

Making Public Policy Fun: How Political Aspect and Policy Issues Are Found in Video Games

Abstract

Learning video games studies in general can be fun, and it is really interesting to see what player can explore inside video games, more so now that gaming is becoming more mainstream as time goes by. The purpose of this paper is to explore public policy and its political content or aspects inside video games. The very idea itself may sound vague and unclear; can such a thing be found inside a mere video game? Politics and video games is an unorthodox combination, but they can indeed intertwine and collide with each other in many particular ways. In the context of video games, politics means every activity that is associated and relates to authority and government. In order to strengthen the argument of what kind of political aspects can be found inside video games, the author uses a comparative case study (CCS), comparing two different games *Animal Crossing: New Horizon* and *Genshin Impact*. By comparing those two different games, this paper has a clear answer on how political aspects are found inside the game and what is its influence to affairs and issues in certain countries. The author found that political aspects can be found inside certain video game. Moreover, real-world current events or issues can affect video games in many different ways, vice versa.

Keywords

Video Games, Politics, Public Policy, Procedural Rhetorical, Political Marketing, *Animal Crossing: New Horizon*, *Genshin Impact*