18 responses

Message for respondents

This form is no longer accepting responses

Summary | Question | Individual

What gender do you identify as?

18 Responses

Please write you age in the box below.

18 Responses

21 1
18 2
20 1
23 2
24 2
28
23
30
26
27

What year did you start playing video games? (If you can not remember specifically, please provide an estimate)

16 Responses

Possibly around 2007? When I was very youn...
About 14 yo.
2000
2007
2008 ish
2006
2014
2016
2002
2008
2004
2001
16
2005
2013, age 9
5
2017
2009

Which element of representation do you feel is most commonly depicted problematically in video games?

18 Responses

Out of all the video games you are familiar with, which game do you feel includes the best representations of one or more of these elements?

18 Responses

The Sims 2
Sims 2
Alan Wake 2. It has a black female protagonist, a...
Disco Elysium
Baldurs gate 3
Overwatch (2016)
the Last of Us
Not sure
The Elder Scrolls V: Skyrim
Spider-man:Miles Morales
Overwatch 2
Baldur's Gate 3
Animal crossing 🐶
Horizon Zero Dawn
Subway surfer
Alan wake 2

Why do you feel the representations in this game are NEGATIVE? Please explain as thoroughly as possible.

17 Responses

Hints explained that in the last bit, but mostly just the fact that it's all males for characters. It's very mature and sequl.

I think the game makes the characters human and doesn't romanticise or demonize most traits. It approaches people as people, not just concepts, which is very rare in video games. Additionally, by using it as a sort of plot device or like, yeah, it shows both the good and the bad in a way which is not hella authentic, they claim.

Allows you to tailor your gender right down to the pronouns. Also allows you to make choices which lead to you different career paths and get laid. There are no restrictions playing as a woman vs a man, for example.

The game includes a big variety of representations, including being able to create same-sex couples, multiple characters, same-sex couples can also adopt babies.

All different things are targeted in the game - sexuality, gender, disability, mental health, and racism. All handled well, cleared example is Cassandra's mother's mental health. Cassandra Portrayed very well and realistically that a lot of people wouldn't react heavenly to it and felt very represented by it.

Every character has their own unique background and one is never placed above the other

they don't portray the female protagonist as weak and vulnerable, see them as strong and independent

I chose Skyrim due to its inclusion of diverse races, each with distinct cultures, histories, and abilities. The incredibly detailed character customization system allows players to create a character that best represents them if they so choose.

Playing as a male or female character does not affect the storyline, meaning players can fully customize/embrace for whatever choice you make.

Players encounter a variety of characters with different backgrounds and stories throughout the game, contributing to a rich and immersive world.

Relationships can be made with characters of the same or opposite gender as your character, or with no romantic relationship at all if desired. You do not have to have a relationship with any character if you choose not to, it's not seen as a crucial part of the game.

The game does not only pick black skin character to be the only representation of black people. It is also case (respect to the deceased actor of Black Panther, Chadwick Boseman in the credit of the game

heroes from all over the world around GOOD gender ratio, age range of heroes is massive, multiple sexualities represented

You can be anyone, as this world permits it, multiple choices regarding gender, race, sexuality are given to the player in the world and story, and are not forced upon you.

The only game I really play along with Minecraft, but it has a range of animal characters that are neutral and not sexualized like other games

Strong female main character

Everything can be set and personalized

Its gives the choice of selecting both genders and also different characters as the main hero, so a variety of people can relate.

It has inclusive options about gender and gender representations and is a game that has a male and female protagonist.

Dual narrative focused equally on the previous protagonist and the new protagonist who is a black woman and they are shown as capable and

Why do you feel the representations in this game are NEGATIVE? Please explain as thoroughly as possible.

18 Responses

Sexism (Lots talking about Ashley's 'ballistics' (Just talking about her 'big butt'), Liam's catchphrase being 'women...' and the game overall portraying the female characters with stereotype with Nikki Reclaim (Lots in Kogs stereotype, and literally says 'Get dyin' son'

With Rev 5, I haven't played it, but mostly the gross comments from the designers in the art book

I really dislike the game because it feels like all the characters are paper cut-outs, there is not representation of POC amongst the playable characters (there is a token black guy in the Alpine DV-risk of that as often felt like any type of disability is either mentioned off handedly or ignored entirely (I'm not sure if this is the case for others' I will say that I only played up to Jumanji though and cannot speak of later parts of the game.

