

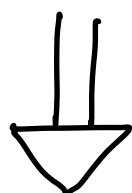
SOCIETY

Violent
pervasive
in
pop culture
bombaraded
with
advertisement

PROBLEMS
WITH
VIDEO GAMES

AUTHOR

- representation
- created by
small insular
group of ppl
- from within
one culture



same group of ppl
creating same games
for themselves

plurality
of
voices

"what I want from games?"

wider
experiences

wider
perspectives

WHAT VIDEO
GAMES NEED

reframe
as
ZINES

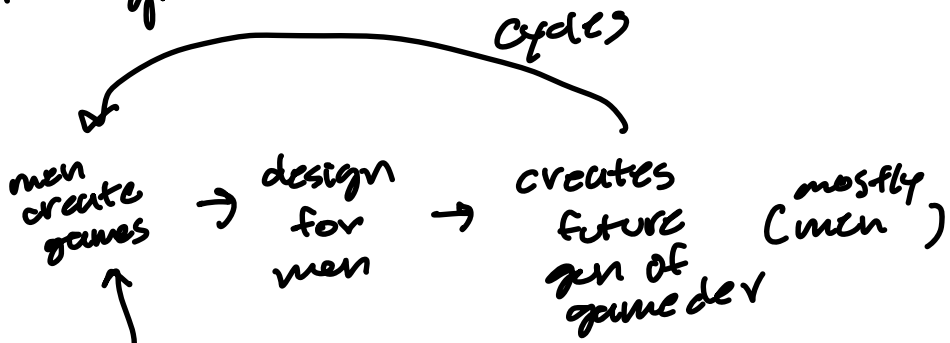
creation
open
to
everyone

personal
?
meaningful

self-published
self-distributed
for our
PEERS

generally same format
 GAME STUDIO - fewer
 FOCUSED - cost more \$
 (Hollywood)
 higher quality
 made by selected group

enables lots of quick content
 COMMUNITY SOURCED (YOUTUBE) - free to create whatever
 cheap
 will mostly be mediocre



CULTURE OF ALIENATION

complicated designs → creates inaccessibility to those who never had chance to game → Adults w/ obligations
 → old folks
 → FLI folks

