**Project 1**

## **Part 1: The negative stereotypes associated with video games.**

It is without a doubt that there are negatives people will have said or implied about video games as a whole. This is common within any type of content that is on any format of media. Although this is the case, these perceptions are more visible to the world when it comes to video games. This section identifies the different types of negative stereotypes that have come from video games as a whole. In order to help further explain these stereotypes, a few points from different sources have been used to both examples and possible counters to the arguments.

Baio, A. (2022). Fox News asks if video games are to blame for gun violence, rather than guns. *Indy100*. <https://www.indy100.com/news/fox-news-gun-violence-video-games>.

This source given by Ariana Baio comes after the events of a shooting. Fox News is the news source she uses in this article. Fox News is one of the most watched outlets for current information regarding the details inside and outside of the United States. In their response to the shooting, they take a different approach to the situation which Baio points out. Instead of talking about the guns involved, they bring the attention towards video games.

MacDonald, K. (2022, May 24). Pushing Buttons: Why linking real-world violence to video games is a dangerous distraction. *TheGuardian*. <https://www.theguardian.com/games/2022/may/24/pushing-buttons-violent-video-games>*.*

This source is given by Keza MacDonald. It comes after the events of Fox News’ decision to shift the narrative after a drastic attack. Due to how many times this type of narrative has been seen and practiced, they have come out to give their description and statements regarding the entire outcome. Using that and other situations regarding video games, they tell the reader why this type of narrative is dangerous as a whole and why it won’t help anyone out if it continues on.

Denson, T., F., Kasumovic, M., M., Harmon-Jones, E. (2022). Understanding the Desire to Play Violent Video Games: An Integrative Motivational Theory. *American Psychological Association*. 8(2). 161-173.

In this article, the authors go out of their way to give a theory on why people have a need to play violent video games. They mention as a whole that they are quite common finds within the world we live since they are available for people of all ages. The main point of this is use research regarding these video games to give a better understanding of the appeal they bring to people in a non-biased perspective.

Spino, D. (2022, July 29). Are Video Games Really A Waste Of Time? *Cinelinx*. <https://www.cinelinx.com/news/are-video-games-really-a-waste-of-time/>.

In this article, the stereotype that video games waste people’s time is challenged. Dustin Spino is the author that challenges this stereotype. From the writing of this, it can be said that Spino is very passionate about video games as a whole. They give a few situations as well in which challenges the stereotype as a waste of time is not exactly defined well by sources who claim this stereotype to be true. The main point being addressed is how it can and can’t be a waste of time.

Kanojia, A. [HealthyGamerGG]. (2021, November 4). Why Restricting Video Games As A Parent Is Actually Damaging. [Video]. Youtube. <https://youtu.be/Q-tiTTvkHpw>.

In this source, Dr. Alok Kanojia, a psychologist, goes over a story which involves the usage of video games from a father’s perspective on the matter. This father is trying to solve their son’s problem with video games since it is affecting how they do in schools and life in general. While there were other issues that are brought up in the story, the father believes that it is the video games that are the root of the problem in this scenario. Dr. Kanojia, based on the story given by the father, tears down the story through analyzation to explain to his audience how this type of treatment the father is showcasing is dangerous as a whole.

Miriyagalla, U., P., Kashima, E., S., Stukas, A. (2022, September 14). Stereotype content of players of violent and non-violent games. *Asian Journal of Social Psychology*. 1-12.

Deskins, T., G. (2013). Stereotypes in Video Games and How They Perpetuate Prejudice. *McNair Scholars Research Journal*. 6(5). 19-36.

One stereotype associated with video games is that they are tied in with the overall violence in the world or that they could lead one to become a violent person. This stereotype comes into play more often when something in reality happens and ends up making its way towards news outlets and popular social media uses. For example, Fox News, a very well-known news outlet, has tried to place the blame on video games for the recently occurred shootings in different places. They did so by saying the following: “It seems like these things have gotten so much worse since video games became so realistic and so violent” (Baio, 2022). The issue with this is that these types of video games exist across the globe, but compared to the other places, one location has more of an issue with having these shootings take place. MacDonald (2022) called this myth “one of the most persistent myths that they’ve encountered over the course of their career”. She calls it a persistent myth as it is one that continues to come back more often than usual. This is proven to be a false stereotype each time it is brought up. It remains to be false since you can ultimately play a violent video game and still feel the same as you were before you started playing. A few authors have said that “approximately 85% of video games contain violence” (Denson, T., F., Kasumovic, M., M., Harmon-Jones, E., 2022). Violence in video games is a common finding. Regardless of the rating that video games have, violence, for the most part, cannot be avoided. Sometimes, it is used as a means of storytelling or keeping the user intrigued in the game.

