

## *Oh My C.O.D!*

### *Racism Remastered*

#### **Chapter 1: Ethnic minority? Game Over.**

“This perpetuation of an inaccurate cultural representation directly links to the hypothesis, and evidences the unwillingness of some individuals in the gaming industry to change and fix cultural misrepresentation due to the favourable economic value delivered by the products containing the deliberate stereotypes.”

“...a copy-paste template for antagonists, where the common villains for the genre of the game in question - such as Eastern European and Middle-Eastern for first-person shooter games - are frequently used so the game will become easier to market to Western, especially American, audiences with a familiar antagonist.”

“...if a cultural-ethnic group or minority is consistently antagonised in media, the general population will accept the stereotypes as truth and will not seek to change the perception and may continue it due to a misinformed bias that permeates into both conscious and subconscious cognitive function.”

#### **Chapter 2: Rated ‘R’ for Racism, Not Suitable for Ethnic Minorities.**

“The anonymity of online gaming empowers people to act in socially intolerable ways, and the repercussions of using derogatory and discriminatory language are usually limited...The sparse extremities of ramifications towards racism or ethnic discrimination carried out by players rarely prevent or put an end to the behaviour, but merely shifts the platform for bigotry to other games and outlets.”

“The unexpected nature of racism against Latin-American players shows a further issue in the gaming community - that players of ethnic minorities turn against one another to be accepted into the community, having been socialised to antagonise their own ethnic identity.”

“Modern day morals and ethics prevent any obviously racist games from becoming popular, and even unintended racism can cause developers to be considered contaminated...does not prevent socially taught subconscious stereotyping from occurring during the creation process.”

“...the persuasive stereotyping entering the subconscious of minority players can cause the individuals to antagonise themselves, impacting their self worth and esteem.”

“The ideal for both single player and multiplayer video games is that various ethnicities are portrayed correctly, which includes both positive and negative aspects. Some games require realism, and therefore ethnic representation is highly dependent on the game’s setting and plot line... Other games may not rely on realism, and it is in these games that representation can be highly influenced by the individual player’s and the developer’s own subconscious bias.”

### **Chapter 3: Break The Fourth Wall**

“The recurrence of the player’s individual stereotypes outweighing any potential developer bias may be a result of the systemic overhaul of attitudes and bias pertaining to Western ethnic minorities. Media creators are held to a higher standard of socially acceptable language and behaviour due to their work being in the public eye, and this translates into their product. Within the anonymity of the online gaming world, individuals are able to sustain discriminatory actions and language or their unconscious biases go unchecked and unidentified.”

### **Conclusion**

“Without intervention, the racism and ethnic stereotyping within video gaming will continue to worsen until it is a harbour of irreversible discrimination.”