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Video Games and the Christian Faith

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Of Games & God

A Christian Exploration
of Video Games

Video Games and the Christian Faith

ISSUE #1: ETHICS AND THE MEANING OF ACTIONS IN GAMES



Iraq War



Modern Warfare 3

Possible Interpretive Frames

- Goffman: frames = different ways of thinking about and acting in the world
- Literalist frame: game objects & actions = real objects & actions

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Ceci est vraiment une pipe...



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Fallout: New Vegas



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FTL: Faster Than Light



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Tetris



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Ethical implications of frames

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Middle-Earth: Shadow of Mordor



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Don't Starve



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Fallout: New Vegas



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Complications

- We can switch between frames
- It is hard to *truly* turn off frames

Fallout: New Vegas







From Tomb Raider



From a twisted imagination



Hostile Sieges	
289d	Karankawa
Recruiting Regiments	
70d	Kiowa
Building ships	
160d	Essex
162d	Yorkshire
164d	Lancashire
164d	Northumberland
164d	Ulster
166d	Lincoln
166d	Meath
167d	Ayrshire
167d	Glamorgan
167d	Leinster
167d	Munster
169d	Cumbria
169d	Gwynedd
169d	Norfolk
190d	Cornwall
226d	London
252d	Wessex
256d	Gloucestershire
256d	Kent
279d	Connaught
Colonists	
37%	Cahokia
37%	Mandan
Buildings	
191d	Dock
191d	Shipyards
276d	Marketplace
191d	Drydock
276d	Earth Rampart
191d	Dock
191d	Drydock
191d	Dock
191d	Dock
191d	Dock
191d	Dock

Southwestern Indian Ridge
 Open Sea: Unit will take attrition



Mandan

Culture: **English**

Settlers:

Growth: **+107/year** New Settlers: **36.5%**

Unrest: **-9.5%**

Religion:

Autonomy:

Gold: **0**

Benjamin Hudson

Building Colony.

Natives: **3500**

Aggressiveness:

Ferocity:

