

# **Entertainment and Education: An Analysis of the Ideological and Political Education Function of Online Games**

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**Abstract.** *As a cultural product of the Internet era, Online Games meet the practical requirements of Ideological and political education and have dual functions of "entertainment" and "education". If they are correctly understood and utilized, they can play a powerful ideological guiding role. Therefore, incorporating the relevant content of Ideological and political education into online games can make teenagers receives the baptism of ideas while entertaining. Firstly, this paper discusses the basic rules of online games, defines the definition and characteristics of online games, and further systematically analyses the ideological and political education function of online games, as well as how to give full play to the advantages of online games in the ideological and political education practice of teenagers, and promote the realization of Ideological and political education.*

**KEYWORDS:** *online games. ideological and Political Education*

## **1.Introduction**

In recent years, with the rapid development of network technology, the trend of "Internet +" in Ideological and political education is gradually increasing, which brings both opportunities and challenges to the innovative development of Ideological and political education mode. As a representative product of network technology, online games have the characteristics and potential to become a new style of Ideological and political education. Xi Jinping pointed out that "we should deepen the education of ideals and beliefs, deepen the propaganda and education of socialism with Chinese characteristics and the Chinese dream in the new era, actively cultivate and practice the socialist core values, promote the innovation of the concept, content,

form, method and means of online propaganda, grasp the timeliness and effectiveness, build concentric circles online and offline, better cohere the social consensus, and consolidate the whole Party and the National People's League." As an important innovative form of online publicity and online social entertainment, online games have a large audience space among teenagers. Exploring how to make good use of online games for ideological and political education, avoid the risks brought by online games, and maximize the powerful role of the network in the process of educating people, has important practical value for improving the effectiveness of Ideological and political education.

## **2. Definition and Characteristics of Online Games**

### **(1) Definition of Online Games**

Before exploring the basic rules of online games, we first need to understand the basic rules of the game. Huizinga, a Dutch scholar, has made a thorough inquiry into the concept of game, describing the concept of game in a prescriptive way: "Game is a practice in which participants participate voluntarily and spontaneously under certain time and space conditions, with fixed rules stipulated by the participants' minds or explicitly. Game originates from life and is separated from life. The game focuses on pleasing the players themselves, usually with a tense and pleasant collective atmosphere. On this basis, Huizinga defines the three most important characteristics of the game. First, the game is not a simple daily life, it has a dramatic, exaggerated component, but this drama and exaggeration still does not prevent participants to take the game seriously. Secondly, the game is a spontaneous activity. Participants participate in the game voluntarily and freely. Thirdly, the rules and order of the game are prescriptive, but they are not compulsory. Participants fully understand and respect the rules and order of the game and follow it in the process of the game.

### **(2) The Characteristics of Online Games**

Technical. Online game is a cultural product of modern high-tech innovation and application. The development of information technology, network technology, digital technology and computer technology is the technical basis for realizing the ideological and political education function of online games. The technological

innovation of every generation of online games comes from the change of hardware and software technology. The advancement of information technology makes online games go out of the lab and enter the market, and become the heart of hundreds of millions of game players. In turn, the vigorous development of the online game industry has a negative effect on the further development of computer software and hardware systems, and constantly promotes the innovation and development of science and technology. In the era of rapid development of network technology, with the deepening of teenagers' information awareness and the continuous improvement of their information quality, as well as the simplicity, ease of operation and high popularity of online games, online games have gradually become one of the important ways of teenagers' leisure and entertainment.

Virtuality. Online games build a virtual world. People play virtual characters in the virtual era background, complete virtual tasks and participate in virtual stories. Because of this "virtual nature", people put aside a series of realistic and objective restrictions such as age, gender, wealth, social status, education level and so on, and participate in online games equally. Although their feelings in online games are not real, with the development of software technology and hardware technology, the effect of online game pictures tends to be more realistic. When people realize that virtual "sense of acquisition" tends to be "real" gradually in online games, online game culture, as a product of ideology, more or less reflects the real society. Reality enables people to pursue all the desires which are difficult to achieve in their real life in the virtual world of online games. The "virtual equality" and "virtual reality" of online games are important reasons for their popularity.

