

**VICTORY ON THE CROSS  
ILLUSTRATED**

**A SKETCH ON VIDEO GAMES**

**BY**

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## Relating to Resources

Modern video games often turn time into a quantifiable mechanic. Transforming play into a system of optimization where minutes, cooldowns, and progression loops are carefully calculated. Players learn to evaluate efficiency (how long a task takes versus what it yields) leading to decisions that prioritize maximum effort. This creates a mindset where time is not simply spent but invested, measured, and compared, often encouraging behaviors like grinding, speedrunning, or daily check-ins. In such systems, time becomes abstracted into numbers and timers, subtly shifting the player's focus.

*1. Calculated exploitation of artificial resources.*

*2. Devalued worth of a living world.*



At the same time, this constant optimization can lead to the devaluing of in-game resources. When rewards are abundant, repeatable, or easily farmed, items and currency lose their perceived worth, becoming disposable rather than meaningful. Players may hoard excessively or spend carelessly, knowing that losses can be quickly recovered through repetition. This dynamic mirrors inflationary systems, where overproduction diminishes value, and it can reduce the emotional impact of acquiring or using resources. As a result, the balance between effort, scarcity, and reward becomes critical.

# Social Interactions

Some companies track users every action in-game, collecting data on how they interact with the game world, what choices they make, and even their social interactions.

Types of Data Collected:

**Social Data:** In multiplayer games or games with integrated social features, companies may gather data on your social interactions, friends, or communities.

**Behavioral Data:** Companies track your game play behavior, such as how long you play, which games you enjoy, in-game purchases, and interaction with other players.

**Location Data:** Some games or gaming platforms collect your location to offer region-specific content or multiplayer features. This can be done through GPS or IP addresses.

**Bio Metric Data:** Some modern games or consoles use facial recognition or motion tracking to track movements or expressions.

**Device Data:** Information about the device you're playing on, including hardware specifications, operating system, and IP address.

**Personal Information:** Includes names, email addresses, physical addresses, and payment details.

Video games measure individual players' work efficiency by tracking various in-game actions and outcomes, such as task completion speed, resource management, and decision-making. Through analytics, games assess how quickly and effectively players perform tasks, often assigning scores or progress metrics based on their performance. These metrics can include time taken, number of mistakes, or optimal resource usage. Some games collect data on patterns of behavior, such as how often players pause or prioritize certain actions, providing insight into their problem-solving strategies and work efficiency.

Video games serve not only as a source of entertainment but also as a tool for tracking and analyzing player behavior in detail. By collecting this data, games provide insights into how players interact with the virtual environment and with others. While this data can offer valuable feedback for improving game play or personal skills, it also raises concerns about privacy and the extent to which personal information is monitored. Ultimately, the integration of analytics in gaming highlights both the potential benefits and ethical considerations of using digital platforms to evaluate human behavior.

## **Repetition by Enactment**

Repetition has long been a central teaching method in the Catholic Church, especially when it comes to conveying the mysteries of Christ. Through repeated prayers, liturgical responses, and rituals believers gradually internalize complex spiritual truths. The repetition deepens understanding over time, allowing individuals to reflect more profoundly with each encounter. In this way, repetition serves as a formative tool, shaping both belief and behavior while drawing participants into a deeper relationship with Christ.

A similar principle can be seen in video games, where repetition is used to teach players mechanics, strategies, and goals. By performing the same actions repeatedly whether completing quests, solving puzzles, or mastering controls players gradually improve their skills and understanding of the game world. This iterative process mirrors how the Church uses repetition: both rely on consistent engagement to move someone from surface level familiarity to deeper comprehension.

When actions are repeated without reflection or genuine engagement, they risk becoming empty routines rather than meaningful experiences. In video games, excessive repetition can foster mindless play, reducing critical thinking and encouraging compulsive behavior. In both contexts, repetition without purpose or awareness can diminish personal growth instead of enhancing it.

# Inception Of Video Games

The inception of video games began when researchers experimented with interactive computer technology. Early games were very simple and were often displayed on scientific equipment instead of modern screens. These experiments showed that computers could be used not only for calculations but also for entertainment. As the technology improved, video games started appearing in public places through arcade machines. This development eventually led to the creation of the global video game industry.

