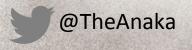
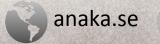
## Making games and saving the world

How do we make games that matter?

#### **Anna Jenelius**







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#### **Anna Jenelius**



















There are an average of

#### TWO GAMERS

in each game-playing U.S. household



U.S. households own a device used to play video games



VICE VS VIDEO GAMES

# Sales Figures for 2015 Show That Video Gaming Is Bigger Than Movies and Music In the UK





#### WORLDWIDE

The global video games market consumer spending amounts to USD 99.6 billion in 2016, according to Newzoo, an annual growth of 8.5 per cent.

More than Sweden's yearly government spending.



## What do we use our voice for?



















































away again and instead of being spoken. Then Then Pasty stood out in bold capitals: FREEDOM IS SLAVERY IGNORANCE IS STRENGTH. he face of Big Brother seemed to persist for n the screen, as though the impact of veryone's eyeballs was too with d over the back us murn





It's our responsibility.

## OK, how tho?



### 0. "It's just a game"



### 1. The stories we tell



#### Someone else's shoes



#### Representation. Matters.



When I opened the 5th Edition D&D Player's Handbook to find a black woman as the "Human" entry, I teared up. I'm betting to many that's a tiny thing. To me it's actually a big deal. Representation matters, and after more than thirty years of life, I can finally see myself mirrored in the worlds I love the most.



#### We do affect people

...Whether we like it or not.

Do you want to make a **positive** impact, or a **negative** one?



#### "Keep politics out of games"



No can do. Writers work off of their views of the world. For example, the ending of TLoU is very much inspired by my "personal politics."

#### Christoff Coen @ChristoffCoens

@Neil\_Druckmann TLoU is my favorite game of all time. Please try to keep your personal politics out of Part 2. Thank you very much.

1/23/17, 12:22 AM

#### "No politics" is just politics you agree with

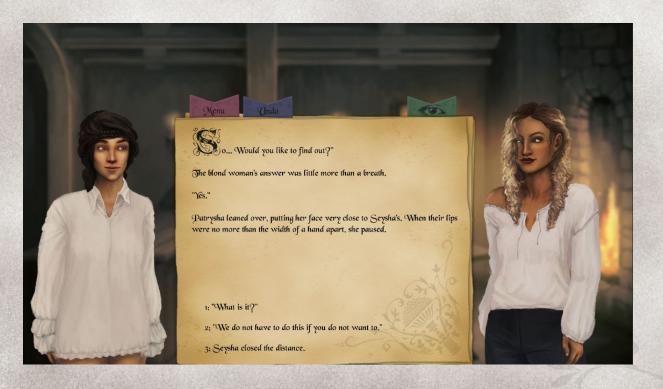




## 2. The players we reach



#### Kicking in open doors, just to preach to the choir



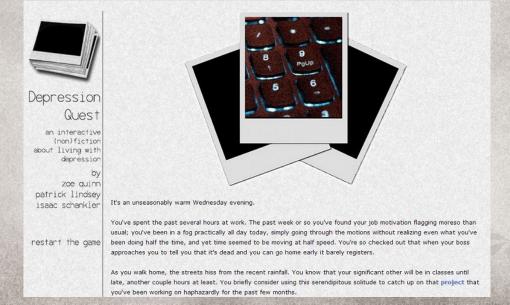
Are SJW's gonna go anytime soon? I'm getting kinda tired of this shit. Not even in a militant fashion. (self.KotakuInAction) inlagd för 2 dagar sen av rottenhuman\_

I'm just worn out. I pull up Steam and look at the list of games, and simply realize that not only I don't want to buy anything - I can't even find anything worth pirating. Games have become unbearably underwhelming, to the point where every game that I find enjoyable I end up playing past the 1000 hour mark.

At the same time, I'm working on my own game and I have to constantly fight my doubts about how successful my game is going to be, since I'm including a shit-ton of gore, idealized female characters, and boob physics, among other "problematic" things.

It probably doesn't help that I have military-grade depression and no professional help for it, either, but frankly videogames are one of the most important things to me - I haven't had a single speck of doubt about wanting to work in the industry since I was 13. I just don't want to see my world crumble. I keep waiting for the SJW's to crawl back into the shadows but it just doesn't seem to be happening.

Thoughts?



### Reach the right audience



Have not been sighted in civilized areas for decades. If they still exist, they dwell in the most remote of mountains.























#### 3. Looking beyond in-game content





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Over \$600 worth of incredible stuff

100% goes to charity

Humble will match \$300,000

DRM-free books



## #RESISTJAM

MARCH 3 - MARCH 11, 2017

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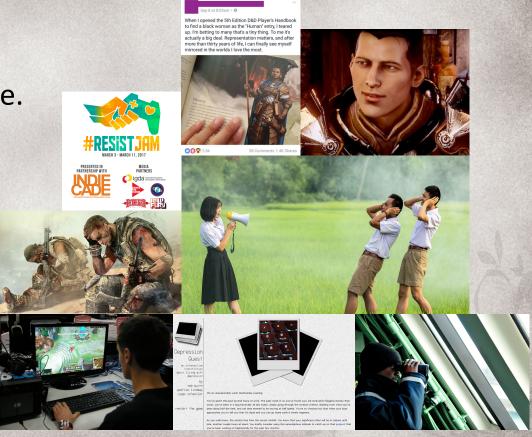


DIVERSI



#### Recap

- The world's a scary place.
- We have a voice.
- Let's use it!

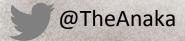


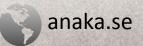
#### Thank you!

Questions?



#### **Anna Jenelius**







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