

## Networks of Racism in Online Games

### Abstract

Within the field of ludology little has been written on the area of racism in video games. Even less research has been completed on the subject of racism in online games. Given the potential for racism to be created, disseminated and propagated through this ever-expanding medium, I argue that this area demands further analysis. In this research paper, I approach how the networks of racism in online games, allow each agent involved to circumvent accountability for their actions. My central research question explores the role of the player and the developer in the creation of racism, while exposing the agents that exist as a result of their presence. Within online games there exists a virtual space, one where offline identities are projected. This space is becoming saturated with racist content, but because a lot of this racism is presented as being humorous, it manages to discreetly make its way into millions of homes all over the world, being commonly perceived as a form of entertainment. The ramifications of this are, that people are becoming desensitised to racism. I start by exploring how identity is formed online. I then discuss one of the most predominant methods in which racism is disseminated across the Internet. Finally, I explore the issues of agency that surround each of the benefactors of racism in online games. Through this method of analysis, I frame the complex interplay that exists between the networks of racism in online games. This process provides insight into the impact that this type of racism, is having on both the online and offline world.