CMS.300 – Intro to Video Game Theory

Session 20 – GAMES JOURNALISM

Readings

Dutton et al., Digital Pitchforks
Kieron Gillen, New Games Journalism

Goals/Keywords

- Debate state of games journalism
- General press on games
- What's the approach?
  - Perpetuating myths – media effects
  - Sensationalism – controversy
- OR
  - Reporting games/console releases (covert advertising) → dictated by industry
  - Criticism for the masses

What the Mass Effect fiasco teaches us about general news reporting?

- Badly researched
- Based on misconceptions/preconceptions
- One-sided, reinforcing a story
- Also teaches us about Fan reactions
  - emotional
  - at best, reasoned and supported by proof
  - at worst, childish, biased (against feminism)
  - fans have tools to respond

Specialized Video Game press

- Who writes about games
  - A few journalists – magazines, professional sites
  - Bloggers, everyone!
Bloggers

- More democratized, first-hand knowledge
  - But, lack of journalistic rigor and lack historical perspective

Professional journalists (not much better)

- Advertising pays for sites
- Industry early access
- Reviews and content dictated by game industry
- Attempts at honest reviewing get panned
- Consumer reports

New Games Journalism

- Focus on experience on gamers not games
- Trying to veer away from consumer reports, exploring the human condition
- Gillen doesn't deal with issues of funding