Enver Djokovic

<h1 style="text-align:center">Gaming Positivity Script (Intro and Conclusion)</h1>

(BEG. OF INTRO)

Video games have been around since the 1970s, with titles such as "Pong", the very first video game on the market. Since their inception, video games have remained an important piece of not only American culture, but pretty much the rest of the world too. They allow the player to not only explore many diverse and varied worlds, but also to see themselves in such worlds. By controlling the character or avatar, players are able to travel around and explore the ins and outs of the worlds they're in, regardless of the genre and gameplay styles.

Videogames are a never-ending and vast landscape that allows players to live out their most imaginative fantasies. For instance one game will have you playing as an Italian plumber, platforming through many rich and colorful worlds, while another game will have you play as a Japanese high school student attending school and socializing with the many people in his town, while also fighting demons at night and trying to save the world.

There is so much to do in the world of gaming that not only makes the medium fun but important to so many people. Since I was just a mere infant I have always loved and cherished gaming. One of my favorite moments as a child was when I finally got my hands on a Nintendo Gamecube. I was only nine at the time, and man it was such an exciting time for me. Playing the Gamecube at my cousin's house was one thing, but to own the console was a completely different feeling. To top it off one of the first two games I had gotten for the system was Super Smash Bros. Melee, which I was more excited to own than the console itself.

Gaming has always been apart of me, and besides the people I knew who love video games there a lot more people out there who share the same thoughts and sentiments. What I wanted to do was gather a few of my closest friends and have them talk about their gaming experiences, and how video games help them deal with the real world. I wanted to do this in an interview-like setting and make it feel in a way therapeutic, as well as welcoming. **(END OF INTRO)**

(BEG. OF CONCLUSION)

Overall, by conducting these interviews I was able to better understand how the people around me perceive video games as an artform. The point of all this was to show that not only are video games important, but to put gaming in a positive light. Sometimes video games as a whole is labeled with these stigmas that are not necessarily true. Some will say it's brainwashing, or contributes to doing poorly in school. Maybe for some people this is the case, but when you think about it, other forms of entertainment, such as television and film can be perceived in the same light.

There's always that one title, or some cases few titles that are the sole reason why they not only play, but also love video games. This past January I was recommended by a friend of mine that because of its genre I really didn't think I'd get into. It turns out… that was not the case. I played the game for five straight weeks and completed it. This game was Persona 4. I absolutely loved it. It was an experience that I had never really felt before. The characters, setting, gameplay and overall FEEL of the game made me feel really accomplished as well as… happy. It not only made me feel accomplished by completing it, but it also re-awakened what it meant to be a gamer, and what it means to be apart of this beautiful and expansive medium. The fact that a game can make you feel an array of emotions just by being immersed in its world really just drives home the point that video games not only stem positivity from all corners, but that they really… truly… matter. **(END OF VIDEO)**

Interview Questions (Asked in between Intro and Conclusion)

1) What got you into video games?

2) What gaming series/franchise resonates with you the most?

3) What genre of video games do you like the most?

4) Who are some of your favorite characters in the world of gaming?

5) Do you prefer to play video games alone, with friends, or possibly both? If so, why?

6) How exactly did video games help you cope with anxiety/depression/school

7) Do you believe video games are just as important as any other mediums/forms of

entertainment?

8) Do you see yourself playing video games for the rest of your life?