Several factors led to the creation of video games. One important factor was the human desire for entertainment and competition. Traditional games and toys inspired many of the ideas used in early digital games. Advances in computer and electronic technology also made it possible to create interactive experiences on screens. Together, these influences helped lead to the development of modern video games.

In this study we will be covering the following:

- Automata
- Collectible Toys
- Board Games
- Dice
- Cards
- Chess
- Marbles

# Inception of Video Games: Automata

The inception of video games is closely related to the concept of automata, which are self-operating machines that follow programmed rules. Automata theory helped scientists understand how systems can respond to inputs and produce outputs automatically. Early computer programs used these ideas to create simple interactive games where the machine followed predetermined logic. These systems allowed computers to simulate actions, decisions, and responses similar to automated behavior. As computing advanced, these automata-based principles became the foundation for modern video game design and artificial intelligence.

## Key Features

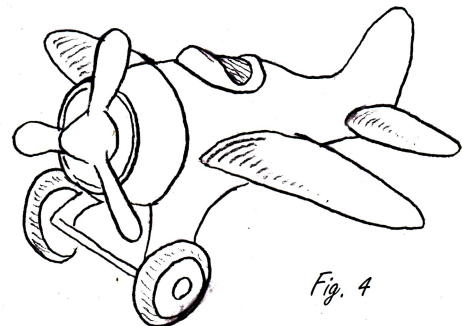
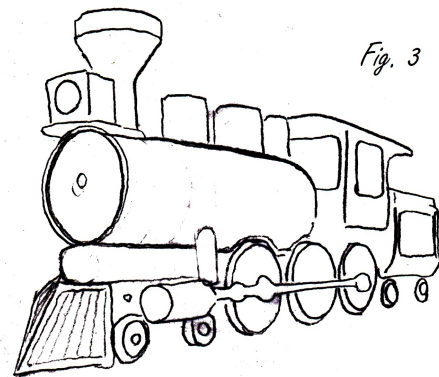
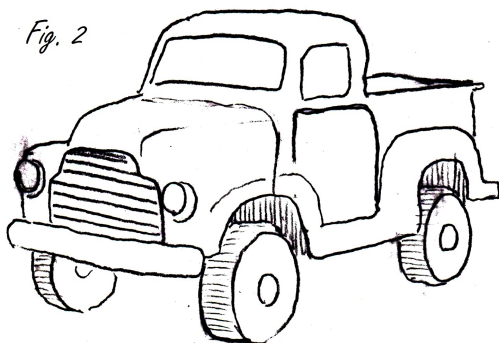
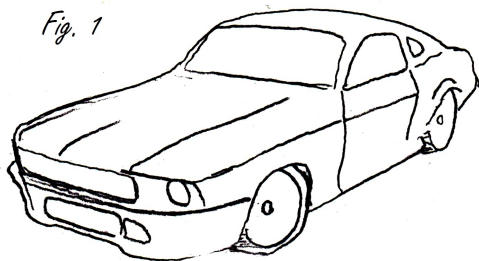
- 1. Early Mechanical Entertainment:** Mechanical devices that mimic human actions were some of the first forms of interactive entertainment. Their design inspired the idea that machines could simulate life and movement, laying the groundwork for interactive digital characters in video games.
- 2. Human-Machine Interaction:** They were among the first devices to create a sense of interaction between humans and machines. This concept evolved into player-controlled characters and real-time feedback in video games, shaping how users engage with digital worlds.

# Inception of Video Games: Collectible Toys

Early toys introduced core ideas of rules, objectives, and player interaction that later became fundamental to video games. Simple electronic toys in the mid-20th century helped pioneer interactive technology, showing how players could control outcomes through inputs. These early forms of play laid the groundwork for digital game design, blending entertainment with emerging computer technology.

## Key Features

- 1. Toys Introduced Interactivity Concepts:** Toys emphasized play, interaction, and imagination core elements later adapted into video game design.
- 2. Arcade Cabinets Were Modeled After Toys:** Early arcade games adopted bright colors, sounds, and visual themes similar to toys to attract players.



# Inception of Video Games: Board Games

The inception of video games was influenced by traditional board games. Early designers used board game concepts such as turns, rules, and strategic thinking when creating digital games. These ideas helped shape how players interact with games and make decisions during gameplay. The structure of board games inspired the organization and objectives found in early video games. Over time, these concepts evolved into more complex and interactive digital experiences.

