- 1. The session PPT and any other accompanying documents will be emailed to you after the webinar.

- 2. Type questions into GoToTraining "chat" text box; they will be addressed during the Q&A after the presentation.

- 3. CCSN Members and non-members may receive free updates of new content added to the network http://theccsn.com/receive-updates/

- 4. Consider joining the CCSN. Read about member benefits http://theccsn.com/membership-benefits/

- 5. Contact the Network Administrator with additional questions: administrator@theccsn.com

Video Games and the Christian Faith

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Of Games & God

A Christian Exploration
of Video Games

Foreword by
QUENTIN J. SCHULTZE

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

ISSUE #1: ethics and the meaning of actions in games

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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**

Mandan

Culture		English
Settlers		
Growth (+107/year)		New Settlers: 36.5%

Unrest   -9.5%

0

Benjamin Hudson

Recall

Building Colony.

Natives:	3500
Aggressiveness:	
Ferocity	

Oglala
Teton

1.0

		Demographics		English Louisiana
Tax	1.33	Cores & Claims		+95 22
Production	1.00			
Total	2.34	Culture		Diplomacy
Unrest		English		
0.0%		Religion		
Autonomy		Protestant		
0.0%				

Military

Manpower	54			0%	Garrison: 1000
Supply Limit	18		1		
Max Attrition	20	1%			

Trade

Trade Power	1.7			
Trade Value	0.62			
Goods Produced	0.31	Mississippi River		2.00

