

# ROOKY

One Match of Erangel  
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Video, 19 min 40 sec  
2022

## MASTER

The video shows a match in the survival game Player Unknown's Battlegrounds (PUBG). The goal of the game is to be the last survivor on a map with approximately one hundred players. In this match, my teammate was the Estonian female gamer Kadi Kuusmann, with whom we discussed e-sports, gender equality in the gaming world and so-called violent video games while playing.

## NIGHTMARE

About three years ago, after making a video piece on guns, I became interested in playing shooting games. My previous gaming experience was limited to the Sims, AoE2 and Tetris. In my childhood, when I was about 7 years old, I also tried to play Doom, but I remember this game scared me a lot (those brown monsters with red eyes). After that unnerving experience, I stayed away from shooting games.

Anyhow, through this piece on guns, I came across the book *Moral Combat: Why the War on Violent Video Games Is Wrong* (Markey, Ferguson), which had various examples of how violent video games can help reduce violence in real life. From there on, I wanted to test what happens when I start playing shooting games. The beginning was difficult as the anxiety similar to the Doom experience was still there. To begin with, I was recommended Half-Life, which I played through. Straight after I tried to play PUBG. Since I have been interested in the concept of battle royale for a long time (e.g. The Hunger Games movies and books), I also had a dream that one day I would be able to play this game without anxiety. What I liked about PUBG is that it's slower in pace than CS:GO. I also feel like more is at stake with PUBG. One match can last up to half an hour and you try to get the best possible loot at the start/run of the game. So, if you don't play smart, you get shot and you have to start over with no equipment.

I didn't do well in PUBG in the beginning. I also started playing narrative games on the side (eg Cyberpunk 2077, Fallout 4, RDR2, Mass Effect trilogy) and this is how I got rid of the anxiety. After three years of PC gaming, I've come to really enjoy playing PUBG and other games, and I still don't agree that video games are to blame for real-life violence.

The impetus to make the current piece came when becoming aware of the situation of female players in eSports.