

181 - ADVENTURE, GAME AND MAZINESS IN IMAGINARY SOCIAL OF YOUTH GAME PLAYER FANS FOR DIGITAL CONTROL STRIKE

MST. EDUARDO RODRIGUES DA SILVA
MS. MARIA REGINA DE MENEZES COSTA
DRA. VERA LUCIA DE MENEZES COSTA
UNIVERSIDADE GAMA FILHO; PPGEF, RIO DE JANEIRO, RJ, BRASIL.
eduardorodrigues1@oi.com.br

INTRODUCTION:

Information technologies have changed the forms of entertainment for young people and the culture of games as experienced through the movement which was transformed into e-culture, a culture of virtual networks, throwing them into a life of systematic bias that can affect their quality of life, leading them to the harms of our time, among others, a sedentary lifestyle. According Santaella (2003), potentially such changes in technologies, that affect all levels of society such as work, robotics and technology for offices, political management, the military and police activities, electronic warfare, consumption with the electronic transfer of funds, the communication with their media, and distance learning education, bring changes in habits, socio-cultural relations and embodiment. The leisure of young people in this mass culture, especially those who adhere to digital games have become more than rest and physical recovery, rebuilding the subjectivities, making consumption and forming new bonds of friendships, encouraging other forms of solidarity (GAMA, 2004; Santaella, 2003). Heas and Mora (2002) when dealing with digital games in the article *Le corps dans l'e-sport*, question whether such idiosyncrasies of a new sports activity still in the process of being further studied, not as lack of movement, but raising other quality of body movements. For them, this practice could be classified as quasi-sports games, one of the categories of classification ludomotora by Parlebas Pierre (1988). The authors highlight the elements of the games themselves are present in the digital: the players own respect about his colleagues and the games, rituals before matches and in training, concerns about food, sleep and the body's health, bullying opponents, veneration and disqualifications of individuals, superstitions and dreams of becoming the best at what they do. However, what seems to move these players is the imagination. We are inhabited by the creative imagination in the process of updating imaginary, says Costa (2000). In it lie the factors of humanization and improvement of the human being and it is in sports and recreational adventures that each object takes on symbolic value (ball, board, dice, rope, track, computer, etc.). And in the context of post modernity, a cultural-based on hedonistic behavior, pleasurable and aestheticized, as opposed to should be of modernity, the fascination of games and sporting gestures hyper-real enticing more than the real. The allure of hyper-real is the intensification of color, shape, sizes and properties of objects, saturating his images with magnetism overly attractive. The digital games quietly progressed and changed the culture of games. If before the preference was to run, jump, flee, chase, explore, today these movements are simulated and new sensations are established. Each player takes a role and gets virtually to hunt or to escape from opponents in some games. Boys and girls also seem to adhere to these games, but it is unknown about their subjectivities.

Known as a male space, says Ferreira, Fiedler e Rigo (2006), the games gain space cyberfeminism, a form of discourse and identity, where users, regardless of social class, play several games, but have the femininity forming tribes in this environment through a specific fashion and the visual communication of the games.

Therefore, it can be noted that values, beliefs, myths, taboos and power relations began to circulate in movement of progress and of resistance to changes installed. These movements are produced discourses, social imaginary that mobilize the actions of those who produce them, an established culture begins to give way to another institution.

The culture of a group is manifested by behavior patterns or organizational styles made by individuals or groups. Young people, whether boys or girls, by reconstructing its history foster individual and group identities, restoring traditions, establishing standards of conduct and passing to shape values. Faced with the explosion of networks in cultural cyberspace, these are attracted to a colorful world, constantly expanding, which carries messages and communication processes, which become responsible for building their attitudes and sensibilities, but also according Santaella (2008) is built one virtual culture, now in progress, that gives the appearance of new socio-cultural environments. Networks are installed in specific places, as in the case of lan houses, or in virtual space.

Given the challenges that the complexity of virtual reality impose on us, the professional of physical education today, because they act in complexity in a world full of uncertainties, requires in the transfer of knowledge, its processing and professional commitments in relation to student motivation, the animation of groups, the capacity for reflection on the context of action, with a character of continuing education.

Our interest is to understand what the meanings that young players on line, boys and girls, digital natives, are taking in place and instituting speeches on the game Counter Strike (CS)? These speeches are mediators in the formation of a mentality of play and leisure. The study objectives are: a) To investigate ways of adventure game and maziness present in the social imagination of young boys and girls, fans of the game CS b) diagnosis how occurs animation on solidarity groups of players for CS, and c) Identify the way of speeches differences and similarities between the boys and girls players of the game CS.

