

What if Hysterical elements of Gaming turn into Real?: Psychological Analysis of Hunger Games Trilogy

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Abstract

This paper aims to Project the Elements in fiction as elements in RPG fiction and tries to analyse that Expressing feelings and emotions in virtual world is as same as real world or it differ. Also, it tries to identify that people really cherish those elements or regret it. This Research article focus to interpret the plot of the Hunger Games Trilogy as a Plot of RPG games. And also analyze the uncontrollable emotions, i.e. hysterical elements which can be expressed only through games. Some of the Hysterical elements are anger, Jealousy, Envy, Lust, Greed, etc. But in real life, it is not possible because it hurts others. If such emotions become real, how society will be? Do People Enjoy or Suffer?

Keywords- Hysterical, RPG, Games, Real, Emotions.

1. Introduction

A role-playing game (RPG) is a game in which players assume the role of characters in a fictional setting. In the early days, this kind of game is enacted lively as a mode of entertainment. Players themselves take responsibility to enact their roles, and the game master is the one who delivers the rules and regulations of the game and also acts as a moderator. But enacting is slowly replaced with online role-playing games, i.e. playing games on the computer via network and internet which is more attractive because people use this as a platform to express all their inner feelings and emotions via a character chosen. But In real life, everyone has some limitations to express their feelings because all their inner thoughts cannot be explicitly expressed as it directly affects other people's wellbeing.

Games are one of the best entertainment factors all over the world. Each and everyone from children to old age, people cherish and enjoy playing games. It is a mode of expressing their inner feelings, whether it is

happiness, sadness, anger, anxiety, stupid, envious, jealous, ashamed, indifferent, depression, loneliness, guilty, etc. In mobile games, people forget their worries and involve themselves to level up and score high. But in online games precisely RPG type, i.e. role-playing games, people tend to take the role of any character which fulfils their hopes, dreams, wishes, and desire. It vents all their undisclosed emotions and feelings while playing that particular role in the game, which gives them much pleasure in life and becomes a significant reason for people of all ages for technological addiction. Comparatively, playing live with family members, friends, and neighbours becomes nil; instead, everyone prefers playing online only.

Hunger Games Trilogy by Suzanne Collins consists of three books such as Book 1-The Hunger games (2008), Book 2- Catching fire (2009), Book 3- the Mockingjay (2010) is the young adult dystopic science fiction which portray the life of people in the post-apocalyptic society. This trilogy is set in the nation of Panem in North America in an

indefinite time of the future. It consists of 13 districts controlled by the wealthy capitol, i.e. the city of Panem. The 13th district is bombed and destroyed by the capital as they demand their rights. The other 12 districts are suffering from hunger and starving to death due to poverty.

The capitol conducts hunger games every year. Capitol controls all the 12 districts and randomly pick young adult girl and boy as a tribute to hunger games. The rule of the game is to fight and kill others. The only one who fights till last is provided with the food

and other need for their district alone. The other players lose their lives, and their districts fight poverty which leads to more death. The fate of the people is that they either obey the rule of capital or die. This hunger game is conducted for the entertainment of the people living in the capital only. It is telecasted to other districts also as the people one among them fights.

The following table describes how the hunger games trilogy can be viewed as the plot of an RPG.

Character Description		
Elements in Fiction	Elements in RPG Fiction	Characters
Protagonist	Main Player	Katniss Everdeen
Antagonist	Player Killer& Game Master (Main)	Mr Snow (President of the capitol)
Active Authority in Capitol	Game Master (Under the control of the main Game master)	Claudius Temple smith (Convenor of Hunger Games)
Other Characters	Other Players who take different roles	Peeta Mellark- partner Player
		Hay Mitch Abernathy- Game Trainer
		Cinna- Katniss's stylist
		Gale- Katniss's Hunting Partner
		Mayor Undersee- Mayor of District 12
		Caesar Flickerman- Television Host

Table 1: Describes the Role of the Players (Here, Characters can be assumed as Players)

From the above table, we can assume the fiction characters as the role of the players in RPG fiction. In the plot, the main Game master and the authority controls the activities of all the players. Moves and Counter moves are the two terms that play an essential role. Moves are the command given by the game master to the players. Counter moves are the activities done by the player as a reflection of

moves. Again, as a result of countermoves Game master take action to change the plotline. The same process continues with many new twists and turns, and the story is created through game. Thus, the story is evolved. So, hunger games can be viewed as RPG Fiction.

