

**axis**



A CONVERSATION KIT ON

# VIDEO GAMES

# Conversation Guide

## Video Games, pt. 2

### Part 2 summary

- One of primary reasons people tend to gravitate towards games is because they can provide a sense of community.
- Streaming, YouTube, esports, and the on-line communities inside games are ways of experiencing that sense of community.
- Humans need community, but they also need a deeper form of community, called “communitas.” The difference is that communitas tends to inspire you to grow and improve.

1. Why Do We Play?

2. Community

3. Violence

4. The Performance

### Discussion questions

**01** Where do you tend to find community? Are any of the spaces where you find community digital? List a few differences between digital community and in-person community.

**02** Do you think digital competition, like esports, is cool or a little weird? Why do you think humans like competition so much, no matter the venue or sport?

**03** Do you feel like you have communitas? When you think about a high-quality community, what are things that come to mind?

### Diving deeper

**Acts 4:32** describes the early church: “**Now the full number of those who believed were of one heart and soul, and no one said that any of the things that belonged to him was his own, but they had everything in common.**” This is maybe the most definitive picture we have of the community and communitas in the early church. Take some time to read the context in **Acts 4**, and discuss what this might look like in modern times.