

Public and Private Domains: Contradictions and Covenants in Evolution of Game Policy

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Abstract : The study of video game policy in China has been divided into two branches: "pedagogy" and "game industry". The binary perspective of policy reveals the "contradictory" side of policy performance. Based on this suspicion, this paper constructs a three-dimensional sequence of time, content and institutions of game policy, and establishes the "contradictory" aspects of policy performance between 1949 and 2019. A central-level database of game policies, clarifying that our game policies follow a shift from reactive response to proactive guidance, stigmatization and de-stigmatization, the evolutionary logic. The study found that the central government has always maintained a strict requirement and prudent guidance for game policy, and the deep contradictions in game policy stem from the essential conflict between the natural amusement of games and the seriousness of the educational system, and the Chinese government's use of the understanding of the public and private domains and the Managing of the conflict.

Keywords : game industry, gaming policy, public domain, private domain

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