Entertaining. With the development of information technology, online games have eye-catching game effects and sound effects. The application of a series of new technology and equipment represented by VR makes the picture of online game more real and vivid. At the same time, the instant reward mechanism of online games suits the characteristics of people's psychological demands for instant satisfaction, so that players can enjoy the triple enjoyment of visual, auditory and psychological satisfaction in the short course of game experience. At the same time, the most entertaining aspect of online games is the uncertainty of plot setting. Traditional games have limited game rules and scenarios, and they are relatively single. Online games will randomly set up the next game tasks and change the story plot according

to the different players' choices, timing and location. This will make online games always keep fresh and attractive, and constantly give game players unexpected surprises.

Interactivity. The interactive nature of online games is an important reason for their great charm. Online games rely on powerful Internet technology to connect, and their interaction is multi-level and all-round. Compared with traditional games, online games deepen the essence of games - social interaction. In traditional games, participants are usually familiar with each other's fixed players, social relatively weak, lack of interaction dimension and breadth; in online games, players do not know each other, but they can communicate and cooperate in the game, and fight side by side. Traditional games limit the number and location of participants, which can not meet the interactive needs of players who exceed the set value, nor can they meet the common entertainment needs of players from other places; online games break the limitations of number and location, and even thousands of miles apart, players can still interact and communicate with tens of millions of people from all over the world who share common interests. "Tens of thousands of online games at the same time do not allow direct contact between people, only in the virtual environment in accordance with the simplest rules of the game to achieve maximum interaction. Obviously, this is a real wisdom, will and emotional challenge for players, and the great charm of online games is thus cast." Players communicate with each other as virtual roles in online games, get rid of the restrictions of other material and objective conditions, cultivate emotions and enhance friendship in the game's competitive cooperation, which also makes it easy for players to put down their guard and communicate equally in online games.

### **3. Ideological and Political Education Function of Online Games**

(1) Innovating Ideological and Political Education Ideas and Enhancing Youth's Theory Learning Initiative in the New Era

The most important and mainstream form of Ideological and political education in China is the direct theoretical inculcation based on classroom teaching. This form has obvious and direct ideological and political education effect. But with the advent of the "Internet plus" era, the growth environment, education level and acceptance of

information have changed dramatically. In other words, their channels of information acceptance have been expanded and their ability of information screening has been enhanced. As an Educator, their object initiative has become stronger and stronger. Simple and direct theory indoctrination concept can no longer meet the needs of adolescents to accept advanced ideas. Whether educators or Educators, there is an urgent need for innovation and development of ideological education concepts. As a multi-cultural information medium, online games truly reflect the changing characteristics of the relationship between the subject and object of information publisher and information recipient, which can also be analogized to educators and Educators. Its inherent recessive infection and interactive communication characteristics can change the educational concept in time, change the simple and direct theoretical inculcation into the silent cultural edification, transform the stereotyped passive acceptance into the active experience of both sound and shadow, further stimulate the initiative consciousness of the educated, and enhance the effectiveness of Ideological and political education. Network game culture and ideological and political education concept from conflict to integration is a major trend of network ideological and political education in the context of the new era.

The emergence of online games provides a new educational concept for ideological and Political Education - active exploration. Introducing online games into the practice of Ideological and political education will undoubtedly greatly enhance the subjectivity and active learning consciousness of teenagers. The characteristics of online games such as entertainment and interaction will attract young people to explore and discover voluntarily and independently in the game. Integrating advanced thought theory into online games can help teenagers change their passive acceptance into active pursuit and subtly accept the ideological transformation of advanced culture in the process of games. In addition, the interactive platform of online games can provide grass-roots teenagers with a place to tell the truth and tell the truth. In online games, they can communicate equally and freely without external factors such as age, region and family status. This changes the process of Ideological and political education from one-way indoctrination to two-way interaction, from explicit preaching to implicit influence, expands the ways and means of Ideological and political education, and improves the efficiency of Ideological and political educators. Ideological and political educators should be good at observing and using this platform, grasping the ideological trend in time, and

guiding ideological and political education in an equal capacity, which is also of great practical value in improving the subjective initiative and creativity of teenagers.

