

Abstract

The increased technological development that has spanned the world and Asia in particular paved the way for a new cultural and social phenomenon; the rise of dating sims. The following research paper endeavors to examine the implications of dating sims on society and the individual. This research uses case studies as the medium of data collection, data synthesis, and presentation to conclude the impact of dating sims. Dating sims, also known as otome games for women and bishojo games for men, are games where players court virtual characters that are either male or female in a heterosexual game to form a romantic bond that lasts for eternity. This rise of dating sims has been entitled as a form of techno-intimacy. It has its market mainly located in East Asia, first arising from Japan but with roots in South Korea, China, and now even the West concerning the United States of America. Historically, the rise of dating sims was seen as a subtle form of entertainment with limited social-cultural implications. However, present outcomes stemming from almost two decades of otome and bishojo games reveal a drastic implication for this new form of techno-intimacy. The consequences of extreme interactions with dating sims are being noticed, particularly in East Asia, in many ways. Nations such as Japan have seen a drastic decline in the number of birth rates recorded in the country. Other impacts associated with dating sims noticed include increased social withdrawal by players, contraction of gaming disorder, and finally, depression.