

NICOLA GIUNTA

Videogame Violence

Hi everyone! Dark Demon here! Violence is very common nowadays, in many media and forms. Of course I'm here to talk about the videogame industry, when and where violence became a major subject, and what's happening today.

The year was 1993, Nintendo was about to make an extremely bold (or suicidal) move, releasing the first *Mortal Kombat*, a saga that today is famous for its extreme violence and accurate depiction of brutality (no pun intended!). While the critics admired the change of pace offered by this title from the "children-friendly" vibe that videogames had until that moment, there were several parties that didn't share the critics' enthusiasm, namely, Nintendo itself and parents. At the end of the day, Nintendo censored the game by using green blood instead of red, and removed any controversial elements from the game stages, like heads on pikes and such. SEGA also sold *Mortal Kombat* on its platform, the SEGA Mega Drive, but gave out a cheat code that removed all forms of censorship from the game. Because of this (at the time absurd) move, SEGA sold many, many more copies than Nintendo. In December, moved by parents' concerns, Washington press made a stand, pointing their fingers at *Mortal Kombat* violence. As a result the ESRB, Entertainment Software Rating Board, was created in order to rate the content of every videogame from that moment on, from developing stages to release.

That was the moment in which the industry changed forever, videogames proved capable of being something far more than toys for children. The expression of violence was the first step to the introduction of mature content in this media, it probably

defined videogames as a type of media itself, but what's the situation today? Like in movies, books and music, violence is an ever-present element of construction or emphasis; more and more videogames became famous for their exploitation of violence in many ways, in psychological form as in Horror titles, or physical like in Action games.

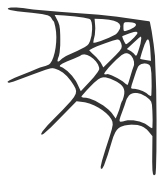
Another videogame that has violence as its flag is *Carnageddon*. A peculiar racing game where crossing the finish line first isn't so important, instead we have to mow down as many pedestrians and adversaries possible to earn points. In 2016 a sequel was released, *Carnageddon: Max Damage*, a title that surpassed its predecessor by including the opportunity to run over variously abled people. Useless to say, a lot of complaints were made towards the game.

There is another aspect to consider, developing a violent game is not easy at all, sometimes there are consequences. In the case of *Mortal Kombat 11* (2019), several developers during the creation of the title had mental and physical issues. Many of them were diagnosed with PTSD, due to the fact that they had to work on the most realistic representation of human dismemberment possible.

There'll be more to come folks, See you next time! Dark Demon.



i give up i give up wearing a mask on the train and stepping off sidewalks when other people approach i give up hand sanitizers clean needles doing the laundry washing the dishes sweeping the floor brushing my teeth tying my shoes i give up standing i give up lying down i give up going out i give up staying in i give up talking on the phone i give up writing letters emails texts i give up receiving letters emails texts i give up birthdays juneteenth easter passover christmas kwanza i give up lighting candles laying wreaths cutting ribbons listening to speeches clapping hands cheering i give up rucola rice and beans cheddar cheese fresh bread bananas eggs parsley sage rosemary my digestive tract and the microbes that turn food into energy i give up chocolate tea beer wine bourbon scotch vodka gin mushrooms pot pills powders opiates my brain and the chemistry that allows me to burn i give up scoring a goal in the world cup i give up my favourite team my hometown team my childhood team i give up my hometown i give up my childhood i give up holding doors open for old people walking slow dragging their fear and bigotry behind them i give up listening to children drunk on designer wear splattered in paint telling me all cops are bastards i give up homer dante da vinci baudelaire bach lully shakespeare melville beethoven mary shelley virginia woolf duchamp bird monk dolphy ayler taylor warhol helen frankenthaler eve hesse miles davis audrey lorde jean-michele basquiat tacita dean throbbing gristle the fall buzzcocks black flag flipper the economy careers mortgages advertising algorithms the new black the new beige i give up newspapers websites podcasts search engines i give up gravity 1+1=2 the speed of light photosynthesis myosis water turning into wine i give up productions of signs and symbols untethered flailing helpless as drowning babies i give up the sun wind trees flowers birds berries moss rocks mountains deserts oceans i give up the moon the night sky and all the stars i give up traveling to faraway places and smelling something that reminds me of something i can't remember i give up falling in love swelling with hope wracked by wonder drowning in your wine dark eyes your touch galvanising your damp folds a taste of the sea i give up hearing sounds that make me forget who i am that i have legs arms a mouth and lungs i give up finding the pieces putting myself back together i give up



Lettera

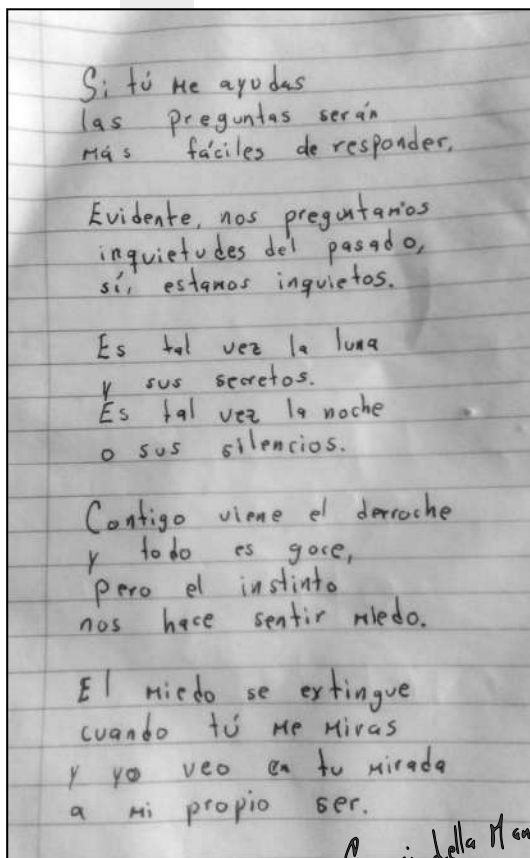
Tu che esisti,
 oggetto affilato,
 spiegami
 che sapore nasconde
 il mio sangue
 e come le montagne
 rintuzzate
 diventano granelli di sabbia
 che i tramonti
 segmentano ancora.
 Come la spezzi
 la materia?
 Come diffondi
 il Rosso sul Bianco
 senza sbavature?
 Come poni fine
 all'astratto e al concreto?
 Spiegamelo
 con gentilezza
 e usa parole
 liquide e curve,
 se puoi,
 che già conosco
 il tuo taglio in altri modi.

Giovanna Demarchi



বেলুড় মঠ

Temporalmente siamo a un anno fa. Geograficamente siamo dall'altra parte del mondo, nella capitale del West Bengal, India, cioè Kolkata, città fondata dagli inglesi ma vissuta in modo estremo e caotico dagli indiani, per la quale è famosa d'altronde. In un sobborgo del nord si trova uno dei centinaia di templi di Kolkata, il Belur Math, quartier generale del movimento fondato dal monaco induista Vivekananda. Senza indugiare nei contenuti del Ramakrishna, è interessante anche notare come il tempio sia stato costruito, alla fine del secondo decennio del '900, per inglobare elementi delle religioni che in quel tempo si stavano incontrando cioè induismo, cristianesimo, buddismo e islam. Ogni religione viene rappresentata nell'edificio, a pianta basilicale, con cupole arabe e statue e decorazioni induiste, per evidenziare il tentativo di unione delle diverse filosofie di vita. Ogni giorno migliaia di accoliti e pellegrini pregano insieme, in un canto perpetuo, fondendo elementi musicali che ben riescono a consigliare la pace nel fruitore. Siamo stati lì ad ascoltare per qualche ora...



Giovanni Della Manta