2. Literature Review

MMORPGs have a plethora of definitions. In truth, a few publications on MMORPGs should more appropriately be defined as

research on multiplayer online games, as claimed by the original writers. They don't account for some of the distinctive aspects of MMORPGs, as stated in the following paragraphs. A multiplayer online role-playing game (MMORPG) is a game that is played via the internet. This is a three-dimensional, interactive, storytelling environment. long-term and consistent (Achterbosch, Pierce, & Simmons, 2008). It's narrative because there's a plot and it's consistent. because when a player logs out or simply takes a break from the game, On the internet, the game continues to exist in real time and "space." 2008 (VanFossen, Friedman, and Hartshorne) a large number of players refers to a large number of gamers who can number in the millions per-game users.

Role Playing is when a person takes on the role of a fictional avatar in a game; the player is responsible for his or her avatar's actions and interactions with other players. in-game players (VanFossen et al., 2008; Yee, 2006). Players "rehearse" by the accomplishments of their avatars (sometimes known as "characters") different missions (quests). These quests award experience points (XP points) to the player's "character," which can be utilised to level up. accumulated or traded for power-ups (levelling), magical abilities, and in-game items All of this, in turn, aids the character's progression through the game's various stages and levels. The procedure is growing more and more repetitious, tough, and challenging (e.g., Ducheneaut, Moore, and Nickel, 2004; Achterbosch et al., 2008; VanFossen et al., 2008; Peterson, 2012). MMORPGs are unique in that they have game rules, give feedback, and users are constantly interacting with the environment and other players. Unlike virtual environments like Second Life (Secondlife.com), Bartle, 2010; Bell, 2016), which do not contain any incorporated gameplay (Bartle, 2010; Bell, 2016). Smith-Robbins, Withnail, & Smith-Robbins, 2010).

Scholars in a variety of learning-oriented academic disciplines have already expressed

interest in massively multiplayer online role-playing games (hereinafter MMORPGs). These videos are excellent. Games are created in such a way that they encourage players to interact, communicate, and collaborate while completing missions (quests) in the natural world (Yu, 2009). As Squire (2006) points out, "the Massively multiplayer games have the most intense social learning. games, in which users interact with tens of thousands of other players in a virtual world through the Internet in real time" (p.23). Players in massively multiplayer online role-playing games (MMORPGs) are required to utilise critical thinking skills to synthesise, analyse, and evaluate information thinking and problem-solving As a result, they could be classified as learning environments that aid players in obtaining knowledge, the so-called referred to as 21st-century abilities, which are theoretically transferable in a variety of situations. in the actual world (Dickey, 2007; Susaeta et al., 2010). Academics and policymakers believe the learning of these abilities — teamwork, communication, leadership, and problem solving, to mention a few – to be critical. as societies enter the twenty-first century (Dede, 2010; Voogt & Roblin, 2010; Klopfer, Osterweil, & Salen, 2009).

MMORPGs and their ability to foster the development of 21st Century Skills have been studied by a few scholars. Spires (2008), for example, expanded on the fact that MMORPGs like World of Warcraft (WoW - Us.battle.net/en, 2014) can compel gamers to engage in combat. fresh scenarios to assess, communicate with people you don't know, All of these skills are required to solve problems, think strategically, and interact effectively. which are necessary talents for knowledge workers in the twenty-first century a workplace from the twentieth century Galarneau and Zibit (2007) made a similar argument. that 21st century abilities are acquired through participation in MMORPGs Learning is a result of contact with the game, and it is cultivated naturally. However,

empirical study has yet to establish or disprove this theory or disprove these assumptions Anderson (2010), in his most current study on MMORPG research and learning, stated that research in the subject is dispersed across different disciplines and difficult to combine Using the KSAVE (Knowledge, Skills, Attitudes, Values, and Emotions) framework.

3. Research Objectives

The Main Objective of this Research article is to analyse the hysterical elements such as anger, sorrow, misery, lust, greed, jealous, envy etc. What If such emotions become real, how society will be? Do People Enjoy or Suffer?

4. The Hunger Games - An Analysis:

Hunger Games begin on the day of reaping in district 12. Day of Reaping means a day in which tribute for the hunger games from each district is selected by the lot system. Unluckily, Primrose Everdeen, Sister of Katniss is selected as a girl tribute. Suddenly Katniss objects and volunteers herself as a tribute parallely Peeta Mellark is selected as a male tribute. Hunger Games is Conducted as a result of reminding 13 districts that they lose in a war with the capital. Now they are the losers and slaves of the capital. To show the complete authority and power, the hunger games are conducted every year.

