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Digital Games and Religious Studies in the New Era: Challenge or Opportunity?

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Digital Games and Religious Studies in the New Era: Challenge or Opportunity?

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Content of the Presentation

- **Introduction- Problems**
- **New Trend**
- **Games and Religious studies**
- **Challenge or Opportunity?**
- **Conclusion**
- **References**

Lack of **interest**, enthusiasm, or concern in religious studies.

What Can You Do With a Religious Studies Degree?

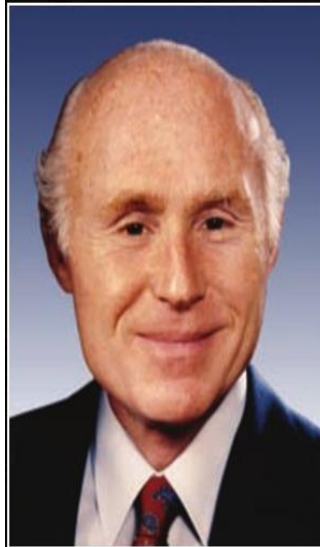The 'digital' generation just isn't interested in religious studies at al!

The Washington Post reported that young adults spend loads of time on their smartphones

Video games are a waste of time for men with nothing else to do.

— Ray Bradbury —

AZ QUOTES

We cannot and will not ban the creation of violent video games. But, we can prevent the distribution of these disturbing games to children, where their effects can be negative

— Herb Kohl —

AZ QUOTES

Team Fortress 2

HOW TO WASTE YOUR LIFE

2710 hours Today

PLAY

In 2019, the gaming industry generated $120 billion in revenue, and experts predict it could reach **$200 billion** within two years; 100 million viewers tuned in to watch players compete in the World Championship of the game League of Legends — a larger haul than the telecast of the Super Bowl; and, by 2021 (Builtit, 2019)

Top 100 Highest Overall Earnings

This list represents the top players in esports who won the most prize money based on information published on the internet. Sources include news articles, forum posts, live report threads, interviews, official statements, reliable databases, VODs and other publicly-accessible sources that preserve "historical" information.

	Player ID	Player Name	Total (Overall)	Highest Paying Game	Total (Game)	% of Total
1.	N0tail	Johan Sundstein	$6,944,322.80	Dota 2	$6,932,596.58	99.83%
2.	JerAx	Jesse Vainikka	$6,470,548.78	Dota 2	$6,470,000.02	99.99%
3.	ana	Anathan Pham	$6,000,411.96	Dota 2	$6,000,411.96	100.00%
4.	Ceb	Sébastien Debs	$5,534,297.41	Dota 2	$5,534,297.41	100.00%
5.	Topson	Topias Taavitsainen	$5,450,902.57	Dota 2	$5,450,902.57	100.00%
6.	KuroKy	Kuro Takhasomi	$5,190,106.15	Dota 2	$5,188,382.81	99.97%
7.	Miracle-	Amer Al-Barkawi	$4,793,043.68	Dota 2	$4,793,043.68	100.00%
8.	MinD_ContRoL	Ivan Ivanov	$4,574,118.16	Dota 2	$4,574,118.16	100.00%
9.	GH	Maroun Merhej	$4,187,051.24	Dota 2	$4,187,051.24	100.00%

https://www.esportsearnings.com/players

Top 5 Digital Games University College World Rankings & Reviews

- Graduation rates
- Degree Accreditation
- Average starting salary
- Professor reviews
- Reputation and student feedback
- Transferrable Credits

❖ **Full Sail University**

Four Bachelors Gaming Degree and Master Gaming Degrees-Mobile Game Design

❖ **University of Southern California** offers two at the undergraduate level and two at the graduate level, a school known for its connection to Hollywood and the entertainment industry

❖ **The University of Utah** offers a video game development program that has the art-focused students and tech-savvy ones working together to learn how a good product is made.

❖ With support from Nintendo, one of the world's most recognized developers, **DigiPen Institute of Technology** is the ideal University for gaming if you're preparing for a career in game development in just about any field.

