

Hello as for the final project, I am going to review some of my childhood games that I played. While I threw out the physical copy of the game as I don't play any video games today, I can still emulate the games on the computer. The game I want to talk about is on the Wii console called New Super Mario Bros, which is a 2d platformer that stars Italian plumbers Mario and Luigi to save a princess that has been captured by a turtle. The game simply has racist origins as the main character Mario's first enemy was a monkey called Donkey Kong which is racist to anyone of African Descent, in addition, the game is always sexist to women as it portrays them as careless and vulnerable to being kidnapped and always falling for the man. The main characters are inaccurately portrayed as Italians and have stereotypes such as saying things like mamma mia and dreaming about pasta. Another wrong in the game is that there is no diversity, there is just one race. As a child, I did not know these stereotypes and I did not think much of it at the time. I just accepted it just as it is and kept playing the game as I enjoyed running through the levels avoiding the dangers of the world. A person who is knowledgeable of the stereotypes or a person who is directly affected will think that the game is horrible and will have a different outlook on the game versus someone who doesn't know anything about the game. A response from Stuart Hall would say that Players may negotiate the meaning of these images based on their personal values and ethical perspectives. One player might see a particular decision as morally justifiable, while another might interpret it as ethically questionable. Players might accept, resist, or reinterpret these representations based on their perspectives and experiences. An interesting point in Stuart Hall's book 'Representation Cultural Representations' is on page 31. He discusses ['People have to question What does~ this image mean?' or 'What is this ad saying?' Since there is no idea which can guarantee that things will have one. true meaning']."end of quote In the end the idea is that the players would have to compare what they saw with their past experiences to give that game meaning. In the case of the new super mario brothers, people started to realize the stereotypes of the game and protest to change it.