

How To Talk About Video Games Today: Part 4 - So What Do We Do About It?



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Lets start with a personal story

- My friend Constance steps down from HEVGA, and she and the board ask me to take over, Nov 2017...
- Take it slow, learn the ropes.
- Good advice from the Biden years.

1 year ago



Andy Phelps

March 12, 2018 at 7:04 AM · 🌐 · 🇺🇸 · 🇺🇸

People have been saying privately to me that it isn't necessary to get public and vocal on the games and violence issue. The science is settled. This is just a deflection. And they are right, except that they are also wrong: observe number 2 in the list below. Censorship, media manipulation and authoritarianism go hand in glove.

This just in: White House proposes reviewing entertainment rating systems via new Federal Commission on School Safety, to be chaired by Ed. Secty. Betsy DeVos.

From WH handout released Sunday night:

The commission will study and make recommendations on the following areas of focus:

- o Age restrictions for certain firearm purchases.
- o Existing entertainment rating systems and youth consumption of violent entertainment.
- o Strategies to advance the science and practice of character development in youth and a culture of connectedness.
- o Effects of press coverage of mass shootings.
- o Repeal of the Obama Administration's "Rethink School Discipline" policies.



Donald J. Trump
@realDonaldTrump

Video game violence & glorification must be stopped—it is creating monsters!

♥ 8,234 7:09 PM - Dec 17, 2012

💬 16.1K people are talking about this



us security from Federal
tment of State's Bureau of
, local, and private sector

ederal resources focused on
idents at schools.
ealth treatment, including
ntal illness and the

creativity of treatment, reduce barriers to the recruitment of mental health professionals, and provide training related to violence prevention.
o Best practices for school-based threat assessment and violence prevention strategies.
o The effectiveness and appropriateness of psychotropic medication for treatment of troubled youth.
o Ensuring that findings are sufficiently supported by existing and additional Federal, State, and local funding sources.

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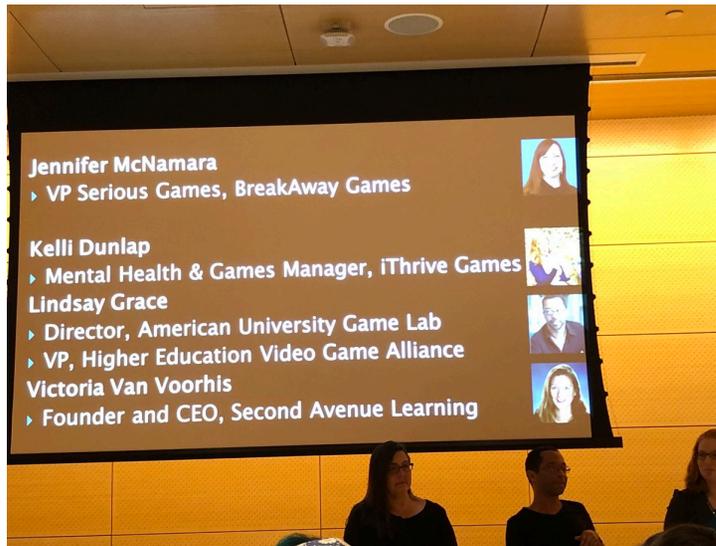
Everything Old is New Again, Again

- But what was different was the number of people saying 'eh, this will just blow over'
- And it did. **THROUGH ADVOCACY.**
- Academics and industry gave a lot of interviews, issued statements, attended meetings, etc.

How Does This Affect You?

- That's why games was written out of the school safety commission report, whereas the MPAA was not.
- How does this affect you? Because the 1A case decision by the Supreme Court could be challenged or thwarted. And that's just the USA.

Then Games & Addiction & WHO



HEVGA issues a very similar statement, calling out research that was suspect, meta-analysis of potentially flawed studies, etc.

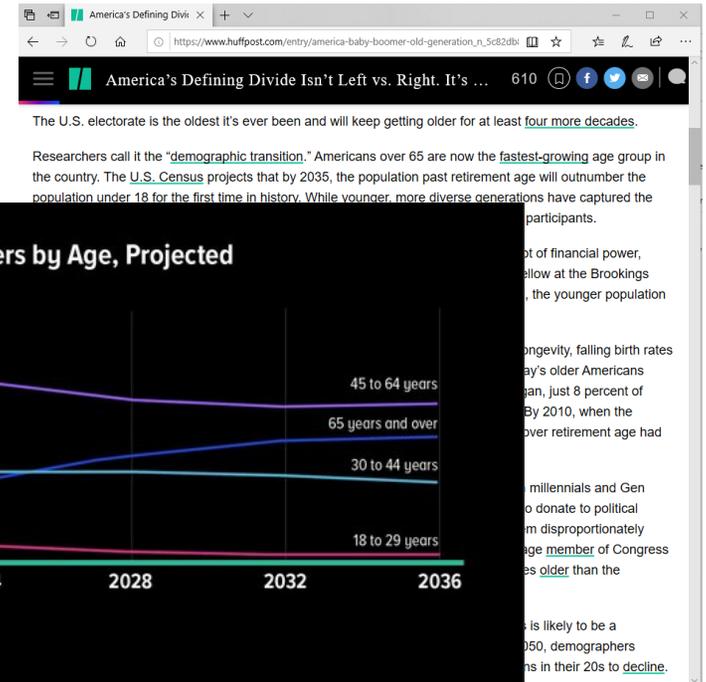
And yet I watched academics who on violence wanted careful research and study toss around terms like 'addiction' and 'I've seen it' and 'games are designed for that'

Great panel discussion at G4C 2018



There are Big Generational Divides Regarding Attitudes About Games

Lots of people play games, but lots of people play *very different kinds of* games



SO WHAT CAN WE DO / WHAT COMES NEXT?

