



Gameover Hate

MULTIPLAYER: YOU VS THE INTERNET

CREATING BETTER GAMING COMMUNITIES

Unreal Tournament 2004 lends incontrovertible proof to John Gabriel's Greater Internet Fuckwad Theory.

Normal Person



Anonymity



Audience



Total Fuckwad



$2+3=Cats$

$s_x = \sqrt{\frac{1}{n} \left\{ \sum x_i^2 - \frac{1}{n} (\sum x_i)^2 \right\}}$

PLAYER 2 PLAYER
COMMUNICATION



GAMERS AS
PERCEIVED

Who plays video games?

25% of EU population

81% play online

Average age: 30.4y

54/46 male/female ratio

*http://www.isfe.eu/sites/isfe.eu/files/attachments/euro_summary_-_isfe_consumer_study.pdf



TARGET GROUP



gameoverhate

[Knowledge Center]



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A continuously updated collection of links & media addressing hate in gaming communities and inclusive gaming. Hit 'submit' to drop us a link.


GAME OVER HATE SUBMIT

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The Creepy Side Of E3

You might not have heard about the security guard that groped a journalist at this year's E3. Or the writer who gave a PR woman his business card by slipping it in her dress. Or the women presumed to be boob babes simply because of the way they looked.

Tina Amini (Kotaku) writes about the constant and multiple types of harassment women face in game conferences like E3




"When you're female and working in or alongside this industry people



Extra Credits talks about "the rampant bullying, misogyny and hate speech that occurs within the gaming community" and suggests a few solutions to address this.


I Help Make Video Games, And I'm Sick Of The Hatred From Gamers



An anonymous developer does a guest editorial for Kotaku, sharing his frustration and sadness towards the gaming industry.

"Granted, feedback is warranted. If we fucked up and our game is broken, you should tell us. I don't ever want to ship a broken product. But stuff like 'I hope the idiot people who made this just kill themselves after they kill their family' makes me want to quit my job and move to another industry. Seeing statements

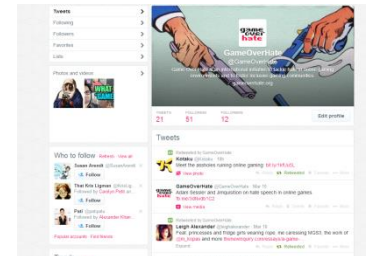
DayZ, Dark Souls and the pleasures of being a jerk online



Dennis Scimeca (Polygon) writes about a current trend in online games where players are encouraged to act as "jerks" online (banditism, griefing, ganking, trolling).

"Video games that encourage players to treat one another horribly is feeling less like a quirky design facet of a few games and more like a bone fide trend.

The sensitivity to the pain of others, which is something I cherish, flies straight out the window as I wallow in heinous abuse on nennia in Grand



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Group A

Watch the “Singapore-MIT GAMBIT Game Lab Hate Speech” video (<http://youtu.be/6A52sGTUhXU>)

Discuss:

- Have you ever faced hate in video games?
- How did you respond to it?
- What would be an appropriate community response?

Group B

Read the Kotaku article „Three Words I Said to the Man I Defeated in *Gears of War* That I’ll Never Say Again“ (<http://bit.ly/1hQFql4>)

Discuss:

- Do FPS address a male audience?
- Is the practice of „raping“ and „teabagging“ sexist?
- What would an inclusive game community look like?

SHOWCASES



COMMUNITY
RESPONSE

THANK YOU!

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