Mr. Snow, President of the capital holds complete power and authority over the capital and other districts. Everyone must obey his words or die is the only rule. Generally, in Roleplaying game fiction game developer is a complete authority, who frames the rules and regulations, creates twists and turns everything. Here in this plot, Mr. Snow plays the role of Game developer. While players play online, they can avail themselves of the attractive superpower from the game settings such as equipping the skill according to the task, can learn anything with one click, can fight, fly or do whatever they want. But in reality, each and everyone possesses a talent or more or even nothing. It's up to their interest. Here to exhibit the power over people Mr. Snow creates deadly Hunger games and makes

young adults either "play to survive or die". Thus, this attitude makes the difference between gaming and real life. Each tribute must kill others to survive. Gaming is not real; it is hyper-real i.e. the person looks like suffering but he can't feel the pain. Even though he/she die in games they are active and alive in their real-life but Mr. Snow conducts hunger games to make people suffer in real life.

5. Discussion

4.1 Hysterical Elements of Gaming:

All the uncontrollable emotions and feelings of human beings are termed as hysterical elements. Characters in hunger games showcase their real character and attitude i.e. For instance, Katniss Everdeen and Peeta Mellark show love and care for each other even though they know one among them have to die to save the life of the other and win the game to help people of their districts to survive poverty. Let us discuss the effect of gaming elements in the real life of major characters as follows:

4.1.1 Katniss Everdeen is a strong and wise player because from her childhood she was brought up in poverty. She faced many problems in her life going through her father's death, her mother goes into depression. So, she started to take care of the family with her hunting skills. She is a hunter which becomes her strength in the gaming arena. Once the game started, she ran away alone and keep herself secure from others. Even though she is scared, she has some hope to fight. She did not hurt or kill others voluntarily in the battle. She has shown mercy, love, and gratitude towards a fellow player Rue, who looks like her younger sister. She tries to save her but unexpectedly the other player hunts her to death. Even in this situation, Katniss collect the flowers and sing a mourning song for her. She faced many difficult heartstrings in this situation. Because, being with and taking care of rue, she felt like being with her sister. Suddenly when she dies, it felt very hard for her to digest. But this is the battle arena and so she has no other option to move on. This event

triggers anger inside her she has to suppress that feeling inside her because she doesn't want to hurt or kill others. Suddenly an announcement came that two players from the same district can be declared as winners together. She began to search for Peeta Mellark after a day of search she finds him near the lake severely wounded in the legs. She takes good care of him. As a reward, she has received a sleeping drink from Hay Mitch. The next day the wound began to decay which slowly take the life of Peeta. Another announcement came that the needed things for the players are kept in their camp. Katniss went to the camp after the struggle with the fellow players, she brought the medicine for Peeta. By this time the fellow player Rue is the one who helps Katniss to take the medicine by killing the Killer tributes from other districts. She felt very bad towards the merciless attitude of herself because she is unable to help the person who helps her.

Katniss is depressed, frightened by seeing the brutal murders and death of the other players in front of her eyes. No food supply or water is provided to the tributes they have to live on their own in the forest. If the character or activity of the player is liked by the viewers, they can sponsor their needs. Every moment is suspense. Anything might happen anytime. The complete forest is designed by Mr. Snow and Claudius temple smith. Anytime they can make any changes inside the forest. For instance, once a poisonous gas is sent to kill a group of tributes. Animals are sent in a group to make trouble and kill the players. Continuously game master makes moves for every countermove of the players. She didn't try to impress others but naturally, the costume designed for her by Cinna is a catching fire costume that attracts everyone's eyes and makes her popular. Also, her attitude of helping others inside the battlefield impress others which gains her reward to save her life two times. Once she is provided with water when she suffers from dehydration and she is provided with a sweater when she suffers cold.

In the 74th Hunger Games, at last, only one tribute remains alive. Suddenly, he directly attacks Katniss and Peeta but they manage to fight with him. Meanwhile, a dangerous creature begins to attack them. Katniss and Peeta escape by climbing the camp roof. The other player is severely wounded and suffer from the pain. The pitiful Katniss saves him from pain by hunting him to death. Later they change the announcement that only one can win the game. By this time the emotions of Katniss and Peeta are speechless because they can't kill each other as they like each other. After a while, Katniss and Peeta decide to eat the berry and die together by changing the expectation of the game master. Thus, to save the winner, without any option, the game master is forced to announce both as the winners. This attitude of Katniss gives hope to the people of all the districts to fight the capital for their rights.