## Key Features

1. **Mechanics and Rules:** Both types of games rely on a set of rules and mechanics to govern gameplay. Board games often have rules about how pieces move or interact, while video games use code and algorithms to create similar structures.
2. **Strategy and Tactics:** Many board games and video games involve strategic thinking and planning. For example, both require players to plan moves and anticipate their opponent's actions.
3. **Storytelling:** Both mediums can be used to tell stories. Board games might include narrative elements or themes, while video games can offer more immersive and dynamic storytelling through graphics, voice acting, and interactive elements.
4. **Social Interaction:** Board games often involve face-to-face interaction, which can foster social connections and group dynamics. Video games can also be social, particularly with multiplayer and online games where players interact with others around the world.

# Inception of Video Games: Dice

The inception of video games was influenced by dice and chance-based mechanics. Early game designers adapted the randomness of dice rolls to create unpredictable events in digital games. This introduced elements of luck and probability, making gameplay more engaging and varied. Dice-inspired mechanics helped programmers model outcomes and decision-making in early computer games. Over time, these concepts evolved into sophisticated algorithms that simulate chance in modern video games.

## Key Features

1. **Randomness and Chance:** Dice introduced the concept of randomness and unpredictability to gameplay mechanics. Video games have adopted this concept to add variety and replayability.
2. **Game Design and Balancing:** Dice mechanics have influenced game design by introducing elements of risk versus reward. Games incorporate probability into mechanics, requiring players to strategize and adapt based on uncertain outcomes.

# Inception of Video Games: Cards

The inception of video games was inspired by card games and their rules-based structure. Early digital games adapted card mechanics like shuffling, drawing, and turn-taking to create interactive experiences. These card-based ideas helped shape strategy, chance, and player interaction in video games.

## Key Features

1. **Game Mechanics:** Many early video games, especially in the arcade era, were inspired by or directly adapted from card games.
2. **Strategy and Tactics:** Card games emphasize strategic thinking, risk assessment, and decision-making, which are core elements in many video games.
3. **Randomness and Probability:** Card games inherently involve elements of luck and probability, such as drawing cards from a shuffled deck.
4. **Multiplayer Dynamics:** Multiplayer card games have influenced the social and competitive aspects of video games.

# Inception of Video Games: Chess

The inception of video games can trace a conceptual lineage to games like chess, which formalized strategic thinking and rule-based play. Chess, with its defined pieces, objectives, and turn-based structure, inspired early computer scientists to simulate similar logical challenges digitally. This led to pioneering efforts in programming chess algorithms, laying the groundwork for interactive entertainment and modern video games.

## Key Features

- 1. Game Design and Strategy:** Chess is renowned for its strategic depth and complex gameplay mechanics. Video game designers have drawn inspiration from chess when creating strategy games, particularly turn-based strategy and tactics games.
- 2. Influence on Gameplay Mechanics:** Even in non-strategy genres, chess has influenced video game mechanics. For example, the concept of "turn-based" gameplay, where players take actions in sequence rather than simultaneously, can be traced back to chess.

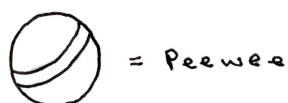
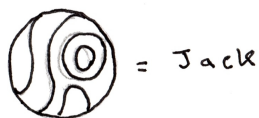
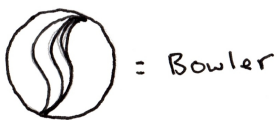
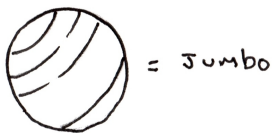
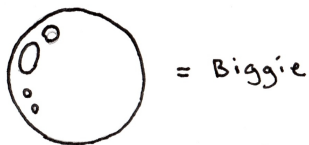
# Inception of Video Games: Marbles

Marbles, one of the oldest known games, influenced early video games by highlighting skill, strategy, and clear rules.

## Key Features

- 1. Physics and Mechanics:** Marbles are known for their physics properties such as rolling, bouncing, and interacting with surfaces. These characteristics have influenced how game developers design physics engines and mechanics for games.
- 2. Metaphorical Influence:** The term "marble" is sometimes used metaphorically in game design, referring to a small, valuable object or a player token.

