



NAVIGATING VIDEO GAME REGULATION IN IMMIGRANT FAMILY CONTEXTS

CARTOONS

*Written by Dr. Carol Azungi Dralega
Illustrated by John Cei Douglas*





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Dedicated to all the families who relate to the challenge of video games regulation.

ABOUT THE CARTOONS

The cartoons are a result of a broader needs assessment among immigrant families in Norway on the challenges and resources required to regulate video games in more harmonious ways.

The research, undertaken with researchers; Håkon Repstad, Hilde G. Corneliusen and Gilda Seddighi, uncovered among other things that:

- Parents often lack basic information on video games.
- Video game regulatory practices often create conflict in families.
- Lack of Information in a language and format understood by parents, some of whom had challenges reading and writing.
- Parents were often too exhausted to seek information on video games and video game regulation

These brief cartoons, translated in 5 languages, are one of several resources from the project. They are meant to suit, inform, entertain and generate discussions within families, among parents, at civil society meetings etc. on good video game regulatory practices...

Hope you enjoy them.

Dr. Carol Azungi Dralega
NLA University College, Kristiansand.



1 Money in games

DISCUSSION POINTS

Have you discussed money in video games?

What is the best way to deal with in-game money?





Money in video games

The voice proceeded to list all the games and charges that were overdue, and explained that legal charges would be made without payment in due course...

It's not possible! She knows not to misuse the account... there's no way we can afford this!



Subsequently their account and any future accounts are banned for life from ever purchasing any Sony videogame products.

It was just an honest mistake...



Money in video games



Money in video games

Thankfully they discover the Norwegian Media Authority website has a helpful resource dealing with issues of videogame money & real money.



This was so helpful!

I just wish we had known this sooner...



Money in video games

2

Taboos and information needs

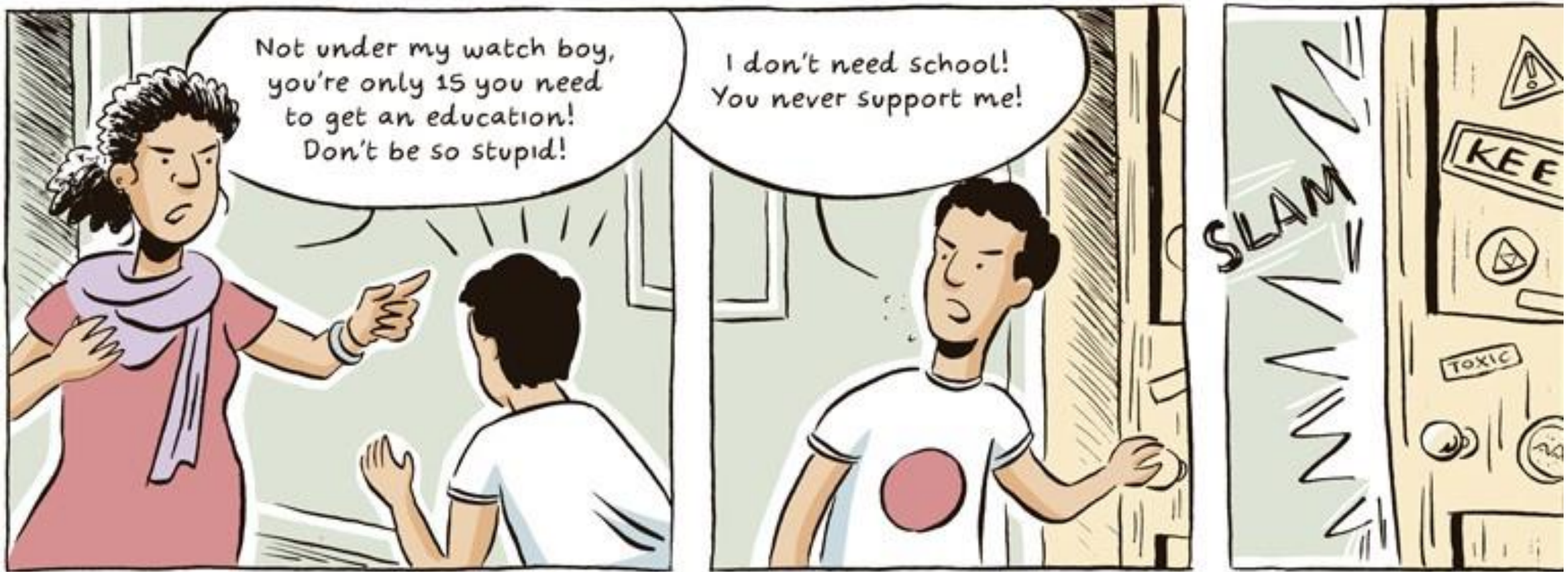
DISCUSSION POINTS

- Where do you reach out for help in case of challenges or when you don't know what to do?
- What is the best way to deal with concerning scenarios related to video games (and video game regulation)?





