**COMM 105G READING WORKSHEET**

**Author, publication date, title:** “The Games We Play Online and Offline: Making Wang-tta in Korea.” Florence Chee, 2006. Popular Communication 4(3):225-239.

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

The readings topic is about Korean computer game rooms and how they differ in forming communities than places that do not have rooms specifically for computer games. The research happened in the early 2000’s (2006) in Canada.

**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 the physical location of technology does matter in shaping our experiences and behavior, and that media differs between different cultures.

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

The author analyzed different case studies that were derived from the fieldwork that was designed to consider the ways in which Korean game players build communities both online and offline.

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

“In this article, I use my case study of Korean online game communities to show how consideration of the physical location of a technology does indeed matter, and how media use differs from one culture to another.” (Pg. 225)

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

When I’ve gone back to Mexico, I have noticed that they also have computer rooms. I have seen one in the Bay Area as well, and I just never realized that they actually existed. Whenever I needed a computer when I was little and didn’t have one, my parents would take me to the library to work on the computers there so it never clicked in my head that computer rooms were a place people went to actually use computers. That being said, I haven’t seen any of these computer game rooms around in California or in the parts of Mexico I’ve been to. They could possibly exist, but I’ve never seen them and it’s also possible that people go to the computer rooms to play games there, but I have not seen places that are solely dedicated to playing computer games. I think it’s very cool that in Korea they have these kinds of rooms because you have a community of people that also play video games there, and you can make friends to play games with.