# Article information:

No cults, no politics, no ghouls: how China censors the video game world | Games | The Guardian
<https://www.theguardian.com/news/2021/jul/15/china-video-game-censorship-tencent-netease-blizzard>

# Article summary:

1. China's strict censorship rules pose challenges for video game companies looking to enter the market, with Paradox Interactive's Stellaris failing to launch in China despite partnering with Tencent.

2. Despite being the world's largest market for entertainment and having a domestic gaming industry worth over $45bn a year, China has had a stop-start relationship with video games due to concerns about their impact on young people.

3. Chinese tech giants such as Tencent and NetEase have regularly part-acquired foreign video game firms and helped them access the lucrative Chinese gaming market, with Tencent acquiring Riot Games in 2011 and eventually becoming its wholly owned subsidiary.

# Article rating:

Appears strongly imbalanced: The article is written in a biased or one-sided way, and the information it provides is not trustworthy enough to be considered a reliable source. You should consult other sources to find reliable information on the presented issues.

# Article analysis:

该文章主要讨论中国对视频游戏的审查制度，但在其描述中存在一些偏见和片面报道。首先，文章将中国政府对游戏的审查描述为“不可预测”的黑匣子过程，但实际上，中国政府已经公开了游戏审查的规则和标准，并且向游戏开发者提供了指导文件。其次，文章没有探讨中国政府对游戏审查的原因和动机，只是简单地将其归结为担心游戏会影响年轻人。然而，在现实中，中国政府对游戏的审查也与国家安全、文化价值观等方面有关。

此外，文章还存在一些缺失考虑点。例如，在讨论中国市场时，文章只提到了国内市场规模和玩家数量，并没有涉及到中国市场对于外国游戏公司来说可能存在的风险和挑战。另外，在讨论外国游戏公司进入中国市场时，文章也没有提到这些公司是否遵守当地法律法规以及是否尊重当地文化价值观。

最后，该文章还存在一些宣传内容和偏袒现象。例如，在介绍Paradox Interactive公司时，作者使用了大量赞美性语言来形容该公司的产品，并没有客观地评价其游戏的质量和内容。此外，在讨论中国游戏市场时，文章也没有提到中国游戏开发者和公司的成功案例，而只是将重点放在了外国游戏公司进入中国市场的挑战上。

综上所述，该文章存在一些偏见和片面报道，并且缺乏全面客观的分析。在讨论敏感话题时，应该更加谨慎和客观地呈现双方的观点和证据。

# Topics for further research:

* China's video game censorship rules and standards
* Reasons and motivations behind China's game censorship
* Risks and challenges for foreign game companies in China's market
* Compliance with local laws and cultural values by foreign game companies
* Success stories of Chinese game developers and companies
* Objectivity and caution in discussing sensitive topics

# Report location:

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