

Dean Gladish

Annotated Bibliography

**Johnson, Steven. “Games.” *Everything Bad Is Good For You: How Today’s Popular Culture Is Actually Making Us Smarter*. New York: Riverhead Books, 2005. 196-201. Print.**

In this excerpt from his book, Johnson tries to persuade readers that games and other emergent forms of popular culture are virtuous in their own regards despite conventional wisdom. Johnson structures his argument by introducing and then refuting the opposing arguments of Dr. Spock and the writer Andrew Solomon, who proclaim the negative consequences of games and the decline in reading. Johnson writes that the opposition is biased because they judge games by the same standards used to judge books. He maintains that their contentions rely on what he calls “amplified selectivity”, or focusing on the flaws and ignoring the virtues. He states that games and books are equally important in that games hone skills that are completely different from those that are imparted from reading books. Johnson then exemplifies his argument by incorporating an analogy which he uses to make his point. Throughout his writing, Johnson maintains an engaged and persuasive tone that he uses to address the ontological question of the importance of technology in today’s world by examining gaming’s impact on culture. In the excerpt, Johnson determines that games and other new forms of popular culture play a very different but equally important role in society that cannot be evaluated by the same cultural standards and assumptions.