



# **'Killer Games' Versus 'We Will Fund Violence': The Perception of Digital Games and Mass Media in Germany and Australia**

*Jens Schroeder*

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
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While the assessment of digital games in Germany is framed by a high-culture critique, which regards them as an 'illegitimate' activity, they are enjoyed by a wider demographic as a 'legitimate' pastime in Australia. The book analyses the social history of digital gaming in both countries and relates it to their socio-cultural traditions. Concerning social history, Australia almost depicts an inverse mirror image of Germany. Its foundational dynamics, closely associated with different egalitarianisms, led to a different form of distinction than in Germany - a country whose national self-conception was closely related to groups which perpetuated an idealistic notion of *Kultur* and later integrated it into a rigid class system. The book not only demonstrates how the discourses on games follow long-established patterns of rejection and approval of mass media but also regard them as an access to the inner workings of both societies. How the games are perceived tells us a lot about German and Australian identity.

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