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COMM 105G

*Razer: The Hax Life* is a documentary about a corporation called *WeMade Entertainment* and their different teams for different games. They have many professional gamers playing on their teams, making them very competitive and highly ranked worldwide. The gamers play from morning until dawn and said they do this because that way they get to see “foreign” players play the games that they’re playing. *WeMade Entertainment* also has a separate brand named *Razer* where they sell professional game-playing mouse’s. They had intended on making this mouse for one specific professional game player, but then sold them to anyone who would buy it. They interviewed many of the members of their team, and it was surprising to hear that one of them was married and another had a girlfriend. With that kind of lifestyle, it would seem nearly impossible to have any free time to have a significant other. Honestly, the authenticity of their interviews don’t seem all that honest. A lot of the members seem to talk up the company, making me feel like they are biased. It would be hard to talk badly on a company that employs you and is going to watch the documentary.

In class and in readings we had, we often discussed the cultural differences with playing games in America as opposed to different areas of the world. One of the places we focused on was South Korea. One specific reading was *“The Games We Play Online and Offline: Making Wang-tta in Korea.”* by Chee Florence. In this reading, the author talked about how in Korea, the computer game rooms they have are good at forming communities and that this differs from computer games around the world. Florence argues that the physical location of technology makes a difference in shaping our experiences and behavior, and thus playing computer games in a computer game room helps mold the experiences of players that go to computer game rooms to play. We also often discussed PC *bang*, which are computer games in South Korea where gamers tend to go to play games. Our professor, Stephen Rea, told us all about the field work he did in South Korea with gamers. I have heard of some crazy stories happening in South Korea because of their love for playing games and it still astounds me that those things happen there. I remember hearing a story of a mom leaving her child at home for a few days straight without food or water because she was at a PC bang. I couldn’t believe it, it just seems like something that would never happen, yet it did. This is why I can’t believe some of the gamers had girlfriends because it seems like they would never have time for their girlfriend. I guess crazier things have happened though, like a mother leaving her child unattended for days.

After watching this film, I wonder what it would be like to go to a PC bang. I personally don’t play any computer games. Most of the games I play are video games and even then I have a Wii, PlayStation 4, and currently got a Switch and a Super Nintendo Entertainment System. These are the types of games I play, so imagining going to a PC bang seems unreal to me. I wonder what the atmosphere is like. Are they allowed to smoke inside, or do they have to go outside to smoke? I know there is an age limit at some of them for how old you have to be to go in, is this strictly enforced for all locations? Ultimately, I just wonder if these people realize they have an addiction (if they do), and that it is a problem. Do they realize that there are more important things to worry about than a computer game?