Abstract

Online gaming communities offer socialization as a form of a new digital third-place. As technology and gaming expands into our modern market even more, how these third-places are regulated and monitored is becoming a new concern. Due to anonymity of the players, usage of hate-speech language is often seen as an accepted norm. Through interviewing players of different demographics and participant observation the frequency of hate-speech is estimated. Focus is placed on how players report how different demographics are accepted, treated, and engaged with along with a focus on game genre and platform. The assumption is that non-white, non-male, and non-heterosexual will report higher amounts of experiencing hate-speech in online game settings, and that game genre also a component of what triggers the use of hate-speech. The preliminary results shows that either genre or race plays a role in how often players report the use of hostile speech.