

X-Men, Dragon Age, and Religion: Representations of Religion and the Religious in Comic Books, Video Games, and Their Related Media.



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X-Men, Dragon Age, and Religion: Representations of Religion and t in Comic Books, Video Games, an Related Media

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Abstract

It is a widely accepted notion that a child can only be calmed before they believe it, can only be treated in a particular way that is the only way that they know. Why is that notion never treated, addressed, and presented to religious and the religious to children and adults? In recent years, questions have been continuously asked about how we portray violence, sexuality, gender, race, and media in popular media directed towards young people, particularly in video games. Issues rarely include religion, despite a significant shift in how specifically millennials relate to religion.

This paper examines how religion and religious characters are portrayed in comic books and video games. These two mediums are popular for young people as video games are an ever growing field and comic books, though they have been a part of popular culture, have seen a resurgence in popularity in recent years. Specific issues in video games, including the creation of religions specifically addressing of real world religions in games, and the use of religious terminology in the game are examined. This paper also examines comic book characters that are associated with various religions portrayed in comics, and how this numbers are changing.

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