GAMES THEN AND NOW?
Online Gaming as a Safer Internet issue

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Space Invaders., 1978

Super Mario Bros., 1982
Doom, 1993

Mortal Kombat, 1992
New York Times, 1993

Video Violence: It's Hot! It's Mortal! It's Kombat!

Teen-Agers Eagerly Await Electronic Carnage While Adults Debate Message Being Sent

By LINDSEY GRUSON

In the history books, Monday will go down as the moment when video games allowed the generation to experience catharsis and release. But for millions of aficionados of video games, it was something more: \"Mortal Monday,\" the breathlessly awaited release of a bloody and wildly popular arcade game that had become a sensation.

\"I was not sure if it could have been Friday \"Mortal Monday,\" said Michael Morgan, 15, a 10th-grade student from Oyster Bay, L.I., who spent almost all his vacation money on an arcade version of the game. \"There\'s nothing close. It\'s the best video game I\'ve ever played.\"

The game, \"Mortal Kombat,\" on sale for $30, is the latest offering of teen-agers and other video-game enthusiasts, who have been the victims of the electronic era, as well as the benefactors. The game is set at the Great Wall of China, the last of the great east-west borders, and the ancient palm tree in the Philippines, the last of the great east-west borders.

\"We have been delighted with calls from consumers around the globe,\" said Larry Golding, vice-president for marketing at the manufacturer, Bungie Entertainment Inc., which is based in Oyster Bay.

The demand, which ignited 70,000 sales of the game this year, has been so overwhelming that Arclight set up a national system of advance reservations for the program, which is expected to sell at least 2 million copies.

Along with the demand, and some reaction to it, is the debate about the game\'s remarkably realistic violence. Children and many parents are appalled at the violence, while some parents are tangled up in their own moral dilemma as to whether the game might be acceptable for teen-agers but not for children.

\"There\'s nothing close. It\'s the best video game I\'ve ever played,\" said Michael Morgan, 15, who spent most of his vacation money playing the arcade version of \"Mortal Kombat.\" He waited his turn at a deli in Oyster Bay, L.I.

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Industry Set to Issue Video Game Ratings As Complaints Rise

By EDMUND L. ANDREWS

WASHINGTON, Dec. 8 - Amid growing concern about blood and sex in home video games, and growing pressure for Government intervention, several of the country\'s biggest video game companies and retailers will announce plans on Thursday to establish an industry-controlled ratings board similar to the one used for rating movies.

The effort is being led largely by Sega Enterprises, the second-largest video game company in the United States. It includes Nintendo of America, the biggest company, and retailers like Sears and Toys \"R\" Us.

The plan is an attempt to head off legislation that would establish a stricter rating system. A Senate hearing on that legislation is also scheduled for Thursday.

The industry\'s proposal would create a board that would assign a rating system under which games would be rated before they went to market. Participating manufacturers would label the names.
PEGI helps parents to make informed decisions when buying video games.

PEGI provides age classifications for video games in 38 European countries. The age rating confirms that the game is appropriate for players of certain age. PEGI considers the age suitability of a game, not the level of difficulty.

www.pegi.info
KEY FACTS 2020
THE YEAR WE PLAYED TOGETHER

SHARE OF VIDEO GAME PLAYERS BY AGE GROUP

- 79% vs 84% in 2019
- 72% vs 74% in 2019
- 60% vs 59% in 2019
- 43% vs 46% in 2019
- 31% vs 31% in 2019

- 68% vs 73% in 2019

WOMEN & VIDEO GAMES

47% of European video game players are women
(up from 45% in 2015)

56m women play across these markets

Girls who play video games are 3x more likely to pursue a STEM career than girls who don’t*
WRITING GAME REVIEWS

Game reviews are helpful when choosing games, and they offer a good opportunity to think about a game’s content.

ASSIGNMENT: Write a review of a game. Your review should consist of matters such as the following:

- What made you choose this game?
- What is the genre of the game, for example, action, adventure, etc.?
- What ages is the game suitable for?
- How many players is the game for?
- What is the idea or storyline of the game?
- How is the game segmented and how long?
- What can you say about the gameplay?
- How do you like the sound effects?
- How are the characters, environment, etc.?
- How interesting or creative is the plot?
- How do you find the quality and the price?
- How is the game’s duration?
- Would you recommend the game to your friends?
- What score (e.g. 4-10 or 0-100) would you give the game?

DESIGNING YOUR OWN GAME

The goal of designing a game is to think about matters such as the goals of games, harmful content and age restrictions.

ASSIGNMENT: Design a new computer game for a group. Take the following matters into consideration:

- What device is the game played on?
- What is the objective of the game?
- The main character(s) of the game
- Other important characters in the game
- In what kind of a world does the game take place?
- Who is the game aimed at?

