**COMM 105G READING WORKSHEET**

**Author, publication date, title:** “‘From Heroes to Monsters’: Online Games, ‘Addiction,’ and Governance in South Korea.” Stephen C. Rea, n.d.

**What is this reading’s topic? Where and when was the research done?**

This reading’s topic is all about how people play games in South Korea and how their gaming culture is different from what it is in America. The research was done in South Korea in 2015.

**What is the author(s)’s argument? Try to find it in the reading—noting the page number—and then restate it in your own words:**

The author’s argument is that game addiction needs to be managed better. They argue that it isn’t about regulating gamers or even gaming, but that it stems from multiple things. It’s about individuals, the society, and the government involvement as well.

**Which methods did the author(s) use to collect data?**

The author did field research to collect data.

**What pieces of evidence help support the argument? Note page numbers:**

“Discourses on game addiction are not ancillary footnotes to Korean digital gaming culture, but rather are constitutive of it. In light of digital gaming’s social, cultural, and economic importance for contemporary Korean society, managing game addiction entails continually working and reworking normative sociality, political agendas, and the significance of social computing for Korea’s informatization-driven modernity.” (Pg. 25)

**What did this reading make you think about? Is there anything that you are still confused about/would like to know more about?**

This reading made me think about how different societies can actually be. The fact that a woman gave birth, threw their child in the trash, then went back to playing computer games is crazy to me, but it could possibly be a norm in South Korea. Here, if you play games when you’re over 20ish, you get judged and people see you as childish. Gaming culture is looked down upon unless you are a gamer. In South Korea, it seems like people play games until a much older game and it is the norm for individuals to play games. It’s just weird to think that there is so much cultural difference between the two.