusion.

**2. Why Video Games Matter**

When it comes to video games, people will tend to see it as just another way to pass time or a distraction. To a certain extent, this is true as games help relieve stress from people’s daily lives and can be seen as just a distraction. To many people however, this is not the case. Characters such as Mario, Luigi, Sonic, Kirby, and many others become iconic and are known in today’s society. It has become a part of pop culture and no matter what, is at least mentioned or shown in media. The characters are well known, and it is highly unlikely that a person would not know them.

Not only that, but video games have become a form of art and entertainment. It is not just a collection of pixels that move around on a screen based on a character’s input. The main protagonist of the game and its many supporting characters become a part of story being portrayed that stays attached to the audience. This is done so with movies and novels, and the same principle is prevalent in games. This will be discussed further on in sections 3 and 4. Overall, video games are important in society and will continue to be a part of it no matter what occurs in the near future.

**3. Communities and Content**

Video games create communities with diversity, and this diversity is what makes games interesting while helping connect others. Games can be compared to movies or novels for various reasons. Games often portray various themes in a story like movies or novels, which will be discussed in section 4, and even have mass followings as well. The gaming community is a massive community centered on everyone’s love for gaming. Within this community, there are various other subcommunities, based on genres, consoles, game franchise, and competitiveness.

An example is a community centered on League of Legends, a popular MOBA (Multiplayer Online Battle Arena) where people engage in teams of five to destroy the enemy base. This community is massive, composed of over 100 million active players every month. The game’s player base spans across the world, from the US, to Europe, to Asia, and more. This number continues to grow as the community continues to expand due to the game increasing the amount of characters to play and many updates to the game to keep it new for the community. This is an example of a game that has a massive community that is active around the world.

With such a big following, it allows people to socialize from behind a screen and to work together to achieve a common goal. It might not be for money or recognition, but just the satisfaction of working together as a team and possibly winning the game or having fun. This is all done from the comfort of home and a major component why people join these communities and play with one another is “friendship.” [1] With such an alluring charm, it brings people in and connects people. This is applied to other games, genres, and consoles, as different communities exist, and all have the same principle in mind: connecting the world and allowing people to socialize no matter what nationality, race, or sex.

However, the issue with some of these communities can be that they can contain negativity. Going back to League of Legends, it has a massive following with many people playing the game, but ultimately, no community in the world is perfect. The League of Legends community used to have an issue with toxicity, and it still does to this day. Communities like these can give gamers in general a bad reputation, as well as companies that create games. One example is the story of Tyler1.

Tyler1 is a well-known streamer that used to be very toxic. He used to intentionally feed games that were deemed unwinnable by him and would be very aggressive towards people. He would write terrible comments to others in-game, which would eventually lead to him getting banned from the game permanently. The company took the right approach by doing this, as it was a negative influence in the community. However, the ban took long to be done and after a few years, he was unbanned.

The problem with this is that he was unbanned since he was reformed [2]. To a certain extent, this is true since he has calmed down and stopped being aggressive towards others, but people speculate it was because he had a massive following of people who enjoyed his personality. This led to him getting unbanned and being an established figure for the game. This then brings up discussions concerning the negative impacts that gaming has on people, making them more aggressive or more violent. It also raises the question of what a company would do for money. This story proves to teach people the effects of negativity in a community and how people can perceive it, while it having consequences concerning society’s outlook on games and gamers.

**4. Freedom of Expression and Censorship**

Moving on from the various communities, another important aspect with gaming is freedom of expression. Game developers make games for various purposes. It can be either discussing political or philosophical questions, or even raising awareness of certain issues to the audience. An example of one game that does so is a virtual-reality experience known as “Tree.”

The experience “Tree” is a cinematic virtual reality experience where the artists and engineers were able to orchestrate a non-linear story for positive social and environmental change [3]. This masterpiece brings a whole new perspective of the world that people tend to take advantage of, and it is available to the public to experience. Masterpieces like this allow developers to express their concern about the world around them and to highlight issues to the audience.

However, along with freedom of expression, censorship can be a real issue with gaming. Censorship is typically done with games that have sensitive content, such as excessive gore or sensitive topics. Developers should have the right to publish what they want as it is the consumer’s responsibility to know what they are purchasing and consuming. A parent should not purchase a game about violence or sex for their seven-year-old child and expect to sue the developer. At the end of the day, the consumer decided to go to the store and purchase the game they saw on the shelf.

Not only this, but political voices can sometimes be silenced by companies. This is seen with Ng “Blitzchung” Wai Chung and the company Blizzard. In this story, Blitzchung voiced his concern for Hong Kong in a Hearthstone competition. He appeared on an interview wearing a gas mask and saying “Liberate Hong Kong. Revolution of our age!” The stream for the interview was immediately cut off, but people were still able to see his message. This is an issue since Blizzard’s is mainly operated in China. Due to this, Blizzard punished Blitzchung for damaging Blizzard’s image [4]. Due to this, Blitzchung was banned from future competitions and was forced to return his prize money. Upon doing so, the public was outraged with Blizzard’s actions. Eventually, Blizzard gave in and gave back the money, while lowering Blitzchung’s suspension. However, this still does not erase the fact that a company will silence its consumers around the world in order to protect their image and sales.

**5. Education**

The last topic concerning video games around the world is education. Many people assume that gaming can be a distraction in general. If in the wrong hands, it can be, and can impede a child’s education if unsupervised. Children might decide to play video games when using computers at their school when their teachers are not looking, which can hurt them in the long run.

However, if using the proper programs, video games can instead teach students while making learning interesting. This is seen with programs like “ABCMouse” or “Adventure Academy.” In these games, kids control characters and learn about math or science with interactive learning activities [5]. This is wonderful for parents who want to ensure their children have a good education, and it is being used throughout the USA and Europe.

**6. Conclusion**

Overall, video games has many aspects and sides to look at. The social aspect of gaming ranges from positive to negative, allowing people to connect, while also giving the opportunity to host negativity and toxicity. It also allows for expression around the world, but can also lead to people being silenced for the wrong reasons, even over political issues concerning other countries. Lastly, it can even educate people if used properly. In the end, video games will always impact the world and society.

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