- First, let's remember that even today in 2019, there isn't really a good public narrative about how games get made or by whom.



We've Talked About Big National and International Examples

- But this applies to state and local levels
- This matters at a school near you
- This is an issue in local and state politics

If we profess to care about this medium, to aspire to games as art, and to hold ourselves to the highest academic and professional standards, then that also means using our knowledge and expertise to help the public better understand these issues and make informed decisions.

SOME RESOURCES:



AND LETS REMEMBER SOME **AWESOME** THINGS GAMES HAVE DONE ALONG THE WAY



Both for Education & Entertainment

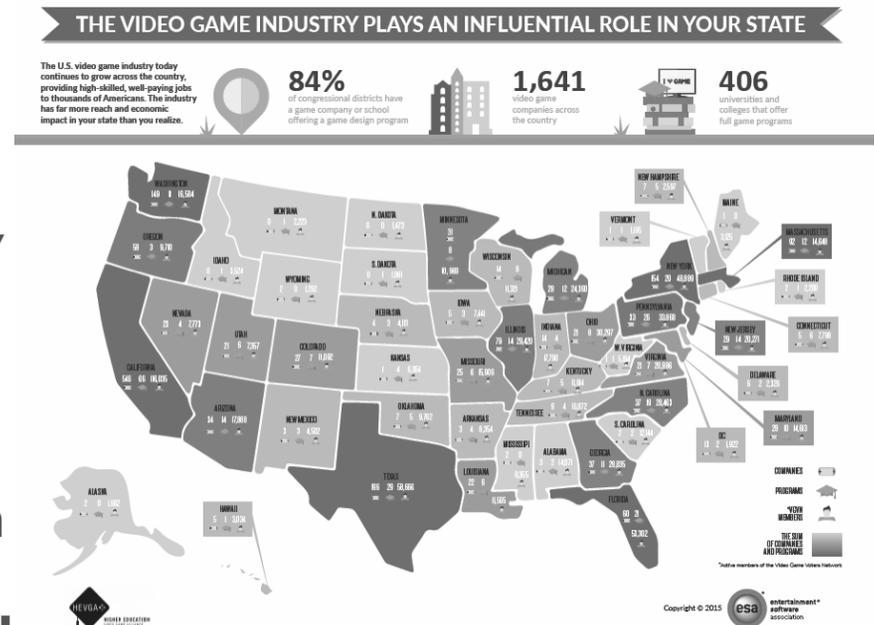
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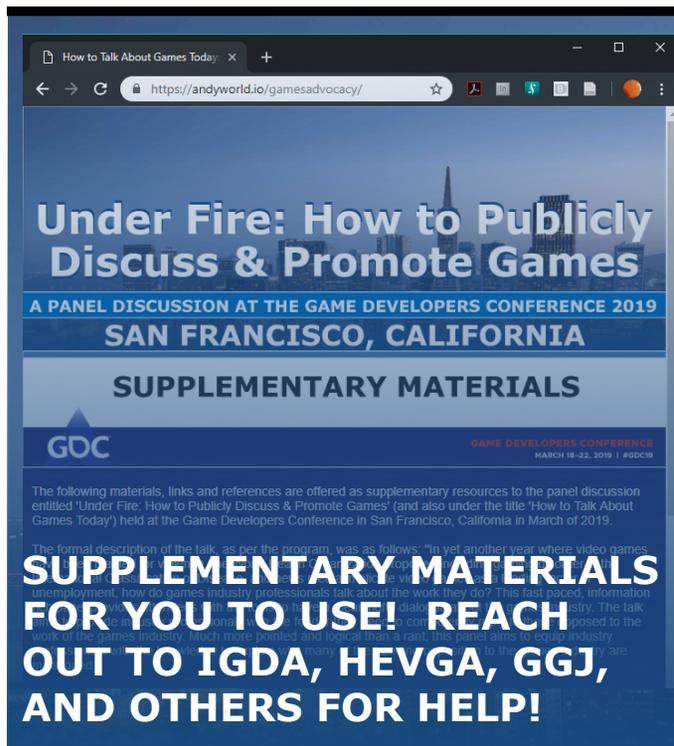
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Conclusions Part I

- Beware the 'media rumor'
- Remember that we have been here before
- Beware of unpublished or 'preliminary' research or 'sponsored' studies
- Seek empathy with motivations of parents
- Remember that you are an *expert* on the creation of games – most people have no idea how games are planned, made, marketed, or sold



Conclusions Part II



- Our relationship with games is complex, just as with any form of media
- A lot of times the research is less clear in any direction than headlines will allow
- A lot of what we know about other media is not used comparatively when discussing games
- The way we talk about games influences a lot of what is said about them, and where future research is targeted
- **YOU** make a difference when you speak as a games creator, research, or professional

THANKS & Q&A WITH OUR PANELISTS



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