

**TECH3022-17 Social Media & Technology**

**Lab Five: Electronic Gaming**

<b>Introduction:</b>	
001	<p><b>Electronic Gaming Communities</b></p> <p>eSports (also known as electronic sports, esports, e-sports, competitive (video) gaming, professional (video) gaming, or pro gaming) is a form of competition that is facilitated by electronic systems, particularly video games; the input of players and teams as well as the output of the eSports system are mediated by human-computer interfaces. Most commonly, eSports take the form of organized, multiplayer video game competitions, particularly between (but not limited to) professional players. The most common video game genres associated with eSports are real-time strategy, fighting, first-person shooter (FPS), and multiplayer online battle arena (MOBA). Tournaments such as The International, the League of Legends World Championship, the Battle.net World Championship Series, the Evolution Championship Series, the Intel Extreme Masters, and the Smite World Championship provide both live broadcasts of the competition, and prize money and salaries to competitors. <a href="https://en.wikipedia.org/wiki/ESports">https://en.wikipedia.org/wiki/ESports</a></p>
002	<p><b>Communities of Practice</b></p> <p>A community of practice (CoP) is a group of people who share a craft and/or a profession. The concept was first proposed by cognitive anthropologist Jean Lave and educational theorist Etienne Wenger in their 1991 book <i>Situated Learning</i> (Lave &amp; Wenger 1991). Wenger then significantly expanded on the concept in his 1998 book <i>Communities of Practice</i> (Wenger 1998). A CoP can evolve naturally because of the members' common interest in a particular domain or area, or it can be created deliberately with the goal of gaining knowledge related to a specific field. It is through the process of sharing information and experiences with the group that members learn from each other, and have an opportunity to develop personally and professionally (Lave &amp; Wenger 1991). <a href="https://en.wikipedia.org/wiki/Community_of_practice">https://en.wikipedia.org/wiki/Community_of_practice</a></p>
003	<p><b>Virtual Communities</b></p> <p>A virtual community is a social network of individuals who interact through specific social media, potentially crossing geographical and political boundaries in order to pursue mutual interests or goals. Some of the most pervasive virtual communities are online communities operating under social networking services. <a href="https://en.wikipedia.org/wiki/Virtual_community">https://en.wikipedia.org/wiki/Virtual_community</a></p>
004	<p><b>Community Structure</b></p> <p>In the study of complex networks, a network is said to have community structure if the nodes of the network can be easily grouped into (potentially overlapping) sets of nodes such that each set of nodes is densely connected internally. In the particular case of non-overlapping community finding, this implies that the network divides naturally into groups of nodes with dense connections internally and sparser connections between groups. But overlapping communities are also allowed. The more general definition is based on the principle that pairs of nodes are more likely to be connected if they are both members of the same community(ies), and less likely to be connected if they do not share communities. <a href="https://en.wikipedia.org/wiki/Community_structure">https://en.wikipedia.org/wiki/Community_structure</a></p>
005	<p><b>Social Network</b></p> <p>A social network is a social structure made up of a set of social actors (such as individuals or organizations), sets of dyadic ties, and other social interactions between actors. The social network perspective provides a set of methods for analyzing the structure of whole social entities as well as a variety of theories explaining the patterns observed in these structures. The study of these structures uses social network analysis to identify local and global patterns, locate influential entities, and examine network dynamics. <a href="https://en.wikipedia.org/wiki/Social_network">https://en.wikipedia.org/wiki/Social_network</a></p>
006	<p><b>Technology Communities</b></p> <p><b>Man Vs Snake: The Long and Twisted Tale of Nibbler Official Trailer 1 (2013) - Documentary HD</b></p>

