Game Over
Gender, Race & Violence in Video Games

Video and computer games represent a $6 billion a year industry. One out of every ten households in America owns a Sony Playstation. Children who own video game equipment play an average of ten hours per week. And yet, despite capturing the attention of millions of children worldwide, video games remain one of the least scrutinized cultural industries.

Game Over is the first educational documentary to address the fastest growing segment of the media through engaging questions of gender, race and violence.
**Game Over** offers a refreshing dialogue about the complex and controversial topic of video game violence, and is designed to encourage high school and college students to think critically about the video games they play.

Sections: Intro | Video Games: The New Media | Play Like a Man: Video Games and Masculinity | Buxom Babes: The Female Heroine | Narrow Vision: Race in Video Games | Video Game Violence | Sim Violence: Teaching Kids to Kill | Conclusion: Virtual Violence

**Filmmaker Info**
Executive Producer: Sut Jhally  
Producer, Director: Nina Hunteman  
Editor: Jeremy Smith  
Camera: Susan Ericsson, Sanjay Taireja, Jeremy Smith, Bryan L Donnell  
Location Audio: Jeremy Smith, Marianna Yarovskaya  
Post-Production Audio: Thom Monahan  
Graphics: Jeremy Smith, Ed May  
Original Music: Thom Monahan  
Assistants to the Producer: Amanda Fraleigh, Michael Lance

**Screenings**
The Popular & American Culture Association in the South joint meeting  
Nashville, TN | October 5, 2000
Marxism 2000: Rethinking Marxism's Fourth International Gala Conference  
University of Massachusetts Amherst | Amherst, MA | September 23, 2000
Console-ing Passions: International TV, Video & Feminism Conference  
University of Notre Dame | South Bend, IN | May 11, 2000

**Praise for the Film**
"Awesome! Every student, teacher, and parent should see this video!"  
- Tricia Lea | History Teacher | PVPA Charter High School, Hadley, MA

"...**Game Over** is especially intriguing and well done. It blends nicely with the theoretical and sociological content of criminology courses and I hope to make use of it in the future."
- Joanne Ziembo-Vogl, PhD | Assistant Professor | School of Criminal Justice, Grand Valley State University

"The video and computer game industry consumes billions of dollars annually, luring young people to spend an average of ten hours a week playing electronic games. This video explores such topics as how games typically portray gender, race, and violence and what impact they may have -- especially on the males who most often buy and use them. Educators with limited firsthand knowledge of video games are likely to be in for a shock when they see the extent and types of violence and the gendered and racial stereotypes that characterize the games. One of the most powerful segments includes the testimony of one of the world's foremost military experts in the field of human aggression, who details the demonstrated effectiveness of simulation games in training military and law enforcement personnel to overcome a natural inhibition to shoot other human beings. This video can be counted on to spark heated discussion among viewers who may want to defend the games as harmless fun."
- Patricia H. Hinchey | Associate Professor of Education at Pennsylvania State University