As Bogost mentions in his chapter on Titillation, there is a widespread fear of the implementation of sex in video games based on current rating methods in the United States, as they can doom a game to “retail obscurity”. I argue that this goes beyond the action of sex itself; I believe that making any kind of sexually suggestive actions/visuals in games are considered abhorrent in our current culture. While the infamous sex scene of *Grand theft Auto: San Andreas* is still being condemned today, other games such as the God of War franchise, which displays many instances of topless women, are constantly being attacked even though their approved M-rating ensures that only adults should be playing games of that nature. Even Fortnite has a similar scandal. Many of their female characters have “defined” features, and while the game doesn’t go beyond that and in fact is very cartoony in all aspects, many believe that the game is too sexually suggestive, and should be given a stricter rating. All-in-all, our culture is sensitive when it comes to the slightest, perhaps even non-existent, examples of sex.

However, it’s not just sex and sexual suggestions in video games that get attacked, but also violence. Laura Miller’s article quotes one opponent to violent video games, who states that “the video game industry both gives our children world-class weapons training and psychologically primes them to murder one another.” The absurdity of this line not only comes from the clear use of hyperbolic statements used by this opponent in an attempt to fear monger readers, but also from the fact that youth violence “is at a 40-year low” as the article later points out. Yet facts will never be enough in a culture that loves to pass blame of violence in our world to things farther from their actual root causes. Fortnite is no exception to this absurdity. Even though, as I mentioned before, the game is full of over-the-top, cartoonish weapons and means to eliminate other players, the simple fact that a player can eliminate another player with a gun is enough of an argument for those who would say that this game makes players violent in the real world.

With arguments against sex and violence in video games, as Larry Downes points out, one thing stands true: “the First Amendment…is indifferent to the medium in which protected expression is communicated.” Video games have the same rights as any other form of expression, and thus they ought to be protected as such. America doesn’t silence protesters, passionate reporters, or op-ed writers, so why should we silence video game developers? Games should be protected, regardless of any obscenities implemented in the game. If you don’t like the game, you don’t have to play it. But this also means that you can’t try to get it off the market either, as you would be stepping on the creators freedom of expression.