	<p>In 1984, 16 year-old Timothy McVey (not to be confused with Timothy McVeigh, the Oklahoma City Bomber) walked into the legendary Twin Galaxies arcade in Ottumwa Iowa; 44 ½ hours later he had recorded the highest score in video game history -- on a single quarter. For 25 years, Tim's record stood as the highest verified video game score of the "Golden Age" of video games, or so he thought.</p> <p><a href="https://youtu.be/vL6Qdem_kKg">https://youtu.be/vL6Qdem_kKg</a></p>
007	<p><b>Video Gaming Subculture</b></p> <p>Video game culture (more accurately: a subculture) is a worldwide new media subculture formed by video games. As computer and video games have exponentially increased in popularity over time, they have had a significant influence on popular culture. Video game culture has also evolved over time hand in hand with internet culture as well as the increasing popularity of mobile games. Many people who play video games identify as gamers, which can mean anything from someone who enjoys games to someone who is passionate about it. As video games become more social with multiplayer and online capability, gamers find themselves in growing social networks. Gaming can both be entertainment as well as competition, as a new trend known as electronic sports is becoming more widely accepted. Today, the video games can be seen in social media, politics, television, film and music. <a href="https://en.wikipedia.org/wiki/Video_game_culture">https://en.wikipedia.org/wiki/Video_game_culture</a></p>
008	<p><b>Top 10 Most Toxic Multiplayer Games   MMO ATK Best 10</b></p> <p>Today we're going into the very dark trenches of the video game community. What we mean by toxic is when people respond very negatively to you, making you want to leave their community or quit the game. This is our list of the most toxic online communities. <a href="https://youtu.be/H-CXELBVs04">https://youtu.be/H-CXELBVs04</a></p> <p><b>Top 7 Gaming Communities You Won't Believe Still Exist</b></p> <p><a href="https://youtu.be/falx68vQRKM">https://youtu.be/falx68vQRKM</a></p>
009	<p><b>Is the Gaming Community Getting "Burnt Out"?</b></p> <p>"The gaming industry... just needs to stop over hyping with commercials and the pre- order bullshit. I think alot of gamers are getting feed up with certain gaming companies and developers that don't give a fuck about the gaming community. For example a day one patch, glitches and frame rate drops. I can see why some gamers don't game as much or at all." <a href="https://youtu.be/F-ociqxPiYw">https://youtu.be/F-ociqxPiYw</a></p>
010	<p><b>Every Gaming Community is Toxic</b></p> <p>"It seems to me that the communities of the games that I play and care about all seem to have a consistent ratio of shitty people involved in it. And I guarantee you because of how human nature is on this thing called the Internet, even the best of online gaming communities will have a dark, toxic side to them."</p> <p><a href="https://youtu.be/s_6Nm6nIJ34">https://youtu.be/s_6Nm6nIJ34</a></p>
011	<p><b>Games Communities</b></p> <p><b>Magic: The Gathering - Inside the World's Most Played Trading Card Game</b></p> <p>Wizards, demons and goblins collide in the world's first trading card game Magic: The Gathering, affectionately dubbed "cardboard crack" by its 10+ million diehard obsessives. From dank, wood-paneled basements to international big money pro tournaments, Magic continues to flourish since its phenomenal debut in 1993.</p> <p><a href="https://youtu.be/Plr81gaUlr0">https://youtu.be/Plr81gaUlr0</a></p>
012	<p><b>TooManyGames 2016 - Video Game Convention Walk-Through &amp; More!</b></p> <p>We ran into a bunch of our favorite YouTubers at TooManyGames in Oaks, Pennsylvania and had a lot of fun checking everything out! Take a walk around with us and see who we run into and what games we find. You already know I had my eye out on GameCube games lol Leave a thumbs up and subscribe for more awesomeness! <a href="https://youtu.be/P97bdsF_bcl">https://youtu.be/P97bdsF_bcl</a></p>
013	<p><b>Okchief420 At Classic Gaming Fest In Austin, TX</b></p> <p>This is some footage of Classic Game Fest a Retro Gaming Convention held in Austin, TX by GameOver Video Games! <a href="https://youtu.be/C4V4S0KXeYc">https://youtu.be/C4V4S0KXeYc</a></p>

