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The potion that comes out of a screen

Imagine a gray and bitter day, a day where you feel like you need to escape from a stormy experience at the job or you feel like you should take a break for at least a few hours from an exhausted overdose of assignment at school, for many people their treatment is their favorites hobbies and I include myself in that group, the medicine that makes me forget about my morning routine is video games. Video games have helped me as a therapy to combat my boring and daily morning life, for many people their ways of acting or being in this massive community has a huge variety since they can be used for mere peace or entertainment purposes. The so-called Esports in the world of video games is influential for many individuals because they encourage competitiveness, teamwork, and also personal greatness.

Knowing these factors, why are there people who still want to ruin people's experiences?

Because there is still that toxicity, those insults that the only thing they serve is to sink people, they hurt their desires, experiences but most importantly they become insecure and also closed to society, they ruin their future, their hobbies, their personality and this has been happening to everyone lately. Esports teams have insulted me for no reason at all, they attempted to humiliate my friends in something that should only be for fun, I remember once we had a tournament when my team began playing, we had around a week since that they of playing together, we had to play against an experienced team, a team that had been playing for two years, they were

experienced and had that group synergy, they wanted to trample on us in the chat trying to humiliate us saying things like "hurry up, I have other things to do" as if nothing, they don't care about being toxic and jerks, many members of the team who were just starting in the esports world felt like they were insufficient, frustrated, enraged and moderately sad despite not admitting it. It's like having a dream: you want to be an artist, you study, you practice, and when you have the first opportunity to be able to show your art to the world they tell you that it stinks and nobody likes it. I am sure that these platforms are not the only ones that suffer from this, but it is the most affected by the great options that these individuals have to launch hate and bully for various reasons. In the first place, you have to know why this happens: according to Daniel Fu with a psychology academy, due to the resources of chat, and voice chat, the most important thing is that it occurs due to the anonymity that all virtual games entail in general.

Another of the experiences that I had in this world that is so complex and different from other communities is it was a long time ago (two years) to be exact, I remember that third-party esports did not have as much weight, so I was not so excited, I did not have so many expectations which were well done on my part, I started with a team called "Oni eSports" this team was completely based on friends of mine so we all knew each other, made jokes and laughed but the other teams didn't take it that way, I felt like if they were paid or somehow in a professional league. We were not serious people, we were not people who took this world so seriously, which is why many toxic comments rained down on us among the league called Parabellum, they laughed and at the same time bothered us for being "bad" when we started, experience makes perfect and we did not have it, so obviously we did not have the experience, synergy and also the adequate communication to be able to beat a more experienced team.

One of the groups who understand more about this because they have experienced it firsthand is a team called Shanghai Dragons in an official league of a video game called Overwatch, they were the laughing stock of the entire community since they didn't have any experience because they were completely new players so they had literally no experience at all, people ridiculed them by making memes, insults for the game and even messages on other social networks. I can't even imagine how I would feel if it had been them or what I would have done, they were strong people and they didn't care but imagine that they would have taken it differently, possibly several of them would not continue participating in official tournaments and leagues thanks to those comments from people behind a screen. Even their captain who is known as "Fearless" had to go out publicly to tell people to calm down since they were being very harsh with their players.

While I talked about this it remind me of a guy named Daniel in a group where completely random people play video games together, they are just there to meet people, to be able to make new friends with the same hobbies, this guy is another clear representation from my experience because I saw it with my own eyes of how toxicity in general can affect several people, I remember that he mentioned that he has other occupations, work, and school for which video games are in the background for him. He doesn't take it seriously if not just to have fun and spend stressful time with people, many of the times he is playing he receives comments that he should uninstall the game, that it is too bad, that he is a robot, that he doesn't know what it does. We are talking about a person who does not spend even three hours playing, nor a person who plays the competitive options but only the fast game modes that are exactly for that, to finish quickly and more casually or more relaxed.

The only thing I can say to the companies that support these groups is to tell them to learn from those individuals who left their communities because of hateful messages they received, many even lost the desire and motivation to enjoy an online game. I know many people who have stopped playing for the simple fact that they are not made to put up with hateful and annoying people, which even affects the gaming community, they have possibly lost active players who have boosted their business, so yes this has to be fixed at some point, include stricter filters so that people do not have to see this type of messages, my opinion as a daily consumer in videogames is to add different types of methods to be able to mute players but at the same time be able to maintain some type of in-game communication so as not to affect teamwork when at the same time being unable to listen to these individuals. The world of video games these days is not for "weak" minded people, nor are they for people who would fall apart with mere comments in a virtual world.

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