HU Core Competency – Global Awareness

This was a difficult competency to use in my Project 1. This is because of how a lot of the content described mainly took place within North America. The issues that came out most of the time that I had found were not as relevant in other countries than as they were in North America. I know now that there are more situations similar to NA’s that I haven’t fully seen and I plan on looking more into that. It tells me that there is a lot of work to be done and it is quite the journey to embark on and complete. I know that I showed a few people that the work will most likely never be over. For example, I brought up the fact that the more the negatives are seen, the less likely people will buy them. This can affect other countries as well since some of the games we play come from them and knowing that their audience is given the worst idea of video games, this will discourage other countries to send them to us and possibly block our region from them. In order to prevent this from happening in the future, I plan on going into the details on both the positives and negatives from games all over the world and how exactly the audiences from other places view them compared to North America. Doing this will showcase an equal amount of both positives and negatives from all places that video games tend to bring others.