The Communication Department Presents:
A Sharon James Lecture Event

The Toxic Meritocracy of Video Games:
Why Gaming Culture is the Worst
by Dr. Chris Paul

An avid gamer and sharp media critic explains meritocracy’s negative contribution to video game culture—and what can be done about it.

Thursday, April 12th, 2018
6-8pm | Casey Commons (500E)

Refreshments will be served.

For more information, contact Verna McKinnon-Hipps at mckinnov@seattleu.edu

Inspired by his upcoming book (right), Dr. Chris Paul will discuss how video games’ focus on meritocracy empowers a negative culture—from the deep-bred misogyny to the endemic malice of abusive player communities. He offers tangible suggestions that will ultimately foster a more diverse, accepting, and self-reflective culture that is not only good for gamers, but for good for video games as well.