(2) Providing new carriers of Ideological and political education and carrying richer educational contents

The carrier of Ideological and political education refers to a form or way in which the subject or object of Ideological and political education is used in the process of Ideological and political education, which can carry and transmit the content of Ideological and political education, and influence the subject or object of Ideological and political education. Educators use online games as carriers. Online games have naturally become a new carrier of Ideological and political education. Online game is a new carrier based on new media, and it also has the characteristics of traditional ideological and political education carrier. New media mainly refers to digital technology-based optical fiber communications, cable television, the Internet, mobile phones and multimedia interactive broadcasting. As a cultural product of spiritual production, online games, like newspapers, radio and television, are produced in a certain social and cultural background. They have the ability to carry culture and reflect social practice. However, online games use high-tech digital technology, which has a huge amount of information and powerful interactive communication functions that traditional ideological and political education carriers can not match. At the same time, as a special cultural product in the network era, online games are not single and one-sided independent stories. The more mainstream online games on the market basically have a complete and huge world outlook structure. Game makers also try to restore a more logical and novel game world in the game. This enables gamers to experience life experience rather than a single story in the game. The game has a complete timeline of the past, present and future, each place has a different history and style, each game NPC (game guides in the game) has its own complete life story, so players in the game will be constantly subject to all-round, multi-level and continuity with the change of contacting people, participating places and time. Cultural infection is constantly assimilated by its ideological concepts in the process of games.

The intrinsic nature of online games is the reflection and reappearance of the objective world. Therefore, the content of education can be integrated into the online game world through appropriate ways, and play a strong educational effect. In this

regard, countries such as Europe, the United States, Japan, South Korea and other countries have relatively mature experience in game development and operation. They integrate their own values or national culture into the game background. Taking the game "Wild Bodyguard" created by the American "R-STAR" company as an example, the game perfectly restores the traditional cowboy culture in the western United States, and the players are traveling. In the course of the play, we can fully feel the humanistic history of the western world and the adventurous spirit of American cowboys, which has produced great repercussions among American gamers and set off a "cowboy culture fever in the west". In the current online game market, the games of western developed countries occupy a very important position. The online games developed by them have capitalist ideological characteristics, and are also the embodiment of capitalist ideology. Therefore, we must also innovate the cultural products of online games which are rich in Chinese spirit and national culture, so as to make the Games containing advanced cultural ideas with Chinese characteristics occupy a dominant position, so as to help young Chinese players resist the invasion of Western ideology.

(3) To meet the requirements of the practical characteristics of Ideological and political education and further improve the ability and quality of adolescents

The rapid development of computer technology and information technology has provided mankind with a new way of practice, namely virtual practice. Virtual practice is different from concrete practice, but it also has the general characteristics of concrete practice. People can get new knowledge in the process of participating in virtual practice, and can also exercise and improve their cognitive ability in virtual practice. The rise of virtual practice is a leap in the way of human practice, and has profoundly changed the way of human understanding, thinking and daily life. Online games show all aspects of human social life in the objective world through new media technology, or vividly, comprehensively or wonderfully ABSTRACTly. From this point of view, players' participation in online games is to carry out practical activities in the virtual world. Educated people can experience the content of Ideological and political education in virtual practice, and they may have more profound ideological experience than direct theoretical inculcation.

Faced with the trend of popularity of online games, blocking is better than sparse. If we can make practical and reasonable use of online games, it will help to stimulate

the enthusiasm of young people to learn and improve their practical ability and quality. There are precedents for virtual practice of online games in the field of Ideological and political education. Teenagers can practise in advance in virtual practice, familiarize themselves with the specific situations that may occur in the virtual practice, and then bring their own acquisition results and perceptions in the virtual practice into the specific practice. From this point of view, the practical value of online games meets the requirements of the practical characteristics of Ideological and political education.