Oglala Teton

Province: **English Louisiana**

Demographics: **English**

Religion: **Protestant**

Autonomy: **0.0%**

Unrest: **0.0%**

Tax: **1.33**

Production: **1.00**

Total: **2.34**

Military: **Manpower: 54**, **Supply Limit: 18**, **Max Attrition: 20**

Trade: **Trade Power: 1.7**, **Trade Value: 0.62**, **Goods Produced: 0.31**

Garrison: **1000**

Mississippi River: **2.00**

Video Games and the Christian Faith

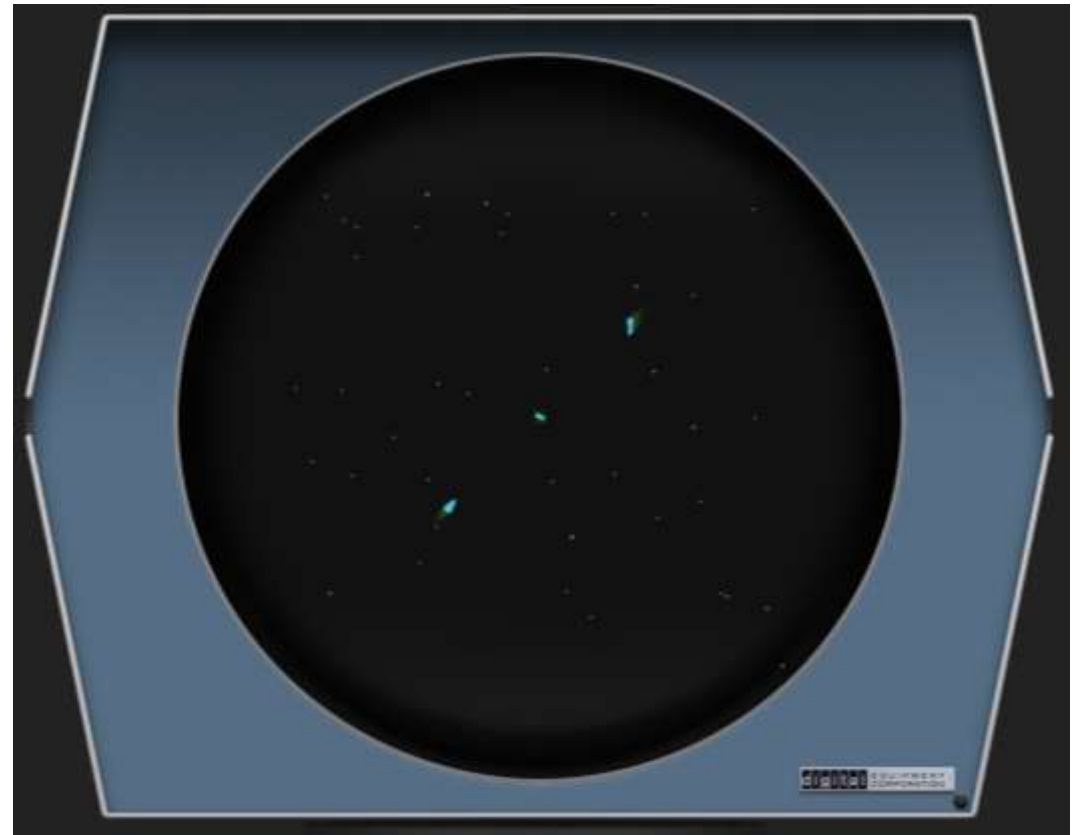
ISSUE #2: GAMERGATE & GENDER IN GAMES

ISSUE #2: GamerGate & gender in games

The Long history of the Boy's Club

- The roots of gaming: masculine cultures

Space War!

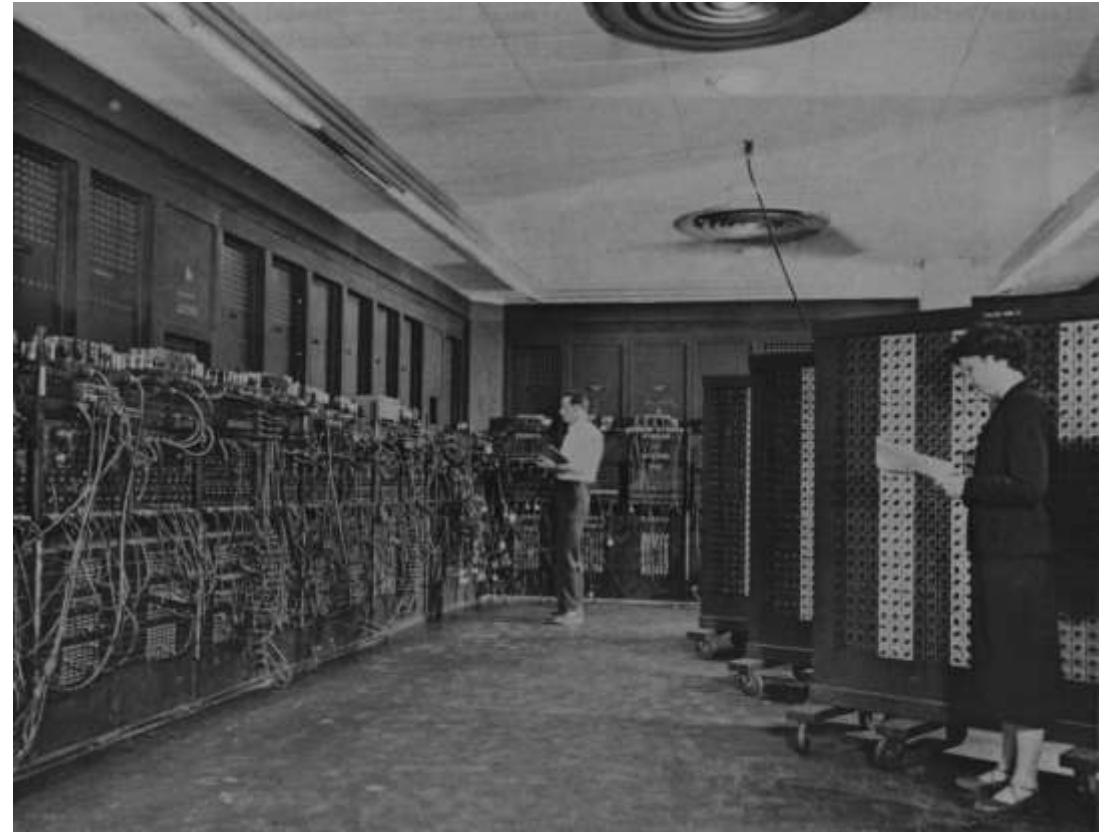


ISSUE #2: GamerGate & gender in games

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ENIAC



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The Long history of the Boy's Club

