

Charities and cares to disadvantage groups by electronic games

Yunze Ye

Abstract:

Games are widely spread these days, and a lot of games are helping disadvantage groups in many ways. These ways can be divided into four types: disadvantage group theme, charities in other games, cares in other games and care outside screen. Each type has different effect and can most be seen in different kind of games.

Keywords: game, disadvantage groups, charity

1: Introduction

Nowadays, electronic games are spread more and more widely, and many game studio or people are sending helps to disadvantage groups through games.

These helps can divided into four types: first is games which chose disadvantage groups as a main topic, second is other games charity activities, third is caring in other games (the difference between charity and care is charity means there are money from players or game studio used to do some help to disadvantage groups, but care did not), last is other kinds of caring, like colorblind mode which can let colorblind people play game just like normal people and not bothered by colors.

And next are some typical examples of the four kinds help.

2.1 : Games with disadvantage groups theme

These games usually give us a new vision from disadvantage groups and let us learn what difficulties they are facing. The most common way is making a game about simulate disadvantage groups.

For example, Beyond Eyes is a game about blind people. In this game, you are a blind girl and at first what you can see is full of white. You can hear voices from things nearby and try to imagine what the thing is. When you walk close to something, you can find what it actually is. By the step "uncover", player can learn the world of blind people and how different it is from what we see.

Another example is Shelter. In this game, you are a badger mother of five young badgers. Your mission is protecting your children from other things harm them, including eagle and forest fire. It is a game simulate animals, but from the game we can see how difficult a mother brings up her child, and furthermore, how difficult our mother brings us up.

In March 2019, some Chinese indie game developers

made a game jam with autism theme [1]: each group have 48 hours to make a game which is focus on autism. At last, several games use different ways to show the world in autism people's eyes.

In fact, games of this type usually not so fun and can't spread widely, because most people play games are for fun, not experience the difficulties of disadvantage groups. So these games are more like artworks in gallery, its help are not so much.

2.2 : Charities made by other games

This is the most common kind of help we can see. Big game companies can earn good fame by charities, so actually almost all famous games have big or small charity activities.

In 2017, Behavior Interactive, the developer of Dead By Daylight, gave 500000 dollars to a foundation of brain diseases research, and these money is from a charity DLC, the price of which is 4.99 dollar, and the money players used to buy it will all give to charity organizations, that is how 500000 dollars come.

Some small game studio also did charities. 11 bit studios, the developer of This War of Mine, released its first DLC, The Little Ones in 2016 [2]. 10% of the money player used to buy the game are give to War Child, a charity organization focus on children in war. An interesting thing is that This War of Mine is a game about war refugees, and The Little Ones is about children in war.

Maybe some game studio do charity is just for fame, but there are real money give to people in need, so anyway, it is most helpful way.

2.3 : Cares made by other games

This is the most common kind appeared, but a lot of them we may not noticed. It is easy to do: a special character, a small side mission, a little easter egg all can care.

For example, in Pacific Drive, after you unlocked detail-

ing station, you will get some stickers to decorate your car, which including a “black lives matter” flag.

It looks work small, but when disadvantage group player sees these things themselves, they may inspire. It is a small spark, but sparks can be flame.

2.4 : Cares outside the screen

These cares are also hard to be noticed, but they are nearest to disadvantaged groups.

In some nursery, games are a way to help disabled people recover, Just Dance is one of the games that be used to do this, as the name, what player need to do is dance. In order to detect player’s movement, Wii is used. But now Wii is

out of date, and for lower cost, these Wii in nursery is still be used. So, the developer of the game, Ubisoft, still keep releasing Wii version in each updating.

3: Ending

As mentioned, many games use many ways to help disadvantage groups, from sending money to special settings, or theme and story. In future, the author believes the effect of helping by games will be greater and greater.

References

[1]:www.gcores.com/articles/108092

[2]:store.steampowered.com/app/481090