#### **4. The Way to Use Online Game in Ideological and Political Education**

(1) Balance online games to educate and entertain people, and establish and improve a strict management system of online games

Online games have the dual characteristics of education and interest, and they are dialectically unified in the game. Educational is an important feature of the ideological and political education function of online games, and interestingness is the fundamental feature of online games as game attributes. If we only talk about interesting, blindly attract the interest of teenagers and neglect the fundamental purpose of educational games, it is easy to cause the dilution of educational functions. Overemphasizing the educational nature while neglecting the interesting nature of online games, teenagers will keep away from them, so the educational nature of games can not be talked about, and the educational function can not be brought into play. Whether educators can make better use of the ideological and political education mode of online games has a causal relationship with whether they can objectively and accurately grasp the educational principle of balancing educating and entertaining people. In this regard, in addition to the subjective efforts of educators, we must start from the level of online game management system and approval system, form a management system with laws and regulations, administrative supervision, industry self-discipline and technical support as the core, and standardize the information dissemination of online games. Through the establishment of strict management system and approval rules, excessive entertainment and no bottom line meaningless games are restricted, and we insist on creating a clean and healthy network space. Specifically, the first is to establish a strict regulatory mechanism for market access. The content of online games operated in the market should be jointly



examined by the Ministry of Culture and the Ministry of Public Security, so as to close the ideological content, improve the taste of the game and cut off the dissemination of bad information from the source. The second is to actively take preventive measures and use technical means to strengthen the development of "firewall" and severely crack down on illegal online activities. Third, we should establish a sound anti-addiction mechanism for online games. The drawbacks of online games lie not in games, but in "addiction". Game companies should face up to their responsibilities, build a perfect "anti-addiction system" and explore the way to solve the problem of game addiction from the internal mechanism of the game.

(2) Strengthen network moral education and establish a good network moral order

Freud believes that game is a defensive psychological mechanism, which can provide a way to satisfy people's desires and deal with setbacks. At the same time, the network has the characteristics of hidden information. In the virtual world of online games, people hide a series of realistic and objective conditions, such as age, gender, wealth, social status, education level, and so on, and dominate the environment fully and freely. The invisibility of real identity, absolute self-control and extreme liberalization make players less subject to social norms and moral constraints in online game space. If they lack self-discipline spirit and ethical norms, they will easily lead to self-indulgence and moral derailment.

Therefore, when using the ideological and political education mode of online games, we must pay attention to strengthening the network moral education. Specifically, educators should first aim at the psychological characteristics of adolescents seeking novelty and independence, timely understand their mentality trends, properly introduce moral and ethical education content in the game, guide adolescents to cultivate network ethics; through various forms of social practice, help some adolescents who may be confused to correctly recognize the difference between virtual and reality. Secondly, we should constantly strengthen the education of socialist core values and adolescents' moral norms, create a good moral environment and public opinion atmosphere, condemn immoral behavior in games, praise the behavior of promoting virtue, and establish a good peer pressure atmosphere among adolescents to promote individual moral self-discipline. Finally, although online games do not have the function of moral judgment, they usually have a complete punishment mechanism, which can control the immoral behavior of players in the

game to a certain extent. Educators can combine the punishment mechanism of the game, establish the moral credit system of the virtual environment, guide teenagers to strictly abide by the network order, thus forming a good and orderly network moral rules. Fan.

(3) Relying on the campus network platform, actively create game entities that meet the actual needs

At present, with the development of the situation and tasks, the construction of campus network platform has been continuously strengthened and improved. It has become a popular platform for teenagers to access information, learn knowledge, show themselves, exchange ideas, and entertainment. Relying on this network platform to realize the ideological and political education function of online games is an efficient way of practice. As mentioned above, online games can provide a place for virtual practice. With the help of the broad platform of campus network platform, we can introduce online games that meet the realistic ideological and political education concept and the actual needs of information technology, further improve the enthusiasm of youth in theoretical learning and expand their information literacy. However, at present, the online game market is mixed, and the quality of the game varies from good to bad. Among them, there are many online games with the purpose of penetrating western ideology. Therefore, we must carefully screen the specific content of online games used, eliminate the parts that violate the Marxist theory and socialist core values, effectively revolve around the current needs of the main ideological and political education tasks, and flexibly transform and upgrade the content of the game. In the context of the new era, it is also necessary to speed up the development of more online game software with the connotation of socialist core values and excellent traditional Chinese culture, and further enhance the soft power of national culture and the influence of Chinese culture through online game "telling Chinese stories well and spreading Chinese voice well".

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