### MARBLE SIZE CLASSIFICATION THE INCEPTION OF VIDEO GAMES



## Narrative on Addiction

Addiction often manifests in various forms, many of which have their roots in behaviors and patterns learned during childhood. Early experiences can shape how individuals seek comfort, laying the groundwork for habits that may later turn into more serious dependencies. These formative patterns make some people more vulnerable to addictive behaviors as they grow older.

One of the challenges in addressing addiction is that different forms often reinforce each other. For example, the craving for constant dopamine and immediate reward can drive both substance use and compulsive behaviors, such as excessive video gaming or online activity. This interconnection makes it difficult to isolate one habit without affecting others, creating a cycle that is hard to break.

Understanding addiction requires recognizing how these patterns are learned and maintained. By examining the ways in which early experiences influence reward sensitivity and behavior, we can better understand why some individuals are more prone to addictive tendencies. Addressing the root causes, rather than just the symptoms, is key to creating effective interventions and supporting long-term recovery.

“The games we choose to play do reveal the truth about our character and our values.”

– Bishop Alfred C. Hughes

(The Catholic Commentator, Volume 34, Number 5, 24 April 1996)

## Anatomy Of the Brain

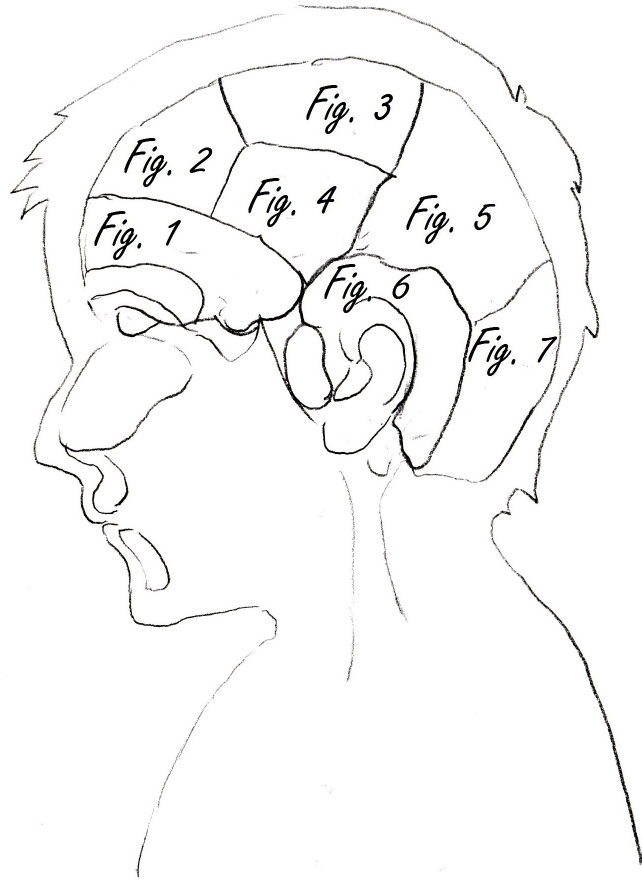
Video games have become a common part of everyday life. With the rise of smartphones, tablets, and gaming consoles, access to games is easier than ever before. While often seen as simple entertainment, video games can influence how young people think, learn, and interact with others. Understanding this connection helps parents, teachers, and players make better choices about how games are used in a healthy and positive way.

Video games can offer several benefits. Many require problem-solving, strategic thinking, and quick decision-making, which can strengthen cognitive skills. Educational games can support learning in areas like math, language, and science in an engaging way. In addition, some games promote creativity, teamwork, and communication, especially in cooperative or multiplayer settings.

However, there can also be negative effects when gaming is excessive. Spending too much time playing can reduce physical activity, disrupt sleep, and interfere with school responsibilities. Exposure to violent content may influence aggressive behavior in some individuals, and playing alone for long periods can lead to social isolation. For this reason, it is important for adults to guide both the type and amount of gaming to maintain balance.

In conclusion, video games are a powerful influence that can both support and hinder development. When used in moderation and chosen carefully, they can improve thinking skills, creativity, and social interaction. However, overuse or exposure to inappropriate content can create challenges. By understanding this relationship, individuals can make more informed and healthy decisions about gaming.