❖ **Rochester Institute of Technology** boasts more than 150 classes given a year and several Game Making and Development degrees.

https://www.gamedesigning.org/video-game-design-schools/

10 Universities & Colleges Offering Gaming Courses

Asia Pacific University of Technology and Innovation (APU)

Limkokwing University of Creative Technology

Management & Science University (MSU)

Digital games and
Religious studies????

Religion is being adopted, represented, modified, received and communicated by players and designers alike. Examining the role of religious elements in "game narratives", "game aesthetics", "game worlds", "gameplay" and "gaming culture", these elements in video games can serve as an indicator for the negotiation of religious topics in different socio-cultural settings, the construction of fictional religious worlds, religious conflicts or even as instruments for the visualization of subliminal socio-cultural discourses.

Heidbrink et, al. (2014).

Religion plays a prominent role in gaming culture with significant impact on popular collective imaginations; therefore, studying religion in gaming should be central to religious scholars' work in trying to understand perceptions of religion in popular culture

Campbell et, al. (2016)

"Games have an educational value especially in Religious Studies where they provide a **key experiential element.** There are links between games and both mythology and ritual which involve a symbolic understanding of reality. Five different sorts of games used at secondary level are described"

Scholefield (1983)

religious studies and games   🔍

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Religion and the Arts in *The Hunger* Games

Z Ni - **Religion** and the Arts in The Hunger **Games**, 2020 - brill.com

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☆ 🔖

Pop theology: forum discussions on **religion** in videogames

L de Wildt, S Aupers - Information, Communication & Society, 2020 - Taylor & Francis

… Importantly from a communication **studies** perspective, these include readings by players that are often … Connectors publicly sympathize with and re-evaluate, rather than privatize **religion** in **games** … While **religious** connectors learn to empathize with other faiths than their own, non …

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[PDF] kuleuven.be

The Generative Act of Critical Pedagogy: Animating Children's Books and **Games** as Research Practice

S Uhlig, A Migliore, J Reid-Walsh - Art as an Agent for Social Change, 2020 - brill.com

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The relevance of researching video **games** and cultural heritage

X Zeiler, S Thomas - International Journal of Heritage **Studies**, 2020 - Taylor & Francis

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Islamic studies and games 🔍

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N Wulansari - 2020 - repository.metrouniv.ac.id

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AR Al Droushi - The Routledge Handbook of Sport in Asia, 2020 - Routledge

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Does confirmation bias exist in judged events at the Olympic Games?

C Hilmer, MJ Hilmer - Journal of Quantitative Analysis in Sports, 2020 - degruyter.com

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☆ 🗩

Personal values and SME innovation in a Muslim ethnic group in Indonesia

D **Games**, G Soutar, J Sneddon - Journal of Entrepreneurship in …, 2020 - emerald.com

Purpose This study aims to examine the relationship between personal values and small

[PDF] metrouniv.ac.id

OR

Gethealthydeals (2019)

Challenges

- The study of religion is **devalued or ignored** in public life-declining undergraduate-PhD graduates don't really find meaningful work or humane working condition (Thomas Tweed, 2017) .

- The religious studies has **suffered** from the **barriers** between disciplines (Britannica).

- The absent of **spiritual** part in religious studies.

- **Mental health** and Religious studies

Opportunities

- Demand and attract the interest of generation Z
- **Multi disciplines** studies and research.
- The Game of Life: **Spirituality** for the user.
- Intervention games for mental disorders: Shah, et al,. (2018).
- How Gamification Can Be Used in Counseling (Bradley University)

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https://www.britannica.com/topic/Bahai-Faith

https://www.gamedesigning.org/video-game-design-schools/

https://builtin.com/media-gaming/future-of-gaming

https://www.gethealthydeals.com/blog/2019/08/05/advantages-and-disadvantages-of-video-games/

https://onlinedegrees.bradley.edu/blog/how-gamification-can-be-used-in-counseling/

Shah, A., Kraemer, K. R., Won, C. R., Black, S., & Hasenbein, W. (2018). Developing digital intervention games for mental disorders: a review. *Games for health journal*, *7*(4), 213-224.