The qualitative study, under the methodology of the social imaginary focuses on the reaction of the fans at the game CS in the dimensions of subjectivity adventure, for the game and the maziness. There were carried out 20 structured interviews with boys and girls players on line and in person, fans of the game CS, all in the range of 16 to 17 years, students enrolled in public schools of Nova Iguaçu and the southern area of Rio de Janeiro. The sample intentional or deliberate will be completed by discursive saturation (BAUER, Dr. Gaskell, 2002). He added the analysis of the symbolic images of the game and the content of the speeches (Bardin, 2000) in Orkut communities.

It requires strategy, collective and individual tactics, ability to come out as winner or winners, depending on the way to play, one against one or in teams.

The Counter-Strike (CS) is a modification (Mod) for the game Half-Life (HL), created by Minh Le and Jess Cliffe, and is considered by gamers as an excellent, and received over ten awards given by magazines and specialized websites in the period of 1999 to 2000. Based on a simulation program battles used to train U.S. Army, the game has been downloaded from the Internet more than two million times since its launch (ALVES, 2004, p. 368).

CS is set in terrorism. In the first case, if the player chooses to play alone, the game takes care of creating the rest of the team and the opponents, in groups of up to eight per team. The goals change according to the arena game chosen in missions

that last for 4 minutes, but essentially consists of: arm or disarm bombs, releasing hostages, escort the VIP. According to Meneghetti (2006) devised the scenarios with software design and 3D animation, are presented as replicas of the places where they occur, carrying the fans to an imaginary journey on the effects of weapons, ways to reload, sounds, shotgun speed and aim target. The author says that some of these games are preceded and mediated by videos and clips, just like happens in training to instill courage and raise moral of real troops.

The game, according to Caillois (1990), combines in itself the ideas of limits, freedom and invention which encourages adherence of the game player's. The hunting games are very old, are anthropological, by this means the issue of hunting terrorists in this game nowadays and in online age.

To Vigarello (2008, p. 306) games noble match, for many of them, this image of strength: a warning more or less veiled assault and battles, a frontal force, even aggressive.

The important thing remains the attack with weapons, the shock of the knights, and the assault of real dimensions. Image rather than exceptional, so it assumes preparations and investments. The feast of Amboise reveals at the very least the presence of the ever-present battle, its importance in the games of the nobility in the early sixteenth century. (VIGARELLO, 2008, p. 307).

Translating the thought of attack by weapons and hunting for the sixteenth century toward the twenty-first century, the technological age, and also online generation, we tried to describe what the teens today send in his speeches on this online game that was and still is one of those responsible for massification of the internet games at twenty-first century and is considered largely responsible for the popularity of Lan houses in the world (Ferreira, Vieira and Rigo, 2006). The game is considered an "e-sport" for teens that prefer it, even playing tournaments rather than other real games.

Like a sentence announcing that something different is about to unfold, including luck, skill and the will to win, these saying brings within bytes and bytes of possibilities for players to reinvent their being in the info text network. In games like downloads that loads pictures, and programs of CD-ROMs, floppy disks and home pages, updated in joysticks, keyboards, and devices of similar portions of our close akin to the unconventional. (DA GAMA, 2004, p.20).

The Brazilian court has banned the sale of CS game in Brazil, for teens under eighteen years of age, which did not curb the practice, popularizing it on lan houses and the support of young.

CS is a typical game of agon (ABREU, 2003) and mimicry. During the game users wear the mask of his characters and live the fantasy of fighting.

Teens interviewed between 14 and 17 years old report to practice online Counter-Strike without concern of facing the public and demonstrate knowledge of the legal prohibition, but exceed the laws with the consent of play, to be part of social reality, to be socialized into your age, go into a lan house, or to connect to the global network is controlled by his parents and is "normal among friends", which is not yet, there are what these people observe, practice and seek in the interactive world.

The main directions found in the range of technical and tactical procedures, the extermination of adversaries with the pleasure of killing, concentration, entertainment, relaxation, power, anger, mazziness/excitement and rapture. No differences were found in the speeches of boys and girls. The variability of feelings, happiness, pleasure, anger, adrenaline, and desire to play more and be the best. The solidarities animate the responsibility to the collective, by the attempts to save his team. The imagination is moved by the sensitivity of the diurnal heroic system of Durand (1989).

