Everett and Watkins talked about how video games teach entrenched ideologies of race and racism and how they do it through the players participating and driving the action. However, what the players do in emergent play could not be controlled and thus the games could not possibly teach entrenched ideologies without controlling the players’ actions. This essay argues that the players are more likely to entrench ideologies of what they have experienced before through driving the action in video games than what they have not experienced before.

In Grand Theft Auto: San Andreas (GTASA), I go to the beach and kill random civilians, I drive the car so fast that not even the police cars could catch up with me, I ignore all kinds of traffic lights and real-life norms, I do everything I could not do legally in real life, but never have I ever realized that I was a black guy all along, nor have I linked any of my actions to the race of my virtual character. The idea of race driving me to do certain types of actions in GTASA never happens because I did not have any empathy with the actions of my characters. Instead, the moment which I most linked to the character was when I bought the house in the game. I, in real life, once experienced the difference between having a permanent home and not. So, when I finally earned the insane amount of money it requires to buy a house and bought it, I almost cried. For the first time of my thirteen hours of gameplay, I felt connected to the character and what I did in game. But I did not feel connected at all before.

In fact, video games share this characteristic in general. As the players immerse themselves inside a game, they would not automatically pair themselves with the character because of the magic circle. Because immersion is different from empathy and one thing does not necessarily lead to the other. Only when players have experience that is similar with the characters, they tend to bring themselves into the shade of the characters. In all, the players are more likely to entrench ideologies of what they have experienced before.