

INDIVIDUAL PROJECT PROPOSAL

Digital Gaming



BRIEF

“Under Article 31, children have the right to rest, leisure and participation in cultural life and the arts. It is in this area of children’s rights that the opportunities of digital technology are most apparent, enabling children and young people to connect and communicate, coalesce with other citizens around issues of interest, and play and have fun. Playing video games is among the top favourite online activities for children and young people of all ages in the UK. ”

(http://www.crae.org.uk/media/75190/NCB-CRAE-briefing_UNCRC-and-digital-world.pdf)

There are around 32.9 million gamers in the UK, over 5 million of them are aged 8-15. A third of younger players will play online against someone they have never met (<https://www.internetmatters.org/advice/online-gaming/>). Gender equality in online gaming spaces has received a lot of media attention following #Gamergate, a hashtag used to refer to the anonymous harassment of women working in the games industry. The representation of women in digital games continues to receive critical attention from the media and from researchers. Grand Theft Auto, for example, attracted a huge amount of publicity because of the portrayal of women in the game’s narrative.

You could start to think about the way avatars look in video games by thinking about what an ideal avatar might look like, or even a tribe of avatars, things to think about include

- What kind of skin would the avatar/s have
- What kind of abilities
- What would they be called

You can get more inspiration from agenda.wales, 'Grand Theft Equity' (p.42/43)

You might also think about the kind of world you would create if you were a game developer

- How might it be different from the everyday world, what would you keep, what would you get rid of
- How would you make it enjoyable for everyone?

There is little research that presents young people's views on gaming, your project might look at

- Mobile phone gaming
- Playing with people from around the world
- What's the best way to communicate in online games
- Does it matter what avatars look like

RESOURCES

Websites and background reading:

'Ask about games': a page of links to research on the benefits of gaming and other useful resources, although the site is aimed at family gamers and parents:

<http://www.askaboutgames.com/research-on-benefits-of-video-games/>

Michael Kasumovic and Jeff Kuznekoff (Miami University)

Academia edu profile: <https://muohio.academia.edu/JeffreyKuznekoff>

'Sexism in video gaming is just another form of bullying':

<https://theconversation.com/sexism-in-video-gaming-is-just-another-form-of-bullying-44354>

Anita Sarkeesian

Academia edu profile: https://www.academia.edu/Documents/in/Anita_Sarkeesian

'Tropes vs Women' [vlog]: <https://feministfrequency.com>

Research on Gaming

Katherine Cross, The City University of New York

Academia edu profile: <https://gc-cuny.academia.edu/KatherineCross>

'The state of Play' panel discussing essay contributions to a book:

<https://www.youtube.com/watch?v=hKxbQuNBIQw>

Bonnie Ruberg

Presentations, online resources and open access research articles and journalism can be found here: <http://ourglasslake.com>

Adrienne Shaw, Temple University

Academia edu profile: <https://temple.academia.edu/AdrienneShaw>

'Relocating Gamer studies: Two case studies in solitary gaming'[comic strip]

<https://adrienneshaw.com/creative-work/comics/>

Henry Jenkins, University of Southern California

Academia edu profile: <https://usc.academia.edu/HenryJenkins>

'The Art of Video Games' [You Tube video]:

<https://www.youtube.com/watch?v=cBOhtr1vTk0>

Jane McGonigall, Video Game Developer

Academia edu profile: <https://independent.academia.edu/JaneMcGonigal>

'Truths and Myths in Gaming' ['Big Think' video]:
<https://www.youtube.com/watch?v=ZJ7uaDIYVmo>

T.L Taylor, Massachusetts Institute of Technology

Website [includes links to pdf's of open access articles]: <http://tltaylor.com>

Twitch Talks: <https://www.twitch.tv/videos/125262895>

These sites provide useful statistics on digital gaming

<https://ukie.org.uk/research>

<https://www.internetmatters.org/advice/online-gaming/>

<https://www.statista.com/topics/1763/gaming-in-the-united-kingdom/>

EU kids online

Links to research resources as well as data on online gaming and console use:

<http://www.lse.ac.uk/media@lse/research/EUKidsOnline/Home.aspx>

YouTube interviews with the researchers can be found here:

https://www.youtube.com/playlist?list=PLK4eIntcUEy3D2m1WO_tEDJpLVkZ0EGdx

Children's rights

Children's rights England: http://www.crae.org.uk/media/75190/NCB-CRAE-briefing_UNCRC-and-digital-world.pdf

Children's rights Wales: <http://www.childrensrights.wales>

Media perspectives:

http://www.huffingtonpost.com/malika-saada-saar/grand-theft-auto-v-and-the-culture-of-violence-against-women_b_6288528.html

<http://www.telegraph.co.uk/women/womens-life/10355275/Grand-Theft-Auto-V-is-designed-deliberately-to-degrade-women.html>

Gamergate

https://en.wikipedia.org/wiki/Gamergate_controversy