Taboos and access to information



Taboos and access to information



Taboos and access to information



With her friends help and the advice of others, they made a deal and things started to get back to normal.



Taboos and access to information

3

Disasters of video game regulation

DISCUSSION POINTS

What do you consider most challenging in regulating video games at home?





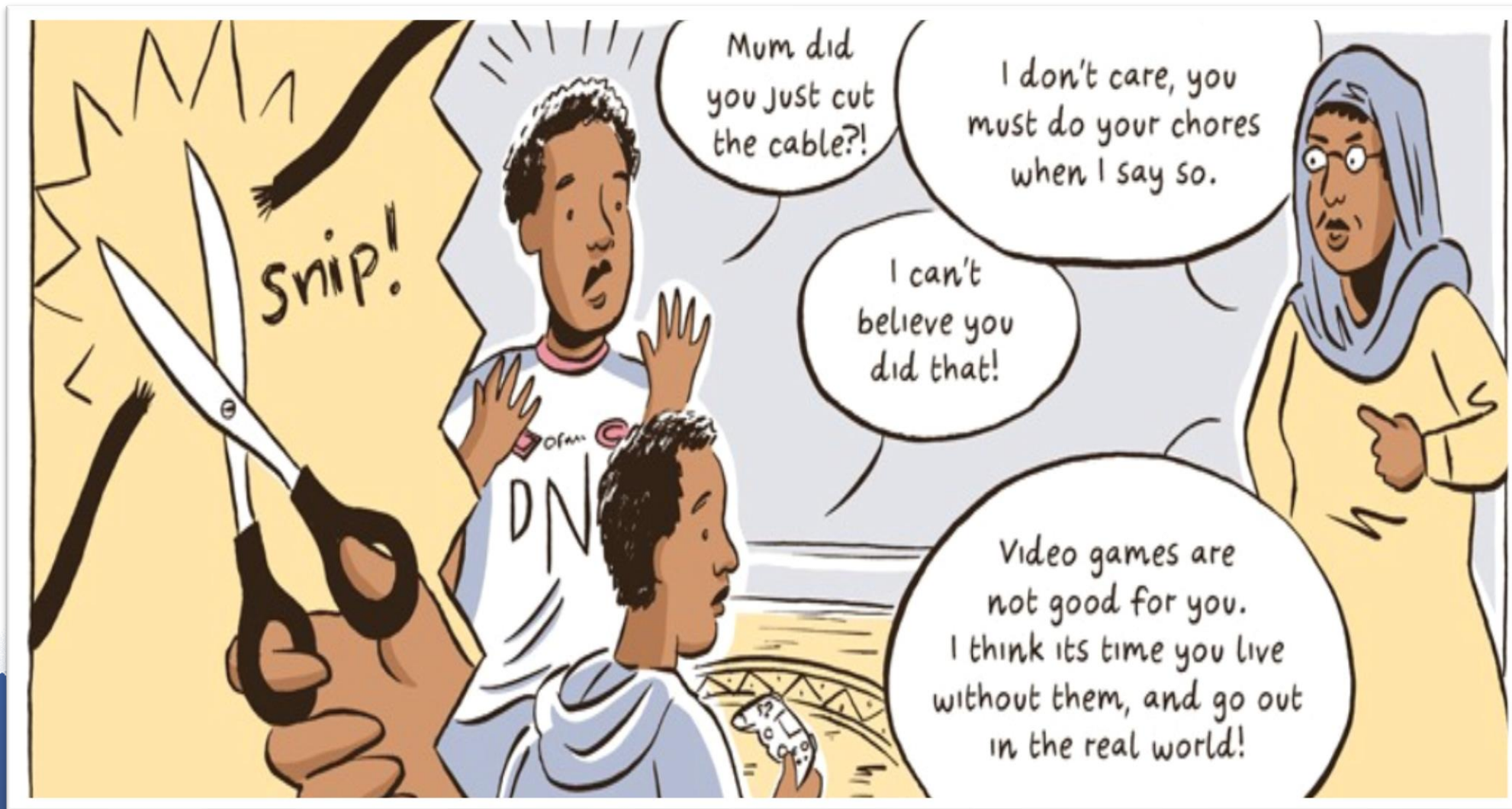
Disasters in video game regulation



Disasters in video game regulation



Disasters in video game regulation



Disasters in video game regulation

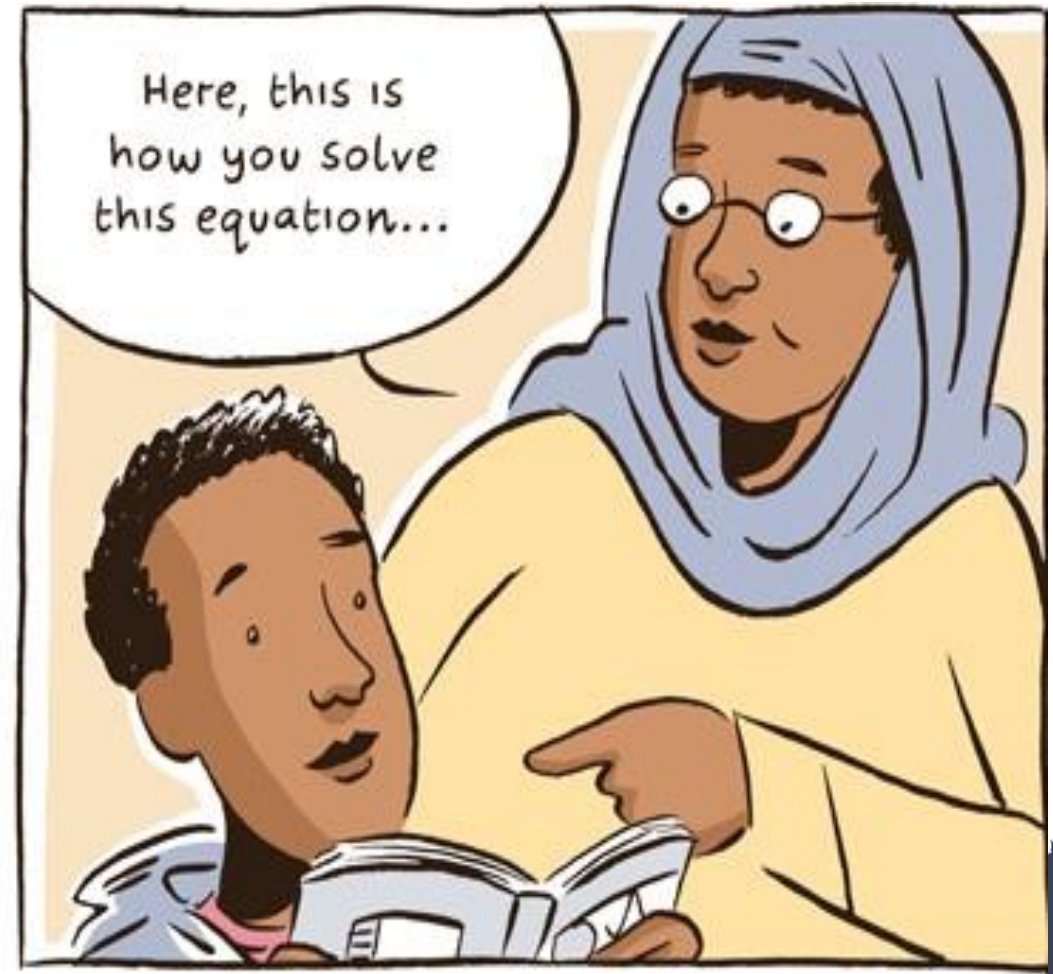
4

Masters of video game regulation

DISCUSSION POINTS

- Who in your family decides what, how, with whom and how long the youth play video games?
- What do you consider the best practices in regulating video games at home?





Masters of video game regulation



Masters of video game regulation



Masters of video game regulation



Masters of video game regulation

WHY ILLUSTRATE RESEARCH?



The inspiration to have the research illustrated came from the work of Dr. Gemma Sou and Illustrator John Cei Douglas entitled; 'After Maria – everyday recovery from disaster'. The novela illustrates life after the hurricane Maria.