Then, in the same year, the 75th Hunger game was conducted. To trap Katniss and Peeta, this time Only the tributes, who won the game in the past 74 years can participate from all the districts. This time it is very difficult to survive because all the competitors are the winners and most of them are killer tributes. Killer tributes are the person who learned to fight and develop other skills to kill. She gave her best to survive the game. But this time like-minded players from many districts team up together to strengthen themselves. After much struggle, they learn to break the main formula of the game to escape the forest and succeeded. But this incident separates Katniss and Peeta. Katniss is saved by the people from district 13 who survived the bomb blast. They are preparing for the war against the capital. Meanwhile, Peeta is captured by Mr. Snow and Psychologically changed his mind to kill Katniss. They also bombed and destroyed District 12.

Katniss's role as Mocking jay and the costume of Mockingjay plays an important role. This installs the fire of freedom in the minds of people and makes Katniss decide to fight against the capital. In the fight, she lost

the life of her sister and Peeta. At last, she realized that the mayor of district 13 plays double to rule all the districts. When she is about to kill Mr. Snow. She hunts the mayor to death and Mr. Snow is killed by the people. Katniss mold herself very confident and brave throughout her voyage. Even though she faced many hard strings, she is matured enough to manage herself in taking wise decisions. The attitude of the Mayor, one man destroyed the lives of many. Thus, Bringing the Hysterical Elements of gaming to life only make people suffer.

4.1.2 Peeta Mellark is a kind-hearted player, who shows his genuine love to Katniss and volunteers to self-sacrifice his life to save Katniss throughout the battle. In the situation like fighting with Cato, fighting with the monstrous animal he volunteers and fights for Katniss as a result suffers from a severe wound. Though Katniss has feelings for hale, in this situation she cannot refuse the feelings for Peeta as his true feelings liquify her mind. On the whole, Peeta is a selfless Kind-hearted player who suffers a lot to death because of this attitude.

4.1.3 Hay Mitch Abernathy, Cinna, and Gale are the supportive players of Katniss. They constantly lend their hands by motivating her and giving tips to save her. In the last part, as Mr. Snow tries to destroy the whole revolt, people wholeheartedly rise against him as a result defeated him.

6. Procedure- Research Design

A Survey is conducted for the 35 Adolescence (age group between 10-19) and 45 Adult (age group between 20-25) in the VR Gaming centre, Phoenix Mall, Velachery. Questionnaire has been prepared to evaluate Whether Hysterical elements can be expressed through VR games.

