

Jian Fan

Professor Natalie Susi

WCWP 10A

18 March 2018

Analysis of the Game *Video Games: Helper or Killer?*

**Note:** There may be small typos in the in-game texts as they may appear in different format according to different screen resolutions.

This is an educational-based game. It tells the story in first person of a girl, Lia, who feels lonely and bored of school life. Her friend Snow tries to help her by introducing several video games to Lia. Lia is fascinated by the new world of video games, but in turn she found herself sinking into the jungle of addiction and badly influenced by the spam in game. Lia finally saves herself from addiction by finding help from friends and parents and trying to relax in alternative ways. Since then, she finds her life more colorful thanks to video games.

The game focuses on both parents and teenagers. As I know, many of my friends are addicted to video games. Many parents, under the influence of media, tend to believe that video games are detrimental to their children and ban their children from playing games. However, they are overlooking the positive impacts of video games on their children. This game tries to create sympathy among players by telling the story in first-person. Thus, it is easier for players to feel involved and accepts the ideas conveyed by the game. After playing the game, teenagers will understand how to get rid of addiction to video games and turn video games into tools that help them study and relax. Besides, though the game tells the story of a teenager girl, parents can also get useful information as it shows the benefits of video games which reduce their bias. It also

gives tips to parents regarding how to prevent their children from getting addicted and the suggestions they can give to their children if they start playing video games.

Game is the best way to achieve my purpose. Compared with plain texts, game is fun to play and more involving. Through playing the game the audience tend to accept by osmosis what the game intends to tell them, especially for parents. By playing this educational-based game, parents are likely to realize that games are not so bad as they think. Games like this could actually educate their children and thus beneficial.

This is a simple game without branches. Players need to go through the plots and experience themselves as the heroine goes through the pitch and nadir. Though simple, the game shows different aspects of video games:

Benefits: Video games can help people find friends as they create common topics for strangers to get accustomed to each other; they help teenagers relieve the stress and exercise their brain cells; they inspire players to dream about the future.

Disadvantages: Teenagers can easily get addicted to video games without a limitation of game time; when playing multi-person games players may meet people who often spam at others. Language violence may stay in their heart for a long time and make them depressed. Some games may contain violent materials, such as scenes of blood and killing, while these games do not have a strict criteria of age limitation. Youngsters getting in touch with such games will tend to become violent and increase the possibility of conducting crimes.

This game conveys a sense that these disadvantages can be reduced efficiently if teenagers and their parents follow several rules. For teenagers, they should realize their responsibility and be cautious of whether they are getting addicted to games. For example, Lia in the game discovers that she is unwilling to close the games, then she tries to counter her addiction by asking her

friends and parents for help. For parents, they need to set up a limit for their children on how long they can play video games. Also, they need to check the kind of games their children are playing to prevent them from getting in touch with games containing violence or sexual content. The game is effective in conveying these ideas as it clearly demonstrates the heroine's inner thoughts as she goes through the process of fighting addiction.

There are many pieces of animation and background music throughout the game. I specially designed in order to make the game seems more consecutive and interesting. Simply putting the texts on the screen could be dull and players may be less involved. With animation and music, the game is more lively and tends to attract the attention of the audience.

Overall, the game is built closely around the main argument: games can be helpers, if being played rationally.

### References of the Game

Manga: *Gabriel Dropout*, ASCII Media Works, 2013.

Pictures:

[https://avatars.alphacoders.com/by\\_sub\\_category/251328](https://avatars.alphacoders.com/by_sub_category/251328)

<http://www.anime-evo.net/2017/01/19/gabriel-dropout-01-02-first-look/>

<https://www.gamezone.com/news/spamming-voice-lines-in-overwatch-could-end-in-silencing-3460535/>

<https://www.anime-planet.com/characters/yuis-mother-yahari-ore-no-seishun-love-come-wa-machigatteiru-zoku>

<https://manga.tokyo/news/gabriel-dropout-summary-and-screenshots-from-brand-new-ova/>

<https://aho.moe/gabriel-dropout/episode/9/>

<http://www.gramunion.com/tagged/gabriel%20white%20tenma?n=1490092823>

Music:

*Falling* – Andy M. (Scene 0-17)

*Wake* – Hillsong Young and Free. (Scene 18-24)