

Article synopsis



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Article Synopsis The gender communication is a common concept and it has been in the new for some time now. The major concern is how the gender differentiation and communication is portrayed in video games. The article on video games provides a complete outlook on the depiction of gender in games as well as media in general. The major concern of the authors is how sexism is included in these games and how do they form a part of this media. Due to the increasing popularity of games and magazines that give more importance to gaming, the compulsion to include these elements has increased. One among the most important concern is the way in which the characters are depicted in the video games. The next concern is the relationship and communication between a male character and female character. This changes the mind of the people and it creates a belief that sexism is common. Another major concern is the appearance of female characters in the video games. (Dill & Kathryn, 2007). Though it is an animated picture, the way in which a female character is depicted and gender depiction does not have any reservation. These are the major concerns of the author.

The authors have explored the appearance of both the male and female characters. They have also explained how magazines and other forms of media represent these games and the concept of gaming. The content of such video games leave behind a negative effect on the people's mind, but hardly any magazine or media realizes it. The central concepts of their study are to explore how gender communication and gender portrayal plays a major role in defining the characters. The authors have defined these concepts with the help of surveys and researches which indicate the young people's perception of video games. The authors conclude that female

characters in such games are often underrepresented and male characters are shown to be more aggressive.

This article describes the way in which video games influences the people, mostly kids and young adults. I would say that the authors have come up with a realistic representation and they have clearly explained how a women and men are differentiated and represented in these video games. When considering the author's concern of how a woman is depicted in these games, it is acceptable that women are often represented as sexual characters. (Dill & Kathryn, 2007). The way in which they are characterized seems to be stereotypical and they are none of these games provide a remarkable knowledge. I would definitely say that magazines and media have also played a spoilsport in depicting and popularizing such video games.

Evaluating this article provides a clear idea about how video games misuse the popularity and how they create a negative impact on the people's mind. Due to this reason, young people are often taken away by the media's depiction of a particular character or a product. The reason why I support the author is the article provides a clear picture of the real world situation and how people's mind goes through a change due to these games. These problems will lead to severe consequences where young people will turn out to be more aggressive as how the male characters are portrayed in the video games. The respect and the concept of feminism would be lost as most of these games tend to misinterpret the way how a woman actually is. The surveys and researches reveal the bitter truth that people are generally carried away by the media's hype and representation of a particular character.

Works Cited

Dill, Karen, and Thill Kathryn. “ Video Game Characters and the Socialization of Gender

Roles: Young People’s Perceptions Mirror Sexist Media Depictions.” Springer Science Journal 57(2007): 851-864. Web. 1 March 2010.