Province   Buildings

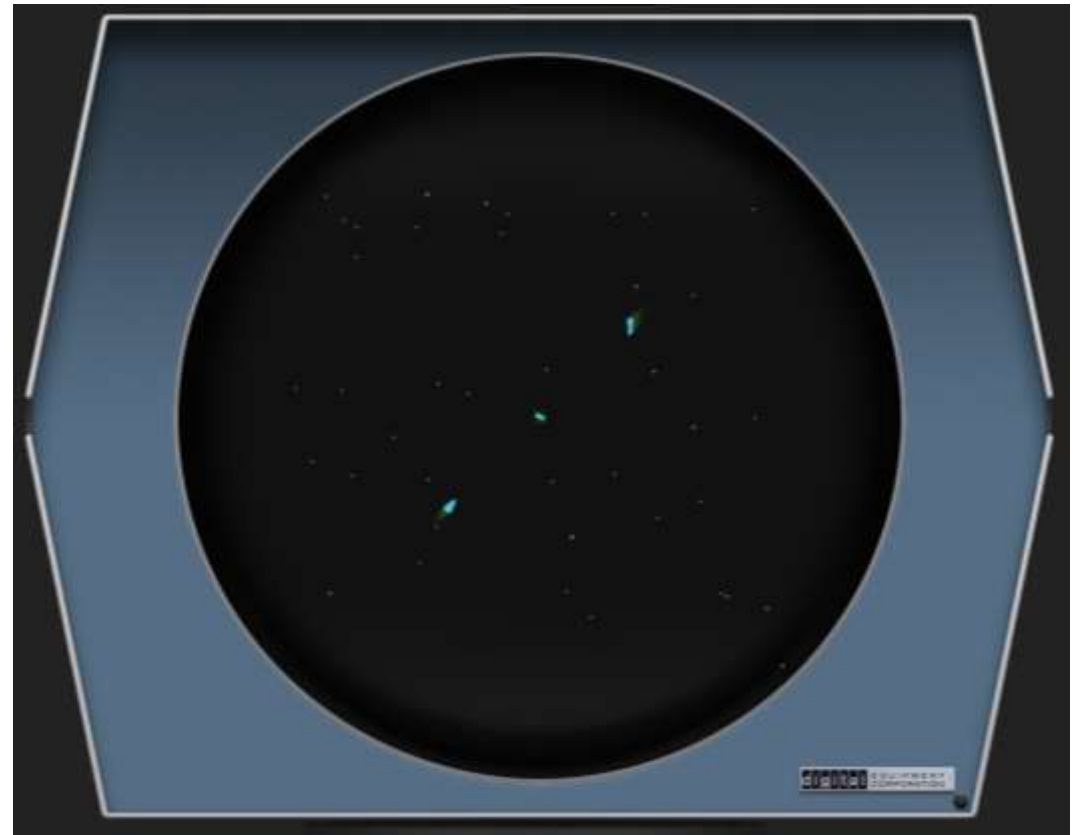Video Games and the Christian Faith

ISSUE #2: GAMERGATE & GENDER IN GAMES

ISSUE #2: GamerGate & gender in games

The Long history of the Boy's Club

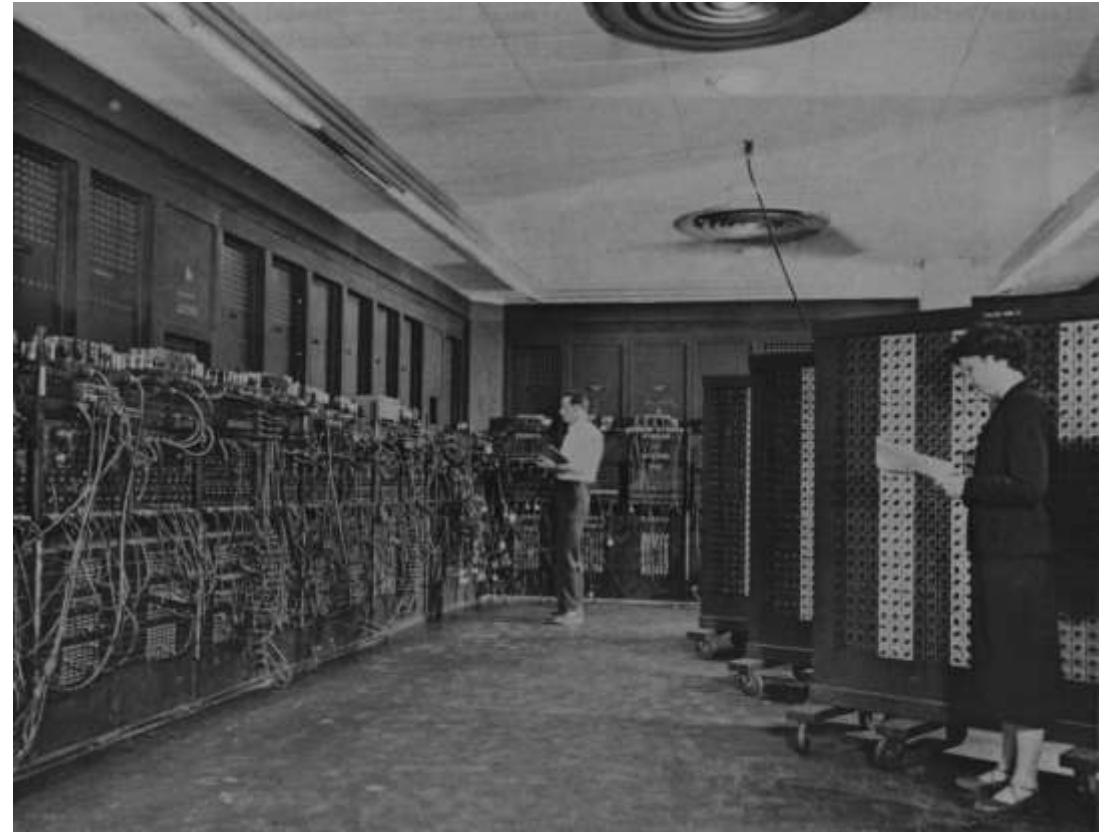- The roots of gaming: masculine cultures

Space War!

ISSUE #2: GamerGate & gender in games

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- The roots of gaming: masculine cultures

ENIAC

ISSUE #2: GamerGate & gender in games

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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- 1985-2000 was almost all about boys and men

- 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
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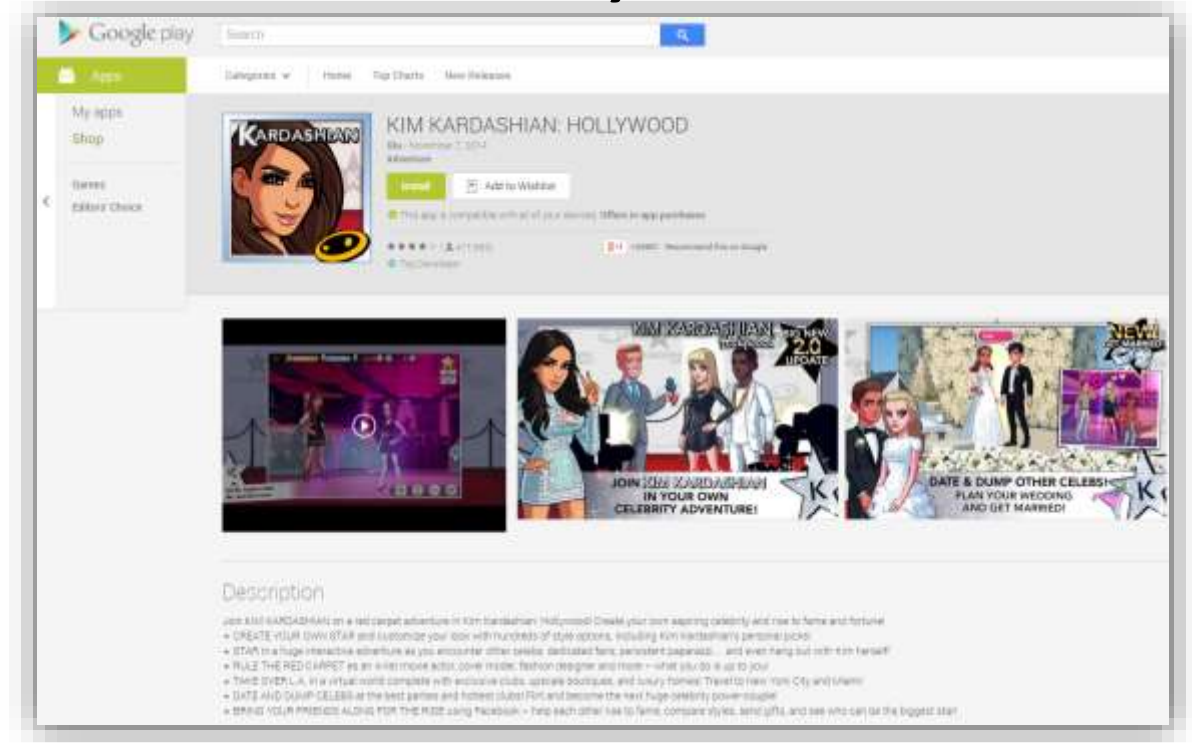- But gamer identity was marginal

