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DMS474

Final Project

Game and Social Media

For the course this semester, we read various books. Each book is on a different topic, and we have also learned a lot of media theories and media approaches. I was actually quite impressed with a few of these books, such as Bruno Latours "Reassembling the Social" discussion on social. Or Ruha Benjamin discussed racial discrimination in the information society and the theory of "New Jim Code" in "Race After Technology". These discussions can give me a lot of directions for thinking. Of course, I also found the topic I want to study and discuss from a book we have read. And this book is "Gaming: Essays on Algorithmic Culture" by Alexander Galloway.

We read "Gaming" by Alexander Galloway. There are many things mentioned in it, and I have a lot of ideas. I am also a gamer, and I also play games on weekdays. But the times have changed, and the positioning of the game is now different. In the past, playing games is not a good behavior. It's just a way people use to entertain in their free time. But now that people have higher demand for games, in fact, games have become more information and social. Now there are various consoles like Xbox and PlayStation, or the more convenient Switch. There are also PC-side computers that have always been there. These are all due to advanced technology and development. These are what Alexander said:" The electronic computational device-the machine, for short – may come in a variety of forms. It may be a personal computer, an arcade machine, a

home console, a portable device, or any number of other electronic machines." (Page 1, Ch. 1)

Of course I am not going to discuss a topic with Alexander. I want to say that games can also be used as a social media. Should we still think that games are bad things based on previous concepts? Or does social media have a bad influence? This topic has already been much discussed. Then I think that since I have talked about games and I am also a gamer, I feel that I want to talk about how games and social media adapt to the changes of the times and how they affect them in good ways.

First of all, I want to say that with the development of technology, both the media and the game are already making continuous progress. Like before, we used to communicate with friends by phone or by mail. Now we can communicate with friends very quickly through the social media of mobile phones. Before that, there were only very simple games like Tetris or Snake. Now there are many different types of games. Peoples notions of social media and games may still stay in the old stereotypes, and they think that these things should not be touched or not allowed to be used. But this stereotype needs to be changed now, because both social media and games have their own unique meaning. For social media, it is a good way to narrow the distance between students. Like online classes at home during the current epidemic, professors also use Zoom or other video software to conduct classes. And there are softwares like Group me that can help students form a good study group, which can improve learning efficiency. Also with the development of the media, many software have simplified a lot of things. Ma & Oikonomou said in the book: "We would not have perhaps predicted the direction of technological progress in the fields of games, serious games and edutainment applications, both in terms of hardware and software. Researchers, designers and even students now have wide access to effective virtual reality (VR) headsets; accurate, responsive, VR interaction control systems; portable augmented

reality solutions like the Microsoft HoloLens; and the development software to support them."

（Page. V） That is in the process of my own learning, I also learned the use of many different software such as Stata or Python. In fact, these are also very useful. Similarly, the experiment of Junco et al. also proved the role of social media. "This study provides the first piece of controlled experimental evidence that using Twitter in educationally relevant ways can increase student engagement and improve grades, and thus, that social media can be used as an educational tool to help students reach desired college outcomes." (Junco et al. , 2011, p.130) So we should not resist the use of social media, on the contrary we should use it appropriately. Because it is so convenient in our lives. It is precisely because of the informatization of the current society that we have to adapt to use it. When it comes to games, I have more to say myself. I can really be considered a gamer, because I play games in my free time. Because games are the way we can play with our friends in addition to social media in the current epidemic environment. And even we can meet different people in the game, so I think the game can also be regarded as a kind of social media. And because of the current advanced technology, the game is also constantly improving. Whether it is the complexity of the game or the entertainment, it has become stronger, and many games have a deep sense of immersion. And many game ideas also come from our lives. I was very impressed with a game called "Chinese Parents". It is a game that simulates the parenting life based on the family with Chinese characteristics. Many scenes in the game are also reminiscent of childhood, and the plot is very close to reality. In addition, there are a lot of rich games, and there are even games designed specifically for programmers. And with the development of the current era, many VR games have also appeared. It looks like the next-generation screens released by PlayStation 5 now, and they are all very lifelike. Therefore, the

development of the media has also affected the game, making the game closer to life and more realistic.

When it comes to games, I myself prefer strategy MOBA games. The full name is Multiplayer Online Battle Arena, and I probably totaled more than 7000 hours of game time. The reason why I am keen to play this type of game is that this type of game itself is no longer the simple game before. For this kind of strategy game, players need to think and practice when playing against players. We need to understand the mechanics of this game, and we need to be proficient in the heroes and equipment. After these basics, you still need an understanding of the game and a variety of rich tactics. And these things can exercise the players thinking and reaction well, and can make the player have richer and more changeable thinking and creativity. In addition, the reason why I want to say this is because I think the game has formed a unique circle of its own. Like a team composed of many professional players, and various countries play different divisional leagues. In the final international competition to decide the champion, the professional circle of the game has become a closed loop. Then I think this is also a kind of media circle, which includes a variety of different media. Like many live broadcast platforms are a kind of media that broadcasts matches, and then many gamers will often pay attention to matches. And this professional environment of e-sports also allows more people who like games to get jobs in the game industry, such as various game analysts or game commentators. So society and the media are inseparable, they are closely connected. In a society as small as the e-sports circle, there are also various media. And the scale is not small, some international e-sports prizes are as high as tens of millions of dollars. So I want to say that with the informatization of society and the enrichment of media, games are no longer the depraved behavior we thought before. And the e-sports industry is already worth considering, and it can also allow those who love games to

continue what they love. And now the rich and diverse games can also have a good impact on the cultivation of people. Of course, I can't just say that social media and games are good, and we can't ignore the negative impact they bring. Because of the convenience brought by social media and the fact that it is now an online class, many students choose to search for answers online when completing their homework. And this kind of behavior is academic dishonest and very dangerous. In addition, because of frequent social media activities, it will definitely have an impact on students' academic performance. As the article said: "Because university students participate in various social media activities on a daily basis, there are growing concerns about the potential negative impacts of social media on students' social well-being. These potential negative impacts include inappropriate interactions between students and teachers online, the influence of an informal relationship with a teacher that disrupts formal instruction during class time, and cyberbullying. Social media may distort the traditional teacher–student relationship, and the boundaries between students and teachers have become less defined." (Lau, 2016, p.290) Also in terms of games, due to the reduction of class time and the form of online classes, students may spend a lot of time playing games. This will cause them to become addicted to the game, which is a bad influence. And staying up late to play games will also affect the student's vision and health. And the impact of playing too much games on academics is of course not to be mentioned. In general, with the informatization of society and technological updates, social media and games are also undergoing subtle changes. Social media facilitates our lives and enriches our boring lives. And games also bring different fun to our lives. For media study, I think these can be regarded as media in our lives. And of course these things are good for them, but we can't ignore their negative influence on the back. So we still need to use them properly and correctly.

Citation

Alexander R. Galloway. Gaming: Essays on Algorithmic Culture. NED - New edition, vol. 18, University of Minnesota Press, 2006, doi:10.5749/j.ctttss5p.

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