You can only play as a man, the women are NCPs that are overwhelmingly sexualized and the most vocal amount of female NCPs in one scene are in strip clubs.

It follows very stereotypical representations of all of the characters. The only playable female characters. GTA also include racist/homophobic characters, it's lacking with LGBTIQ characters or storylines too.

Main reason being the majority if women in that game are sexualized (Strip clubs, Lingerie shops, Dad women on posters, ex gfs, strippers etc). Its something like saints row where you have a few female characters but the majority are used as eye candy as a woman for the main game. Similar style games but GTA is a bit less representative in many ways

It feels more performative than anything, there's a lot of talking about how bad the characters' misogyny/awfulness herself which isn't really something that a trans person would do

Shows the women as victims, sexualises them or only 'go after men with money.

Lot of negative stereotypes around race

The game often relies on stereotypes, portrayals of marginalized groups, misogyny, and can perpetuate harmful narratives.

Although the three main characters come from different backgrounds, they are all male, and there are few positive representations of women. It often portrays women overly sexualised or as victims.

While the game is suppose to be a highly satirical game, it doesn't always hit the mark and sometimes miss the message and take it at face value.

I don't know sorry

all the women in the game are there to be save...

Adjustment of a Horse ethnic group, as darker in...

Most females in the game are strippers

Depict female characters with "lingerie" more th...

Not accurate in historical terms

NA

It is very violent and degrading towards women

Sexism ,racism, and homophobia often playe...

Representation on Video game remasters and remakes.

A video game remaster is a rerelease of an original game that has been enhanced by improving assets such as models, sound effects, lighting, and other graphics.
Remasters are essentially the same core game with enhanced assets and visuals to update the experience for modern players (Mark.usf, 2023).

A video game remake completely rebuilds the game, often with new gameplay features.
Mamat (2022) explains that a remake, even if staying true to the original game, will usually attempt to use the same story, setting, music art or gameplay ideas.

Do you play video game remasters?

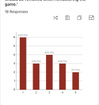
18 Responses

Do you play video game remakes?

18 Responses

How much do you agree with this statement: "Problematic depictions in classic video game should be removed when remaking the game."

18 Responses



Why did you chose you last answer? Please explain below:

16 Responses

Because you shouldn't erase history. Removing these elements in a remaster feels like the company trying to hide their past mistakes.

I think harmful things should be removed if the game is being remade, but I don't think that they stay if the game is used to "learn from" as a bad example.

If you are updating effects then you are remastering the game because it is important anything problematic should be removed to improve the game for everyone.

I think that it depends on how problematic the depictions are. However, if it is a remaster then it should be changed for the game because it is part of the original gameplay.

Depends how problematic. Blatant racism for things other than if it part if the plot, and things of that nature should be removed as there is no real way to offend. But if its offensive but relevant to the plot, or a character being disliked/a because of their racist views, then I don't think removing it may be advisable.changing it changes the game, and if it is a remaster, it should be changed. Using hearts on blatantly offensive content that is very problematic, and should be removed, and the game re-remastered and just left to its original format.

Games, like all art, are made at the times and places they are for multiple reasons and they're not going to be perfect because of the times and that they came from. To then go back and censor them is to erase history and the lessons we learned that needs to always happen. In some cases there is a way to remaster and remake to be better for today but also and more importantly true to how it was to the original as possible, despite the faults.

they are classics so it has a sense of nostalgia and making it look better in different than remaking

Although I feel problematic content from the seased (that wasn't necessarily considered problematic at the point of release) doesn't necessarily mean it should be taken down now, if you are going to re-release a game it should fit to what society currently views acceptable/ unacceptable so to ensure accurate and inclusive content to ensure it doesn't cause harm.

I think we should acknowledge the mistakes people have made in the past and correct these mistakes. Although I have picked part 2 instead of 1 because depending on the severity of the depictions, these can be used as an opportunity to educate the player and allow players to share their why these negative depictions are harmful.

