How To Talk About Video Games Today: Part 4 - So What Do We Do About It?
Let's 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.
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.
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
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- Beware of unpublished or ‘preliminary’ research or ‘sponsored’ studies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

SUPPLEMENTARY MATERIALS FOR YOU TO USE! REACH OUT TO IGDA, HEVGA, GGJ, AND OTHERS FOR HELP!
THANKS & Q&A WITH OUR PANELISTS

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