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- Early pop culture games were more open

*Q*bert*



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- 1985-2000 was almost all about boys and men

Nintendo NES



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- Traditional male game roles were powerful, women were mostly absent

Characters from *League of Legends*



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- 1985-2000 was almost all about boys and men
- Traditional male game roles were powerful, women were mostly absent
- The industry was almost all men
- But gamer identity was marginal

Nintendo NES



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Gender in play

- There have always been exceptions
- Gaming culture started to change in the 2000s

The Sims 3



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The Sims 3

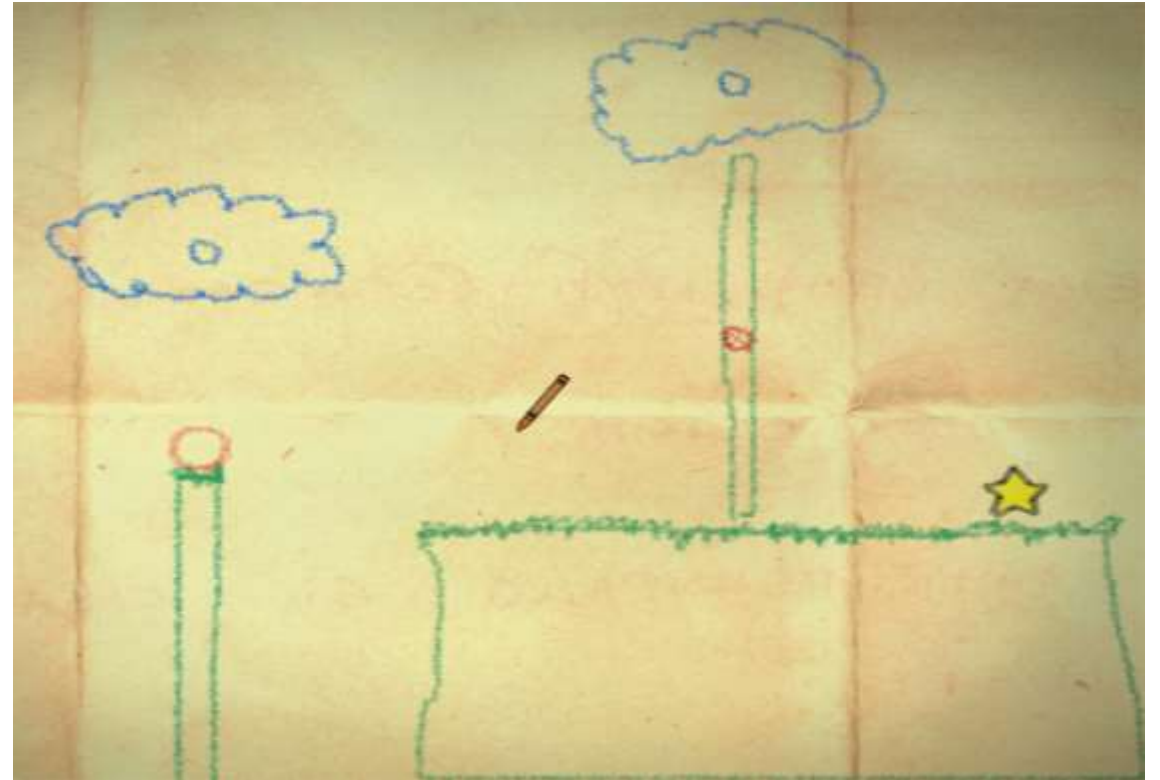


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Crayon Physics



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- There are more games featuring women and feminine interests