CONCLUSION:

This e-game establishes the struggle between good and evil, between terrorists and counter-terrorists. Considered as a sport through competitions dispossessed (Deleuze, 1992; Guattari, 1992) from individuals and knowledge whose images push the boundaries of human movement studies computer presented according to Da Gama (2004) as a privileged partner for inter-trade with which they share utopias, passions and certainties, legitimizing his position as a leisure and hobby. The senses of victory over the adversaries (terrorists) are experienced in yourself and things around because of the power they have to throw imaginary productions on the hunting and killing the terrorists. This is a game almost perfect simulation of reality in which the adventure is presented in the mazziness experience of the challenges of the phases of the game. In addition to the categories of agon and mimicry also ilynx (CAILLOIS, 1990) lay down the hidden power of the characters of the games. In this sense, the myth of Dionysus is expressed in ecstasy learned on speeches. Dipping into the worlds of digital games will be contributing to the political task of the professional of the physical education to promote social inclusion in a fight to require public policies that would enable all people to a receive a quality physical education, both in the formal fields and non-formal, especially young people who are seduced by the virtual cyber culture. This redefinition would contribute to building the identity of the young cyber-cultural based redistribution of power, in a process guided by the protection of the collective. Taking this as a professional, against the precepts of activity and movement, means, through the professional exercise, if by the service of the dignity of individuals, providing them with conditions to become more free, autonomous and responsible for their well being, health, quality of collective lifestyle and seeking other ways not yet envisioned by knowledge. If robotics today is already capable of building robots with the sensibility to play classical music on violin and other reproducing movements of the body and on the body, used in some paralysis, we must be alert to new opportunities that lie ahead for these professional's performance, their responsibilities and even methodologies to ensure the identity and well being of people, especially these young digital natives.

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COMPLETE ADDRESS:

Eduardo Rodrigues da Silva

Rua Leopoldo Goulart, nº 097.

Bairro: Califórnia

Nova Iguaçu – RJ

CEP: 26220-580

e-mail: eduardorodrigues1@oi.com.br

Tel. (21) 27682346 / 87460465.

ADVENTURE, GAME AND MAZINESS IN IMAGINARY SOCIAL OF YOUTH GAME PLAYER FANS FOR DIGITAL CONTROL STRIKE

ABSTRACT:

The forms of entertainment for young people were transformed into e-culture, networks that launch them into a systematic life differently, leading them to conditions such as sedentary lifestyles. The evidence suggests that factors specific to the game are present in digital games: the players relation with himself, with his colleagues and with the games, rituals before matches and in training, concerns about food, sleep and the body's health, bullying opponents, veneration and disqualifications of individuals, superstitions and dreams of becoming the best at what they do. The complexity of virtual reality imposes the profession of physical education a world full of uncertainty, which requires the transmission of knowledge, in a character of permanent training of young people. Faced with the challenge of change, to motivate, to produce a reflexive capacity that conforms to the current context, we investigated the sense of adventure, game, and maziness present in the social imagination of young fans of the game Counter Strike (CS), also diagnosed how the solidarities animate, the differences and similarities between the speeches' sense of these players (as). The qualitative study, under the methodology of the social imaginary focuses on the reaction's sense of the fans of CS in the adventure dimensions of subjectivity, game, and maziness. CS is one of the most popular computer games online. This is a duel game based on rounds of shots in which teams of counter-terrorists versus terrorists face to victory. This is a game of almost perfect simulation of reality in which the adventure is presented in the game maziness experience of the phases' challenges. In addition to the categories of agon and mimicry, also ilynx enshrine the hidden power of the characters of the games.

AVENTURE, JEU ET VERTIGE DANS L'IMAGINAIRE SOCIAL DE JEUNES ADEPTES DU JEU DIGITAL CONTROL STRIKE

RÉSUMÉ :

Les formes de diversion des jeunes se sont transformées en e-culture, réseaux qui les lancent dans une systématique de vie différenciée, les conduisant à des maux comme celui de la sédentarité. Les évidences indiquent que les éléments propres du jeu se font présents dans les jeux numériques : rapport des joueurs avec eux-mêmes, avec leurs collègues et avec les jeux, ritualisations avant les parties et dans les entraînements, préoccupations liées à l'alimentation, au sommeil et à la santé du corps, provocations des adversaires, vénération et disqualifications d'individus, superstitions et le rêve de devenir les meilleurs dans ce qu'ils font. La complexité de cette réalité virtuelle marque la profession d'Education Physique d'un monde rempli d'incertitudes, qui exige la transmission de connaissances, en un caractère de formation permanente des jeunes. Face au défi de transformer, de motiver, de produire une capacité réflexive qui soit en accord avec le contexte actuel, nous investiguons les sens d'aventure, jeu et vertige présents dans l'imaginaire social de jeunes adeptes du jeu Counter Strike (CS); nous diagnostiquerons aussi comment sont stimulées les solidarités, les différences et les ressemblances entre les propos des discours de ces joueurs (euses). L'étude, de nature qualitative, sous la méthodologie de l'imaginaire social focalise les facultés attribuées par les adeptes du CS dans les dimensions de la subjectivité de l'aventure, du jeu et du vertige. Le CS est l'un des jeux d'ordinateur les plus pratiqués on line. Il s'agit d'un jeu de duel basé sur des tournois de tirs dans lesquels les équipes de contre-terroristes versus terroristes s'affrontent jusqu'à la victoire. C'est un jeu de simulation presque parfait de la réalité dans lequel l'aventure est présentée dans l'expérience vertigineuse des défis des phases du jeu. Outre des catégories d'agon et mimicry, le ilynx aussi consacrent le pouvoir occulte des personnages des games.

