

Echo Schwartz

Professor Nwume

21st-Century Writing in Creative Disciplines

15 May 2025

Final Project Rationale

The reason I chose to do my project on how toxicity in online competitive games affects the self esteem and anxiety affects the young adults is because I have played video games since I can remember, and competitive games since I was a preteen. I have always taken them very seriously, and they have shaped my life in a big way. I have also experienced lots of toxicity, and so it was an interesting topic to me about how it could affect people similar to me. I went into the project with an assumption that it would negatively impact the self esteem and anxiety of young adults, but my suspicions were more than confirmed; it became clear to me that toxicity should be more prioritized than it is by both game communities and developers.

I decided to create a website rather than writing an essay because I was inspired by the website we looked at in class, and how it was able to convey its points in a different and more casual yet more powerful way. I wanted my project to be able to appeal to more than just academics; I wanted it to be accessible and peak the interest of people ranging from other young adults to game developers to curious parents. I also figured that, since I had learned web skills last semester and I had enjoyed the process of building a website, that I should put my skills to use and make the project more enjoyable all around.

When collecting my sources, I wanted to get a range of academic and more personal sources. How toxicity is perceived is very subjective, so it was important to me to get a lot of different views, ranging from professional surveys with a large sample size to personal

anecdotes. When integrating my sources, I made sure to split up my key points into categories, making good use of the format that the website provided me.