Lara Croft of *Tomb Raider*

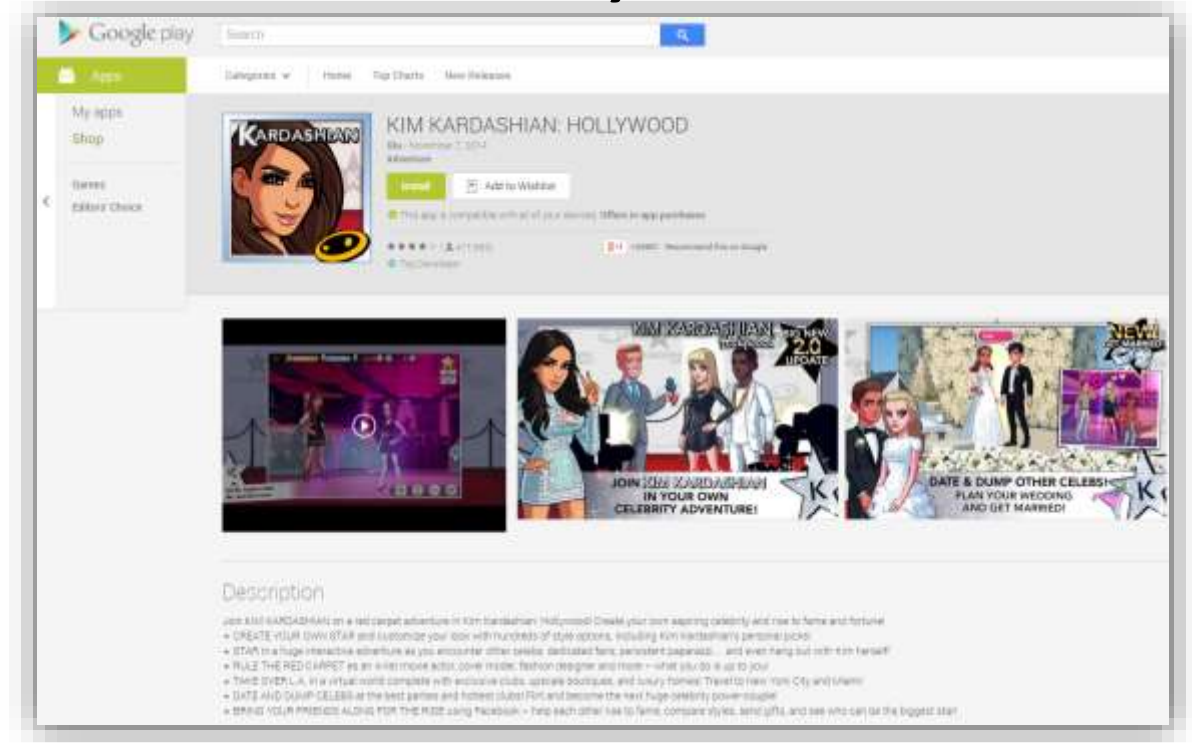


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Kim Kardashian: Hollywood



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- There are more games featuring women and feminine interests
- Games allow play with gender
- There are more women game makers

Wasteland 2



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- Games allow play with gender
- But this hasn't been an entirely smooth transition

Anita Sarkeesian from Feminist Frequency



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Tweet about women in industry



ISSUE #2: GamerGate & gender in games

#GamerGate

- It started with a post from an angry ex-boyfriend
- Ostensibly, the movement is about ethics in journalism

Quinn's *Depression Quest* website



ISSUE #2: GamerGate & gender in games

#GamerGate

- It started with a post from an angry ex-boyfriend
- Ostensibly, the movement is about ethics in journalism
- Much of the discourse has been openly sexist and threatening

Sarkeesian on the *New York times*



TECHNOLOGY · Feminist Critics of Video Games Facing Threats in 'GamerGate' Campaign

TECHNOLOGY the economy

Feminist Critics of Video Games Facing Threats in 'GamerGate' Campaign

By NICK WINGFIELD · OCT. 15, 2014



Thomas agenton Anita Sarkeesian have allowed a spotlight on a harassment campaign against female game developers and critics. [See photos from the New York Times](#)

Anita Sarkeesian, a feminist cultural critic, has for months received death and rape threats from opponents of her recent work challenging the stereotypes of women in video games. Bomb threats for her public talks are now routine. One detractor created a game in which players can click their mouse to punch an image of her face.

