Morality of Video Games

By Tyler Becker
Purpose

1. Obtain data on video games and real world violence
2. To explore video game industry and the culture that surrounds it
3. Identify the moral entrepreneurs if at all.
4. Give an understanding to the history behind video games
5. Understand the controversies of video games
Running numbers: The Start

SUNY Oneonta Survey

Survey conducted on Suny Oneonta Campus

Only ten responses

Contained twelve questions
Lexisnexis

Accessed 130 articles

Key Words used
- Violence
- Video Games
- Problems
- Kill

Findings

Out of the 130 articles
Only 36% of the articles stated that video games were the sole problem.

Causation does not imply Correlation

There are too many variables when considering violent behavior among

The rise of moral entrepreneurs
Technology Advances

Donkey Kong
Arcade 1981
8-bit

Sonic The Hedgehog
Sega Genesis 1991
16-bit

Crash Bandicoot
Sony Playstation 1996
32 bit/64-bit

(The Cultural Object)
The Cultural Diamond

The Cultural object - Video Games

Social World - Mainstream and Specialized Media.

Creator - Developers/Publishers

Receiver - Consumer

(Griswold, Wendy 2008)
The Moral Entrepreneur
(Social World)

Coined by Howard Becker

Two types of Moral Entrepreneurs

Rule Creators

Anita Sarkeesian

Rule Enforcers

Jack Thompson

Australia
Differentiating the players
(The Receivers)

- Core Gamers: Moderate interest, varies to low interest to great interest in the culture of video games.
- Casual Gamers: Simple interest, not invested in the culture.
Harcore Gamers

Super Bowl: 112.2M
League of Legends: 27M
Masters: 25M
DOTA 2—The International: 20M
NBA Finals: 15.5M
World Series: 13.8M
Stanley Cup Finals: 5M

(Ben Casselman, FiveThirtyEight.com, May, 22, 2015)
Core Gamers

Brand Loyalty

Video Game based Charities

Specialized Media (Game Grumps, YouTube Personalities)
Casual Gamers

Casual games offer a pick up and play experience.

They are not very challenging or if they are it is a simple concept.

Emphasis on being social. Some games offer you to “help” your friends in return for another life or in-game currency.
These video games are created with a specific purpose to either raise awareness of an issue.

**PETA Presents: Pokémon Black & Blue**

- Gotta Free ’Em All!

**War and Conflict**

Running from persecution
- The military has taken power and is hunting down dissidents. Soon it will be your turn. Will you survive? Your life is at stake...

**Border Country**

Can I stay here?
- Will this country grant you asylum? Everything is different. You have to make yourself understood in a language you don’t know. Everything is new and your future is uncertain.

**A New Life**

Loss and challenge
- You can stay! But what will your home, school and friends be like? There is a lot to think about (but don’t give up, you are getting closer...)

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**Graphics and design by This Is Pop**

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Questions?

If you want more information

Contact me at beckta71@suny.oneonta.edu with the subject ‘morality of video games’