Carson Stark

Mrs. Helmcamp

English III AP 2nd

5 November 2018

Communists Forcing Their Way Into Your Home

One of the things I find the most annoying is inclusivity being forced in the media. This being a company saying, “We need a handicapped black woman here,” without the artist consenting.

When large old conservative capitalist pigs force the poor starving artists who work for them to pander to the anarcho-communist mob screeching about diversity, it kills artistic freedom and leads to a lesser product. I am fed up with monopolistic media companies forcing creators of television and movies to comply to the squawking minority of a small portion of someone else’s audience. It makes me sick. I am not necessarily talking about all hispanic otherkin included in these forms of normie media, I am instead saying that if you did not plan to have a character like that in your product, it should not become a part of the plan. If you want to go write a story about an obese hispanic man finding out he is really a cat boy on the inside go right ahead, but the creators of film and television should not be forced to pander to the furry audience with their art.

While I can understand the want to have a more diverse cast or just to be represented in the media we consume, I become furious whenever people suggest that we should sacrifice artistic integrity and freedom to the false gods of inclusivity and representation. Instead, we should encourage people to create their own inclusive art without force, while not discouraging those who do not. Instead of forcing these characters in, have their identity be a diegetic part of the story or world instead of just slapping an ill fitting identity onto the wrong character. Maybe then, normie film will be back to a shred of its former self, or video games will be allowed to be somewhat historically accurate without being framed as racist alt-right propaganda.

Speaking of forced inclusivity in the big video game industry, recently a beloved semi-realistic shooter game series, which previously portrayed a semi-accurate depiction of World War I, announced a World War II game. In this game you play as a part of a squadron with a black man *and* a woman sniper with a missing arm in the British Army. This was and is extremely worrying to the fanbase of the game series, and this new title did nowhere near as well because of it. This is a prime example of the kind of thing that happens when you make art conform to people who are not going to be fans of it. You alienate your followers and it is hard to bring them back. The anti-fascist riot you have now accrued support from, however, do not seem to play as many video games as you thought.

As someone who has been creating short films for a while now, I can attest to the fact that when you are forced to change something, whether that be to censor a part of it or add a certain type of token character, it does not end pretty. When you force someone to add an inclusive character in, it ends up with a token character. Art will include you eventually, and things are already starting to look up. Forcing creators to bring you into the media will not help with others opinions of you, just wait and it will get better.