JUEGO DE AVENTURA Y EL VÉRTIGO EN EL IMAGINARIO SOCIAL DE LOS JÓVENES ADEPTOS DEL JUEGO DE CONTROL DIGITAL STRIKE

RESUMEN:

Las formas de entretenimiento de los jóvenes se transformaron en cultura, redes que les lanzan en una sistemática de vida de manera diferente, dando lugar a condiciones tales como estilos de vida sedentarios. Las evidencias apuntan que elementos propios del juego están presentes en los juegos digitales: relación con los jugadores consigo, con sus colegas y con los juegos, los rituales antes de los partidos y en la formación, o sea en los entrenamientos, la preocupación por la alimentación,

el sueño y la salud del cuerpo, provocaciones de los adversarios, veneraciones y descalificaciones de individuos, supersticiones y el sueño de convertirse en el mejor en lo que hacen. La complejidad de esta realidad virtual imprime la profesión de la Educación Física en un mundo lleno de incertidumbre que requiere la transmisión de conocimientos, en carácter de formación permanente de los jóvenes. Ante el desafío de transformar, de motivar, de producir una capacidad reflexiva que se ajusta al contexto actual, se investigó el sentido de la aventura y el vértigo presente en el imaginario social de los jóvenes adeptos de del juego Counter Strike (CS); también diagnosticado ¿cómo se animan la solidaridad, las diferencias y similitudes entre los sentidos de los discursos de estos jugadores (as). El estudio de naturaleza cualitativa, bajo la metodología del imaginario social enfoca los sentidos atribuidos por los adeptos (hinchas) del CS y un juego de computadora uno de los más practicados on line. Tratase de un juego de duelos con base en las rondas de disparos en el que equipos de lucha contra los terroristas frente a otros terroristas se enfrentan hasta la victoria. Este es un juego de simulación casi perfecta de la realidad en la que la aventura se presenta en la experiencia de vértigo de los desafíos de las fases del juego. Además de las categorías de Agon y la mimicry también el ilynx consagra el poder oculto de los personajes de los juegos.

AVENTURA, JOGO E VERTIGEM NO IMAGINÁRIO SOCIAL DE JOVENS ADEPTOS DO JOGO DIGITAL CONTROL STRIKE

RESUMO:

As formas de entretenimento dos jovens foram transformadas em e-cultura, redes que os lança numa sistemática de vida diferenciada, levando-os a males como o sedentarismo. As evidências apontam que elementos próprios do jogo se fazem presentes nos jogos digitais: relação dos jogadores consigo, com seus colegas e com os jogos, ritualizações antes de partidas e nos treinamentos, preocupações com alimentação, sono e saúde do corpo, provocações dos adversários, venerações e desqualificações de indivíduos, superstições e o sonho de se tornarem os melhores no que fazem. A complexidade dessa realidade virtual imprime a profissão de Educação Física um mundo cheio de incertezas, que exige a transmissão de conhecimentos, num caráter de formação permanente dos jovens. Diante do desafio de transformar, de motivar, de produzir uma capacidade reflexiva que esteja de acordo com o contexto atual, investigamos os sentidos de aventura, jogo e vertigem presentes no imaginário social de jovens, adeptos do jogo Counter Strike (CS); diagnosticaremos ainda como se animam as solidariedades, as diferenças e semelhanças entre os sentidos dos discursos destes jogadores (as). O estudo, de natureza qualitativa, sob a metodologia do imaginário social enfoca os sentidos atribuídos pelos adeptos do CS nas dimensões da subjetividade da aventura, do jogo e da vertigem. O CS é um jogo de computador dos mais praticados on line. Trata-se de um jogo de duelo baseado em rodadas de tiros nas quais equipes de contra-terroristas versus terroristas se confrontam até à vitória. Esse é um jogo simulacro quase perfeito da realidade no qual a aventura se apresenta na experiência vertiginosa dos desafios das fases do jogo. Além das categorias de agon e mimicry também o ilynx consagram o poder oculto dos personagens dos games.

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