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**A CONVERSATION KIT ON**

# **VIDEO GAMES**

# Conversation Guide

## Video Games, pt. 3

### Part 3 summary

- Video games are often overly dependent on violence as a mechanic and a form of feedback.
- But, contrary to the popular belief, video games have never been shown to actually cause real world violence.
- Yet, there's a deeper discussion under the surface, and we must begin to understand what it says about the culture we live in that violent media is not only prevalent but extremely popular.

1. Why Do We Play?
2. Community
- 3. Violence**
4. The Performance

### Discussion questions

**01** Think about the concept of “Ludonarrative Dissonance” (Google it if you need a reminder). What are some other games, movies, or shows that you feel might suffer from this?

**02** Does it surprise you that video games probably don't cause real-world violence? Why do you think this misconception has been so popular for so long?

**03** Do you think being critical of violence in media, like games or movies, means you have to completely disengage with them? When would you say that violence is justified vs. not justified?

### Diving deeper

We mentioned it briefly, but the Bible has some pretty gruesome, violent sections. The book of **Judges** is particularly brutal, but for this deeper conversation, read through **Matthew 2:16-18** (You can read all of Matthew 2 if you want context). This is placed right in the middle of the Advent narrative. Discuss why Matthew would include this section of intense violence in such a hopeful narrative.