Nintendo NES

ISSUE #2: GamerGate & gender in games

Gender in play

- There have always been exceptions

- Gaming culture started to change in the 2000s

The Sims 3

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Crayon Physics
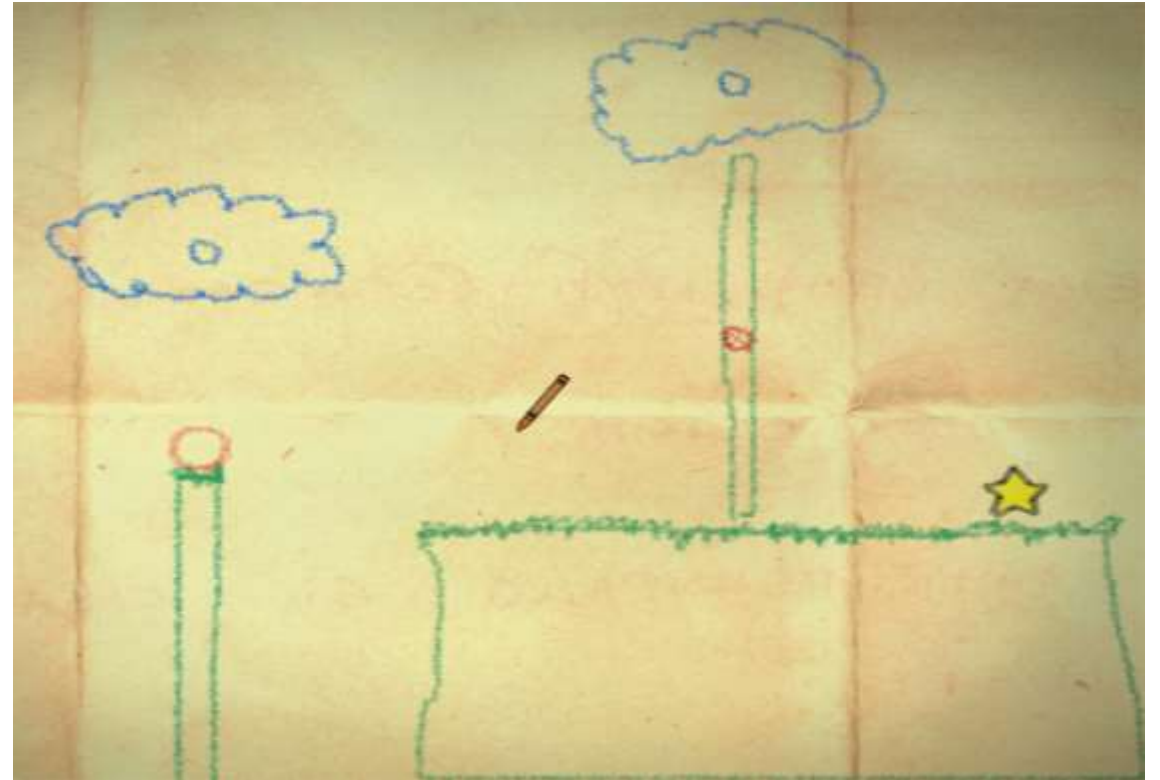
ISSUE #2: GamerGate & gender in games

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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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- But this hasn't been an entirely smooth transition

Anita Sarkeesian from Feminist Frequency

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Tweet about women in industry

IBOL and 13 others follow

Khaleesi of SJWs @TheQuinnspiracy · 17 May 2013
#1reasonwhy having to tell a nice guy I can't give his magazine an interview because the editor stalked, harassed, & assaulted me in public

14   3   ...

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*

King's Bounty
ARMORED PRINCESS

New Game Load Game High Scores Options Credits Exit

Video Games and the Christian Faith

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