

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!

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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

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