A second stereotype that has come out about video games is that people will claim that they are ultimately, a waste of time. This stereotype came to be due to the nature of video games as a whole. It also came to be because of the different choices that people have made in favor of video games. Some would rather play video games for hours instead of doing certain other tasks to better themselves and becoming the best person they can be. Some people view this type of content as one that is distracting from the real narrative or issues at hand. The problem with this stereotype is as Spino (2020) stated: “Anything could, in theory, be considered a waste of time by one person or another because not everyone sees value in everything”. What this essentially means is that a “waste of time” is mainly one’s opinion and never truly a fact. Someone could take think the opposite since they have possibly put more value into the video game itself than the other person. If at least one person has value in what is considered to be a waste of time by others, then the time to that person would be considered valuable time spent.

A third stereotype that comes up about video games is that video games can be too addicting. What this means is that they will take too much time to take out of people’s lives. While this is true to an extent, there are cases where this is the opposite. For example, a person could always use a technique that is related to the Pomodoro Technique. This technique is used to help study with breaks included. They could use it in a way that helps a player manage their time with video games better by giving them a time limit on how long they can play then stop playing.

A fourth stereotype that comes up about video games is that they do not hold any type of job skills. What this means is that a person with video game experience would not have a good amount of experience or luck to have a job with certain requirements. An example that Spino (2020) gives is that you couldn’t put your Fortnite stats on a resume to impress any potential employers. Video game statistics or achievements on a resume would not be professional and this would also promote the recruiter look more towards other people. While there could be opportunities that arise where a group could be looking for a player with enough skills in a certain game, much like an esports team, those will not matter in the current job field.

A fifth stereotype that comes up about video games is that they do not hold good or meaningful relationships. What this means is that someone would not have any type of friends to hang out with outside of video games or similarly have a weak relationship with people like family members. It also means that these online relationships that they create would be in any way as effective as an offline relationship. For example, a person could spend more time online than with their family members or there could be friends outside of the game they could hang out with that they choose not to in favor of playing video games. While this can be true, the problems could lie with the outside scenarios that happen as well. A person could not have a strong bond with another person or family member in which the online relationship can give them. There could also be an incident going on outside that prevents that person from going outside with a friend which can lead them to the option of video games instead.

Dr. Kanojia (2021) gives a story about a father looking for a scenario to his son’s video game playing as it damages how he does in life. The son doesn’t want to stop playing video games either. The father takes action into his own hands on fixing the problem. The way he fixes the problem is through what he would see is the correct method. These actions he does not solve the issue at all, which led to him asking for help on the matter. There could be more reasons for the son’s excessive playing that the father isn’t trying to see as Kanojia mentions. The father doesn’t realize either that his son’s word on the matter is important as well since it is a problem about him. Instead of talking with him on what’s been going on, punishments and forced therapy sessions have been applied instead. Because of this, the son prefers spending time with his mother more than the father, makes counters to the father’s punishments, and feels unfairly treated from his other sibling.

A sixth stereotype that comes up about video games is that they mainly are for one gender. What this means is that video games tend to only focus on that one gender specific group. For example, a certain group of games could be targeting one gender or focusing on them more because of their commonly seen traits in both media and in reality. A few authors have stated that violence in video games appeals more to males (Miriyagalla, U., P., Kashima, E., S., Stukas, A., 2022, September 14). There could also be an unwelcoming response to the different gender being a high role as well. Deskins (2013) says “hyper-masculinity, sexism, and of hostile response by male gamers to the expression of a female identity, or femininity, encourages the privileging of masculinity over femininity, and discourages women from engaging in ungendered discourse within online gaming communities”. What this author is saying by this is that due to the gender stereotypes often portrayed, this can often be demotivating for other gender to become more involved in video games as a whole.

There are other stereotypes that are mentioned throughout media about video games as a whole. A lot of them are proven to be both true and false to an extent. Some of these stereotypes usually come into play as well due to other aspects of life. Whether it be events that take place outside or inside with something related to family, video games can and still will be the highlight of these situations. However, if we continue to let these stereotypes affect our decision to support video games and other types of content as well, we won’t be able to solve the issues that come forward. This will be the case because we’ll see more flaws than good outcomes which lead to the lack of support and the discontinuation of products. The problems won’t exactly stop either with this outcome and the media will look for other types of digital products as scapegoats as soon as another issue comes out.

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