Cultural education is the ideological impact a person’s culture has on them. People are being constantly reeducated about the expectations of their culture because of the constant regime changes in *A Thousand Splendid Suns*. The two main regimes featured in the novel are a puppet Soviet run government and the Taliban; while the two groups preached very different ideologies, they where both effective in gaining favoritism from some of the populous because they managed to perpetuate their ideas through cultural education. The Taliban shows this best when they announce to the residents of Kabul the new rules for women: “Attention Women: You will stay inside your homes at all times”(Hosseini 278), in addition to not letting women leave their homes unaccompanied, the Taliban also forced them to completely cover up when going out with a male relative. By preaching their bigoted message from a position of power and harsh punishments for those that disobeyed, the Taliban successfully got the people of Afghanistan to believe their sexist ideals. Culture education is prevalent everywhere in the world and it is not usually as violent as that of the Taliban. I really only identify with gamer culture and no other. Gamer culture has always attracted me because it accepts people who are introverted and have little desire to spend time with large groups of people.

Gamer culture has taught me many valuable lessons about self-worth and not giving up on things. Indirectly gamer culture has also taught me to be more critical of the opinions of others and how to avoid joining into the hive mind. There is certain portion of gamer culture that all want to rally around one central idea and because of this they will argue their idea to a fault. Observing people like this has taught me that when people blindly buy into an idea it can lead to them looking like a fool. A song about gamer culture that I always found very interesting is “Hero” by Jace Hall (<https://www.youtube.com/watch?v=QbQ3M4ladDI>). In the song, Hall portrays himself as many different gamer stereotypes, almost all of which are negative. However, Hall is a gamer at heart, and, because of this, the song is not about bashing gamer culture but instead discusses the escapism it enables, and it does so in a way that a mainstream audience can easily understand. Hall’s self referential lyrics such as “I close my eyes so I am blind, in this world of darkness, my light will”, which at first sounds as though he is closing his eyes so he doesn’t have to deal with his harsh boss; but actually he is saying how daydreaming can make a persons life easier, lyrics like this have taught me that its okay to mock myself in order to portray my message. That idea has been echoed to me throughout gamer culture and has made me a much better person, since I don’t have to take myself so seriously.