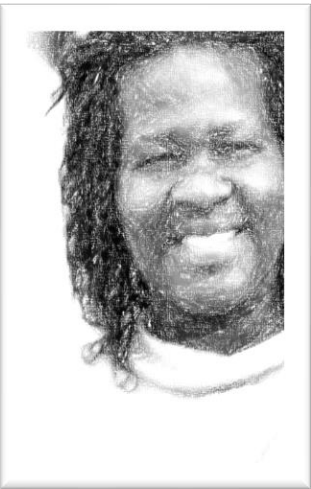
These cartoons focus on navigating video game regulation among immigrant families in Norway. They are packaged to reflect needs and capacities of the target groups – which include informational needs in understandable languages that also appeals to those with limited reading and writing skills.

- Paulo Freirean emancipatory and participatory pedagogies are adopted as our target groups are perceived as active co-creators of knowledge. The cartoons come in 5 languages.

The research is illustrated for the following reasons:

- **Research impact** can be achieved when it is shared with the target groups in formats and languages that are democratic and accessible to them.
- **Creative and fun pedagogies** adopted to enhance experiential learning and reflection for adults who are also often too busy to delve into difficult texts.
- **Ethical considerations** in the sense that the characters are presented in a respectful and descent manner but also reflective of the research findings.

ABOUT THE AUTHORS



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Dr. Carol Azungi Dralega

is an Associate Professor at NLA University College with the Department of Journalism, Media and Communication. She teaches on the Masters program on Global Journalism. Her research interests revolve around the intersections of issues around media, technology, marginalisation and social change. She has done research on video games since 2017 and is the coordinator for this project.

John Cei Douglas

is a freelance illustrator and comic artist based in London with a particular interest in stories, comics and self publishing, epitomised by his narrative approach to illustrations. Over the years, he has developed a strong identifiable lyrical style for his work, often closely linked with themes of mental health and relationships, through picture books and comics to editorial pieces.



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RELATED PUBLICATIONS

ARTICLES

Dralega, CA and HG Corneliusen.
"Gaming and Identity Construction among Immigrant Youth in Norway: Convergent Glocal Contexts." I *Det regionale i det internasjonale. Fjordantologien* 2018, red. DM Berge, KY Dale and H Hogset, 187-205: Universitetsforlaget, 2018.

<https://www.idunn.no/det-regionale-i-det-internasjonale>(Open access)

Won prize for best article in Fjordantologien 2018

Dralega, CA and HG Corneliusen.
"Manifestations and Contestations of Hegemony in Video Gaming by Immigrant Youth in Norway." In *Volume 16 Media and Power in International Contexts: Perspectives on Agency and Identity*, edited by Apryl A. et al. *Emerald Studies in Media and Communications*, 2018.

Dralega, CA, G Seddighi, HG Corneliusen, and L Prøitz. **"From Helicopter Parenting to Co-Piloting: Models for Regulating Video Gaming among Immigrant Youth in Norway."** In *Modeller -Fjordantologien* 2019, red. Øyvind Helgesen et al., 223-41: Universitetsforlaget, 2019. <https://www.idunn.no/modeller>(open access)

REPORTS

(Access www.vestforsk.no)

Seddighi, G., CA. Dralega, HG. Corneliusen, and Lin Prøitz. **'Time-Use' in Regulation of Gaming: A 'Non-Western' Immigrant Family Perspective.** *Vestlandsforskning-rapport nr. 4/2018.*

Dralega, C.A., and H. G. Corneliusen. **Intersectional Perspectives on Video Gaming among Immigrant Youth in Norway.** *Vestlandsforskning-rapport nr. 12/2017* 2017.

PROJECT PARTNERS

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The project partners include:

Researchers

- Håkon Repstad and Carol Dralega (PhD) from NLA University College
- Hilde Corneliussen (PhD) and Gilda Seddighi (PhD) from Western Norway Research Institute

Civil Society Organisations for immigrants

- Norges Multikulturelle Senter (NOMKUS)
- Multikulturelt Initiativt og Ressursnettverk (MIR)
- Vestland Innvandrerråd (VI)

Organisation for Game addiction in Norway

Spillavhengighet Norge

Parents and youth

In Bergen, Oslo and Kvinesdal



VESTLANDSFORSKING



Nasjonalt kompetansesenter for spillforskning
(SPILLFORSK)



**SPILLAVHENGIGHET
NORGE**





CARTOONS

NAVIGATING
VIDEO GAME
REGULATION