GAMES IN THE MEDIA

Getting acquainted with how the game theme is discussed in various types of media improves media literacy and reflecting on the material.

ASSIGNMENT: Think about how games and gaming are presented in the media. Who is talking about games, why and with what sort of tone?

1. RESEARCH. What kinds of game news can you find, what is good, what is not?
   There is no reason to limit the research to the Internet, as TV is an important news medium and newspapers and magazines are still being printed.

2. PONDER. Pick a news story or two. What questions do they raise? What do they leave you thinking? Was a certain item an error or a purposeful choice?

3. ASK. Come up with one or two questions. Who can or who would you like to answer them? There are plenty of game researchers, reporters and other professionals to consult.
What Happened To Women In Computer Science?

% Of Women Majors, By Field

- Medical School
- Law School
- Physical Sciences
- Computer Science

How to buy a personal computer.
Finnish Game Studio PlayRaven Rakes Strategy Games To Touchscreens

Posted Dec 10, 2014 by Steve O’Hear (@sohear)

These former Rovio employees hope two-year-old Boomlagoon will hit it big.

“They’re a great success story for a Finnish game company,” says Boomlagoon CTO Ilkka Halila of Angry Birds-maker Rovio.

FORTUNE — Can lighting strike twice? The folks at Boomlagoon certainly hope so.
Metal Gear Solid V, 2015
Gaming Industry Plagued With Sexual Harassment & Hostile Environment

Sexual Harassment is a major concern in the workplace and unfortunately, it is something that has plagued the gaming industry as well. Not only do we have sexual harassment in the gaming industry but hostile work environment as well. Other than that sexism is common and we have heard about bro culture in the industry well.

Ubisoft Family Accused of Mishandling Sexual Misconduct Claims

Inside the sexual harassment lawsuit at Activision Blizzard

A lot has happened in just two weeks, and the filings are piling up.

Riot Games investigating its CEO over sexual harassment lawsuit

A former executive assistant accuses Nicholas Laurent of making unwanted sexual advances.

Crusader Kings developer Paradox accused of "bullying and gender discrimination"

"Worst for women."
Mimmit koodaa program increases gender equality in the Finnish software industry

The purpose of the Mimmit koodaa program is to increase gender equality in the Finnish software industry by breaking the stereotype that coding is only for men.

The core of the program is to provide easily accessible coding workshops free of charge for women who are interested in coding but have no previous experience in it. The program is powered by the Finnish Software and E-business Association and its member companies.

The long-term objective of #mimmitkoodaa is to help giving future generations an equal opportunity to study and flourish in the IT field, especially in the software industry. In the future, every company will be a software company and there will be an increasing need to use, customize, buy and develop software.

www.mimmitkoodaa.fi
Some campaign specific categories, for example Ones to Watch, feature rare content. In some packs, the rarity of this content category may be less than 1%, and within that there will be a wide range of probabilities.
In China, Kids Are Limited To Playing Video Games For Only 3 Hours Per Week

August 30, 2021 - 4:39 PM ET

In an effort to curb video game addiction among children, Chinese authorities are tightening the reins on just how much that online gaming companies are allowed to offer young users.

Published:
16 November 2020

Groundbreaking new study says time spent playing video games can be good for your wellbeing
Daily time slot
Children have a certain game time during which gaming is allowed, for example between 3 pm and 5 pm.

**Pros and cons**
+ The time spent on gaming can be anticipated.
+ Family members can agree on gaming turns on the same device.
- Children’s online gaming friends may be offline during the game time.
- The game may still be unfinished when the game time ends.

Daily screen time
Children are allowed to play for one hour, for example, during the day.

**Pros and cons**
+ Children can choose when they play. They can coordinate their gaming in relation to their friends’ timetables and their hobbies.
- For parents, it is difficult to determine when the agreed amount of time has been used.
- The game may still be unfinished when the screen time ends.

To the end of this level
The family agrees that when an adult asks the child to stop playing, the child is allowed continue the game to the end of the level or the next save point.

**Pros and cons**
+ Children are allowed to finish their game.
+ Adults show that they understand the importance of the game.
- Children may wish to continue the game despite finishing the level.
- It may be difficult to assess the remaining gaming time in advance.

Daily lives
Children are allowed play three ‘lives’ or levels in their favourite game during the day.

**Pros and cons**
+ The rule is simple to understand.
+ It is possible to continue playing from where they left off.
- It is difficult to become a better player if the number of games is very restricted.
- Children may be excluded from their gaming circle if they have to stop playing before their friends.
GGWP!

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