1. PERSPECTIVES
2. REFLECTIVES
3. MORAL
4. SELF PERFECTING
5. ASPIRING
6. INSTINCTIVE
7. DOMESTIC



# Video Game Broadcasting

Video game broadcasting and franchise events have become more than just entertainment. They function as powerful cultural and social influencers. Through live streams, tournaments, and large-scale events, audiences are repeatedly exposed to particular values and behaviors. This exposure does not happen passively—it subtly shapes beliefs, priorities, and even consumer habits, often without viewers consciously realizing it. Over time, these broadcasts can play a significant role in aligning individual identities and choices with the messages embedded in the games and their surrounding culture.

A key way broadcasts influence audiences is by normalizing certain ideologies. Competitive play, material acquisition, and the pursuit of status are central themes in many gaming events. Through repeated emphasis on these elements, audiences begin to accept hyper-competitiveness and consumerism as standard or desirable behaviors. The spectacle of high-stakes tournaments or exclusive releases reinforces these norms, making them feel exciting, aspirational, and culturally validated.

The structured nature of game broadcasts contributes to their persuasive power. Tournaments, streaming schedules, and franchise events follow predictable formats and recurring patterns that create a sense of order in viewers' lives. This predictability fosters familiarity, comfort, and engagement, which enhances the influence of the content. Viewers come to expect certain narratives, challenges, and rewards, and this repetition reinforces the underlying messages embedded in the events.

Repeated viewership can turn passive consumption into ritualized behavior. Regularly tuning in to events becomes a habitual practice, complete with emotional investment and

social significance. Fans may coordinate viewing with friends, participate in live chats, or follow related social media content, integrating the broadcasts into their daily routines. Over time, the act of watching becomes symbolic, linking individual identity with the broader gaming culture and reinforcing the social norms presented on screen.

In conclusion, video game broadcasting and franchise events operate as subtle yet potent instruments of cultural influence. Through spectacle, repetition, and ritualized engagement, they normalize specific ideologies, shape social behaviors, and foster a sense of belonging among viewers. While these broadcasts entertain, they also guide audience perceptions and choices, demonstrating that modern media can function as both leisure and a mechanism for socialization and ideological reinforcement.

# Poverty

True poverty serves as a call to compassion and justice, reminding us that spiritual richness is found in generosity and a humble dependence on God. It challenges society to look beyond material wealth and recognize the value of empathy, care, and fairness.

The understanding of poverty begins with an emphasis on the dignity of every human person. This means that regardless of someone's financial situation, every individual deserves respect, fairness, and the opportunity to live a meaningful life. Poverty is not just about lacking money or resources; it can also affect a person's sense of worth, belonging, and purpose. Because of this, poverty is seen as both a material and spiritual concern, requiring not only economic support but also compassion, understanding, and inclusion.

Another key idea is the preferential option for the poor, which teaches that society should prioritize helping the most vulnerable. This means focusing attention on those who are struggling the most and ensuring their needs are met first. At the same time, the Church teaches that wealth itself is not wrong. Having money or success is acceptable, but problems arise when wealth is misused—such as through greed, exploitation, or ignoring those in need. This perspective encourages responsibility and fairness in how resources are earned and shared.

In conclusion, poverty challenges individuals and communities to cultivate generosity, humility, and justice. While video games can provide entertainment and temporary escape, they also emphasize the contrast between virtual rewards and real-life needs. By balancing leisure with awareness and compassion, we can ensure that our engagement with games does not distract from the responsibility to care for others.

## **Conclusion: The Value of Time**

Time is one of the most valuable resources given to every person, yet it is often overlooked because it cannot be seen or stored. Unlike material possessions, time once spent cannot be regained, making each moment significant. In a world filled with entertainment, responsibilities, and distractions, how time is used ultimately shapes character, priorities, and purpose. Recognizing its value encourages individuals to make more thoughtful decisions about where their attention and energy are directed.

In the context of video games and digital life, time can easily be consumed without awareness. While games can provide enjoyment, learning, and social connection, excessive use may lead to missed opportunities for growth, relationships, and real-world responsibilities. Balance becomes essential, ensuring that time spent in virtual environments does not outweigh time invested in personal development, community, and meaningful experiences. When individuals learn to manage their time wisely, they gain greater control over their habits and long-term outcomes.

Ultimately, valuing time means aligning daily actions with deeper goals and values. It calls for discipline, reflection, and intentional living, where entertainment has its place but does not dominate one's life. By using time wisely, individuals can cultivate knowledge, strengthen relationships, and contribute positively to the world around them. In this way, time becomes not just something that passes, but a powerful tool for growth, purpose, and lasting impact.