
Christopher Barlett writes on two studies that were taken about how college-aged males and females were effected by the video games industry view of male and females body. After each participant spent time playing video games of characters of the ideal body structure of males and females both had a lower self esteem afterwards when the game was concluded. It shows that within the video game industry there are certain expectations that developers have of their idea what a masculine male should look like and how scantily clad and thin a female character is. Although these studies were on two people it shows a decrease in self esteem does not mean this same conclusion cannot come from others.


James Cronin and Mary McCarthy bring not only video games into a subculture but the food gamers eat as well. They both mention how its human nature to have consumer behavior. They link video game playing with food to issues on identity, rebellion, escape, communities, and consumption of junk food. It becomes a way to break away from the norms of dietary restrictions and regulations that society pushes on the youth. The article goes over food consumption behaviors within the video gaming subculture.


In this article Joanna Demers singles out one game in particular, Dance Dance Revolution. In this game players are expect to move their feet in specific patterns that are represented on the screen such as step to the right, step to the left, step forward, step back, and jumping to hit multiple places at once. This game has a large music background from catchy electronic music to underground techno that many have not heard. This game has brought many together internet communities talking about the games and its musical content.

Karen Dill and Kathryn Thill write about how the majority of most games are aimed at the youth. In each of these games the characters that are portrayed are icons in young popular culture. The top selling games show more male protagonist than female and each of those males are showed as overly aggressive or masculine while the female characters are more objectified and viewed as sexual and aggressive. In video game culture sexism is very apparent.


In this article Janet Dunlap writes the capitalist nature of video games. After analysis of video game cover art, the article delves into how when players are rewarded by points and money in certain video games that same game will go and push them to spending their winnings. Also within this article she speaks about how that capitalism is not only in video games but majority of video games deal with gender and race.


Ross Haenfler rights on subculture on the internet but briefly writes about video games and the subculture it creates. Haenfler speaks of MMORPG (Massive Multiplayer Online Role Playing Games) and how even outside the game communities were created by fans on the games would get together and participate in fan pages and forums. Haenfler mentions that a community is not restricted to the physical world but can be virtual where many can gather and participate in video games and forums.


Jeroen Jasnz speaks of a certain phenomenon in video games and in video game culture of the “Lara Phenomenon” where it shows many competent female characters take many male roles. Although video games is a male dominant industry it is showing that male roles among video games are starting to break even along side female roles in video games but although the sexes are becoming more equal race is not. Majority of all lead roles in video games are shown to be predominately white in race. Showing racism at its finest not allowing people of color to have important roles outside of their cliche thug routine.

Anders Kelly writes on the subject of marketing violent video games. Many video games contain some sort of violence even if crude humor but the violence that sells are the ones the public has a concern of. Kelly writes of high school shootings that have a link towards violent video games video games and how the youth are easily susceptible to its marketing ploys. Kelly writes that even through games can be engaging and appropriate for children and youth they use violence as a selling point a lot of the times. With the evolution of technology and video games came the evolution of violence in such games from eating ghosts in Pac Man to slaughtering hookers in Grand Theft Auto.


Dongwan Ryu covers a very interesting topic about the “beyond-game culture” that many research papers do not cover. Video games bring together a community outside of the the game to make fan-fictions, artwork, forums and to talk about in game issues. By doing this many who are not native to the english language start to learn the english language through these means. Playing video games and conversing in these beyond-gaming areas people start to learn languages outside of their native tongue. By staying in constant interaction in game and outside people can start to pick up words then move onto phrases and soon after that be able to speak sentences to the best of their own ability by language learning through video game culture.


Video games everywhere have something in common along side gender stereotypes and racism and that common theme is violence. In Ferguson’s paper “The good, The bad and the Ugly” he explains the both positive and the negative aspects of video games and their effects. He goes on to explain that that aggressive behavior after results of bias publication had no support saying that aggression was associated with violence in video games . Even through there was no direct connection it still had effects on those that did play it such as higher heart rate and irritation.