014	<p><b>Gamer Communities: the Positive Side</b></p> <p>Gaming communities, indeed online communities in general, have had poor press over recent days. A lot has been written about the Twitter storms surrounding the developers David Vonderhaar and Phil Fish (my own take is here) and we have seen the horrific hounding of MP Stella Creasy and feminist campaigner Caroline Criado-Perez by social media miscreants. Throughout this year there have been controversies surrounding sexism and misogyny on game sites and in comments sections. There is a sense that somehow internet social communications have regressed, and that a tide of filth is slowly rising. Games often catch a lot of the critical flak, because this is still a culturally arcane community to some extent. People aren't sure what to make of us – better to think of us as weirdos and monsters. Except of course, we're not.</p> <p><a href="https://www.theguardian.com/technology/gamesblog/2013/jul/31/gamer-communities-positive-side-twitter">https://www.theguardian.com/technology/gamesblog/2013/jul/31/gamer-communities-positive-side-twitter</a></p>
015	<p><b>Why Some Games Have Positive Online Communities and Others Don't</b></p> <p>Over the last few years, we've seen the video game industry rapidly embrace the Internet and everything it can provide for gaming. Almost every game released these days incorporates some kind of player connectivity, ranging from online multiplayer to the ability to update Twitter in-game. As a by-product of this, active communities of players are being formed around their favorite online games.</p> <p><a href="https://gamedevelopment.tutsplus.com/articles/why-some-games-have-positive-online-communities-and-others-dont--gamedev-8443">https://gamedevelopment.tutsplus.com/articles/why-some-games-have-positive-online-communities-and-others-dont--gamedev-8443</a></p>
016	<p><b>Gaming Competitions</b></p> <p><b>The Celebrity Millionaires of Competitive Gaming (Full Length)</b></p> <p>Today, there are more people in the world who play League of Legends than there are people who live in France. We wanted to look inside this rapidly expanding world of competitive gaming, so VICE host Matt Shea flew to South Korea, a country where so-called "eSports" can either make you rich and famous or land you in rehab. <a href="https://youtu.be/of1k5AwiNxl">https://youtu.be/of1k5AwiNxl</a></p>
017	<p><b>Electronic Gaming Federation</b></p> <p>Community driven esports and video games content - want to join our community? Check out <a href="http://egfederation.com//media-core.html">http://egfederation.com//media-core.html</a></p> <p>Find out more about EGF by checking out website - <a href="http://www.egfederation.com">www.egfederation.com</a></p> <p>Facebook - <a href="http://www.facebook.com/egfederation">www.facebook.com/egfederation</a></p> <p>Twitch - <a href="http://www.twitch.tv/officialEGF">www.twitch.tv/officialEGF</a></p> <p>Twitter - <a href="http://www.twitter.com/officialEGF">www.twitter.com/officialEGF</a></p> <p><a href="https://www.youtube.com/channel/UCSO32htVpc6ZObgIHUwSOPQ">https://www.youtube.com/channel/UCSO32htVpc6ZObgIHUwSOPQ</a></p>
018	<p><b>EGF Lives for Esports</b></p> <p>We grew up inspired by video games, and now as professionals we're building our vision for the future of esports. Professional esports are taking incredible steps in following the path of traditional sports. Professional gamers compete for millions of dollars in sold out stadiums around the world, like Madison Square Garden and the Mercedes-Benz Arena. In fact, esports attracts hundreds of millions of viewers, more than the NHL, and can even be found on television on ESPN and TBS. But despite the incredible growth of professional esports, collegiate esports are hugely underdeveloped, leaving colleges to miss out on a massive opportunity. EGF's responsibility is to provide the anchor for an industry that's given so much to so many. We combine the best aspects of the NCAA and ESPN to bring varsity eSports programs to colleges around the world, and train the next generation of eSports professionals. <a href="http://www.egfederation.com/about.html">http://www.egfederation.com/about.html</a></p>
019	<p><b>The Supergamers BBC Documentary 2016</b></p> <p>Dan Howell - "I want to know what sacrifices must be made to become a professional gamer, what they're risking for this career and what rewards it brings." That's the opening line from popular YouTuber Dan Howell and the host of this BBC Three TV show, Supergamers, which sees him follow top British eSports players around the world as they compete in various gaming tournaments. It provides an interesting behind-the-scenes look into the lives of three young pros in particular: League of Legends players Raymond "KaSing" Tsang and Matt "Impaler" Taylor, as well as Team Dignitas' Hearthstone player James "Greensheep" Luo. <a href="https://youtu.be/gyPLVMPBUE4">https://youtu.be/gyPLVMPBUE4</a></p>

020	<p><b>Free to Play: The Movie (US)</b></p> <p>FREE TO PLAY is a feature-length documentary that follows three professional gamers from around the world as they compete for a million dollar prize in the first Dota 2 International Tournament. In recent years, E Sports has surged in popularity to become one of the most widely-practiced forms of competitive sport today. A million dollar tournament changed the landscape of the gaming world and for those elite players at the top of their craft, nothing would ever be the same again. Produced by Valve, the film documents the challenges and sacrifices required of players to compete at the highest level.</p> <p><a href="https://youtu.be/UjZYMI1zB9s">https://youtu.be/UjZYMI1zB9s</a></p>
	<p><b>References:</b></p>