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Philosophy

After reading three chapters of Ten Things Video Games can Teach Us and the in class discussion I have found myself thinking a lot about murder in video games vs. murder in real life. Studies have shown that when we play video games or watch video games on twitch the part of our brain that is activated is the same part of our brain that is active when we watch sports. However, I have played video games that I have had a deep emotional response too, Hellblade; Senua’s Sacrifice is the one that comes to mind immediately. I do wonder what part of our mind they would find active when we have to kill a character in a game that we are deeply attached too, like I found myself attached to Senua. For example, if a character we were attached to were to become possessed and the only way to release them is to kill them.

I personally don’t have a problem killing other’s in video games like counterstrike, fortnite, or PUBG where the other players are controlled by real people because I know it is fake and they will respawn. It is only in story games where I am deeply invested in a character and they die that I have an emotional response. Other types of games where no one actually dies, like GRIS, I have also had emotional responses to because of the message and the journey the games takes you one.