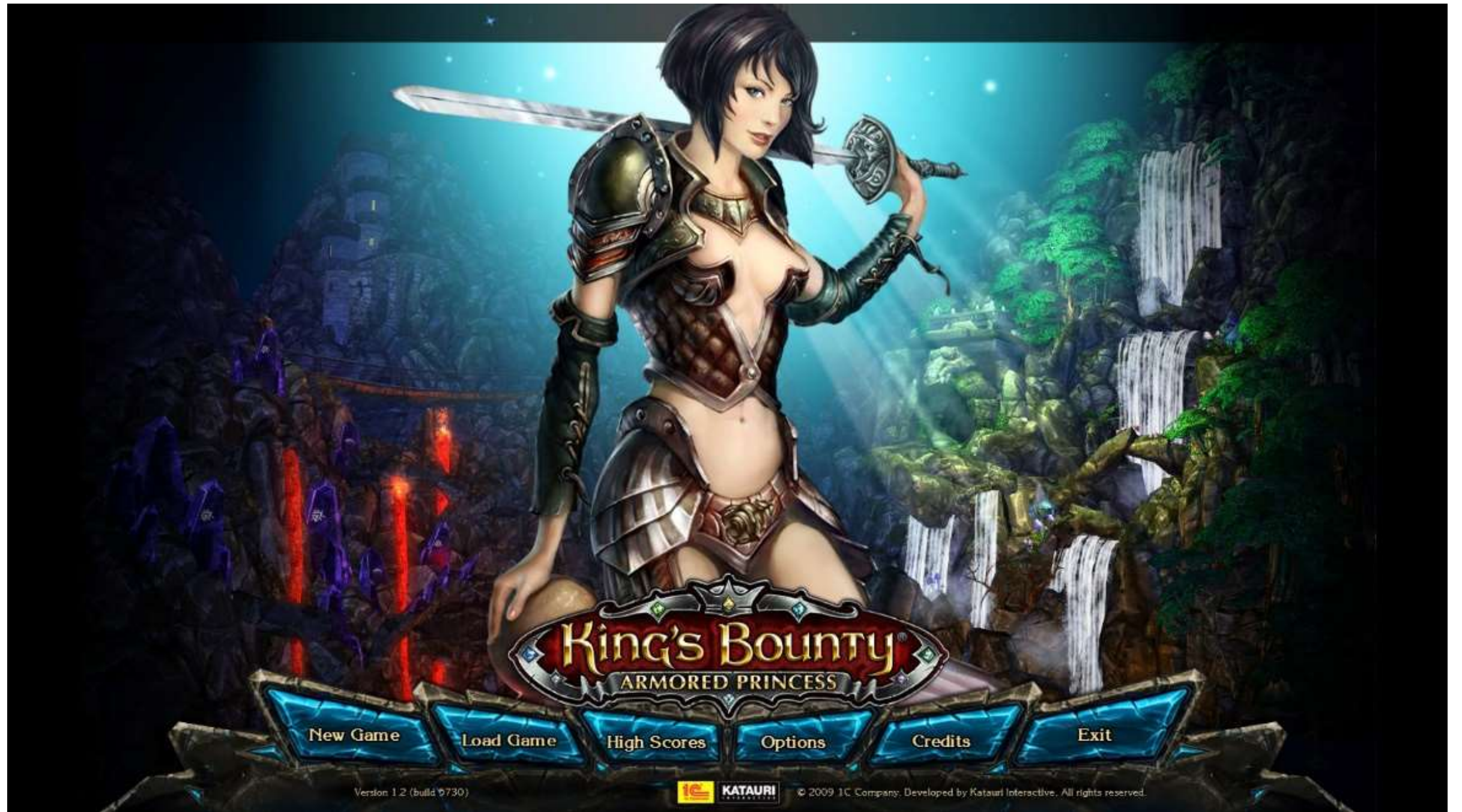
Not until Tuesday, though, did Ms. Sarkeesian feel compelled to cancel a speech planned at Utah State University. The day before, members of the

Facebook

Share

Twitter

Print



King's Bounty

ARMORED PRINCESS

New Game

Load Game

High Scores

Options

Credits

Exit

Version 1.2 (build 9730)



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