The ideal 'remastered' game should fix the all the problems original have

If a game is being remastered, its problematic depictions aren't bad enough to skip a remaster

It's idiotic to change a work of art (which games are) to fit currently popular narrative of certain woke groups, what happens if current narrative is changed to something else? Wouldn't you call it a historical work? Also, if these depictions are not are enforced in culturally dominant USA, and people of asian ethnicity become personas non grata, will you change characters in old games, if characters in old games were changed? When it is too much to change existing works of art, a cultural heritage of society? to censor them?

It's more about diversification than removal, add more to add balance

Times change and there is no issue with gaming companies changing with them

It would give something extra to old players as well and make new players more comfortable with the game without the problematic elements.

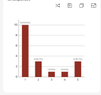
So as to gain more audience, customers satisfaction, positive word of mouth and increased profits.

Because Inclusivity should be a priority

Some things can be deemed unethical in present time however it's important to not to hide the problematic representation in old games and

How much do you agree with this statement: "Problematic depictions in classic video game should be removed when remaking the game."

18 Responses



Why did you chose you last answer? Please explain below:

16 Responses

Shows the progression of views. Recognises that we have moved away from problematic, and have improved upon them.

If it' s a remake there is literally no reason to keep harmful things.

Fostered above

If a game has problematic depictions, then they should be removed if remade/ because it can influence the player and can be harmful. It is likely that fans of the game may be upset if original depictions are removed.

Again it depends. If its plot relevant then it should be left in. Not a game but the recent avatar TV show had a character who was racist at the beginning to offend people. But his racism is a result of his upbringing and part of his character arc as he learns and grows. Removing this would take away the changes as a character. At the start it's semi offensive but it's part of his character growth and this shouldn't be removed

Same answer as above

If you're already essentially redoing the game, you should address the problematic aspects of the games

Although I feel problematic content from the seased (that wasn't necessarily considered problematic at the point of release) doesn't necessarily mean it should be taken down now, if you are going to re-release a game it should fit to what society currently views acceptable/ unacceptable so to ensure accurate and inclusive content to ensure it doesn't cause harm.

Same reason as for remaster. I think we should acknowledge the mistakes people have made in the past and correct these mistakes to improve for future instances. The reason I put 2 instead of 1 is because depending on the severity of the depictions, these can be used as an opportunity but it led to the remaster to/ new players to show their why these negative depictions are harmful.

The remake game should be modernized, fixing technical problems that original game has)

If a game is being remaked, its problematic depictions aren't bad enough to stop a remaker

It's idiotic to change a work of art (which games are) to fit currently popular narrative of certain woke groups, what happens if current narrative is changed to something else? Wouldn't you call it a historical work? Also, if these depictions are not are enforced in culturally dominant USA, and people of asian ethnicity become personas non grata, will you change characters in old games, if characters in old games were changed? When it is too much to change existing works of art, a cultural heritage of society? to censor them?

Same as before

Better representation of the times

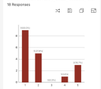
Same. It would give something extra to old players as well and make new players more comfortable with the game without the problematic elements.

Same reason as of remaster

Because it increases the target audience and makes gaming more inclusive

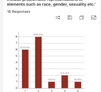
How much do you agree with this statement: "Video games released from 1980-1990 include problematic representations of elements such as race, gender, sexuality etc."

18 Responses



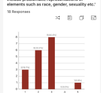
How much do you agree with this statement: "Video games released from 1990-2000 include problematic representations of elements such as race, gender, sexuality etc."

18 Responses



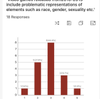
How much do you agree with this statement: "Video games released from 2000-2010 include problematic representations of elements such as race, gender, sexuality etc."

18 Responses



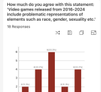
How much do you agree with this statement: "Video games released from2010-2015 include problematic representations of elements such as race, gender, sexuality etc."

18 Responses



How much do you agree with this statement: "Video games released from 2016-2024 include problematic representations of elements such as race, gender, sexuality etc."

18 Responses



How much do you agree with this statement: "Positive representation within video games is important."

18 Responses