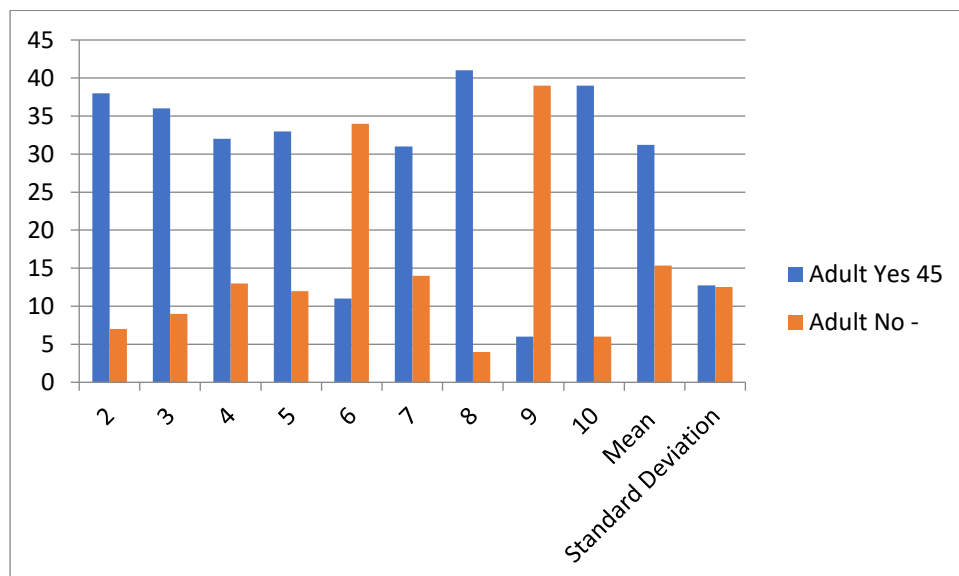
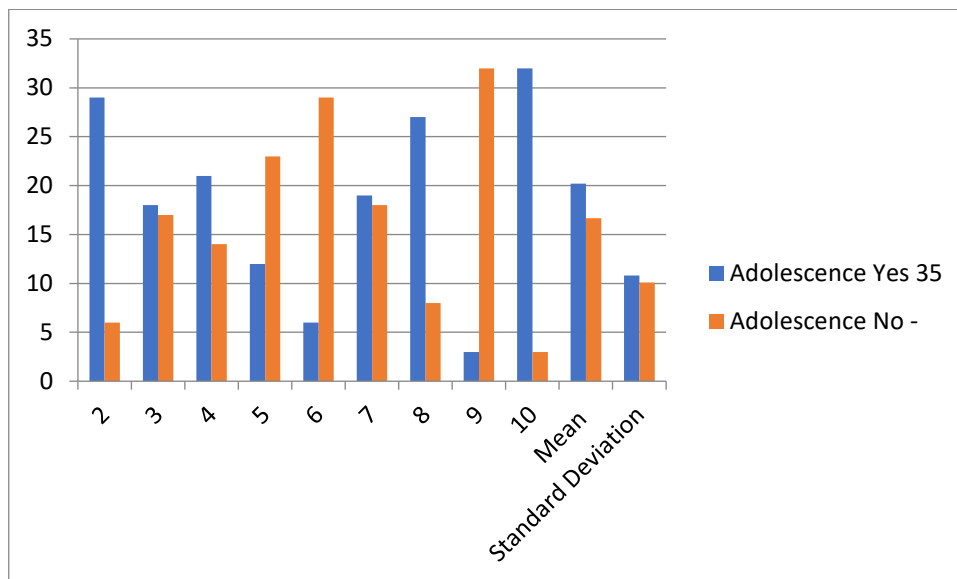
Questionnaire (General information such as Name and Age is noted)

1. Do you like to play VR games?
2. Do you know that VR games give you immersive experience?
3. Do you aware that you can express yourself during game play?
4. Whether you get chance to express your feelings and emotions in VR games?
5. Whether you utilized the chance you get to show your emotions?
6. Whether you can express the feeling and emotions in other real world games?
7. Do you face any consequences for expressing such emotions?
8. Do you play VR games often?
9. Do you feel stressed during game play?
10. Are you relaxed and stressfree during game play?

Gamer's Response for the Questionnaire

Questionnaire	Yes		No	
	Adolescence	Adult	Adolescence	Adult
1	35	45	-	-
2	29	38	6	7
3	18	36	17	9
4	21	32	14	13
5	12	33	23	12
6	6	11	29	34
7	19	31	18	14
8	27	41	8	4
9	3	6	32	39
10	32	39	3	6

Mean	20.2	31.2	16.6	15.3
Standard Deviation	10.8	12.7	10	12.5



Adolescence and Adults who frequently came to the gaming centre was chosen for the study and given brief explanation about the hysterical elements of gaming. Questionnaire has been prepared in order to evaluate their personal opinion about the significant aspects of gaming. Findings of the study clearly picturises that standard deviation found in adolescence is 10 and Adults is 12.5 by answering no to the Questionnaire and standard deviation found in Adolescence is

10.8 and Adults is 12.7 by answering yes to the questionnaire. Thus, Overall gamers answered positively by agrees with the questionnaire which shows that hysterical elements can be easily expressed through VR gaming which makes everyone stressfree and make them lead peaceful life.

7. Conclusion

Thus, the whole Hunger Trilogy is analyzed from the eyes of Katniss Everdeen. Hysterical elements can only be easily

expressive in Gaming. If it is forced to imply in the real-life Katniss Everdeen is the fine Example. Though she is strong, Brave, and matured enough to handle situations, she suffered a lot losing her whole life. At last, she lost everything, family, and friends. Even though she is succeeded, only the memory of her family remains. She has to live another part of life all alone.

Hence it is very dangerous to forcefully bring the Hysterical elements such as feelings and emotions which directly affect humankind to real. It makes people only to suffer. So, each fellow human being must be equally valued, treated, and respected by the rulers, government, or corporation, etc.

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