<u>Notes for *When Egalitarianism Attacks*</u>

<u>Summary of Vee's video:</u>
- Game journalists and people working on games exhibit anti-game behavior, including
  - Hating their customers
  - Ignoring/assuming bad faith in criticism from customers and knowledgeable sources
  - Producing garbage content
- They also seem to be intent on producing bad content
  - Ugly characters
  - Ugly worlds
  - Clunky mechanics
  - Social engineering, e.g. gender abolition, eliminating masculinity
- Prince of Persia now vs. 20 years ago—new character model exemplifies many of these trends

<u>Marxian Egalitarianism Applied to Aesthetics</u>
- Basic Marxian value theory: labor theory of value
  - Fundamental unit is the hour of labor
  - High wages unjust because labor is all equal
  - "Socially necessary labor" = "fudge factor" from physics
- Steel-man description: "A ditch-digger should feel no less fulfilled or prideful for his hour of work than a brain surgeon."
  - Alienation is a real phenomenon, but Marxian economic policies are the wrong way to deal with it
- Skill and talent break down this equality
- Pushing hard for equal wages leads to destruction of standards and incentives, economic ruin

- Next: Frankfurt School & fellow travelers applied Marxian egalitarianism to culture
  - All cultures are equal in value
  - "The basest cannibal should feel no less pride in his culture than the most civilized gentleman."
  - In order to make this work, necessary to destroy moral standards that thieves, cannibals, etc. cannot follow

- Finally, apply it to aesthetics
  - Premise: "The creator of irregular colored splotches on a wall should feel no less pride than a Leonardo da Vinci or Michaelangelo."
  - Skill and talent get in the way again
  - Need to destroy standards of beauty so that unskilled, untalented, and/or artists with bad aesthetic sense don't feel bad about their work
  - This applies to visual art in games as well as plot, music, and even game mechanics