Discussion

By

Course

Institution

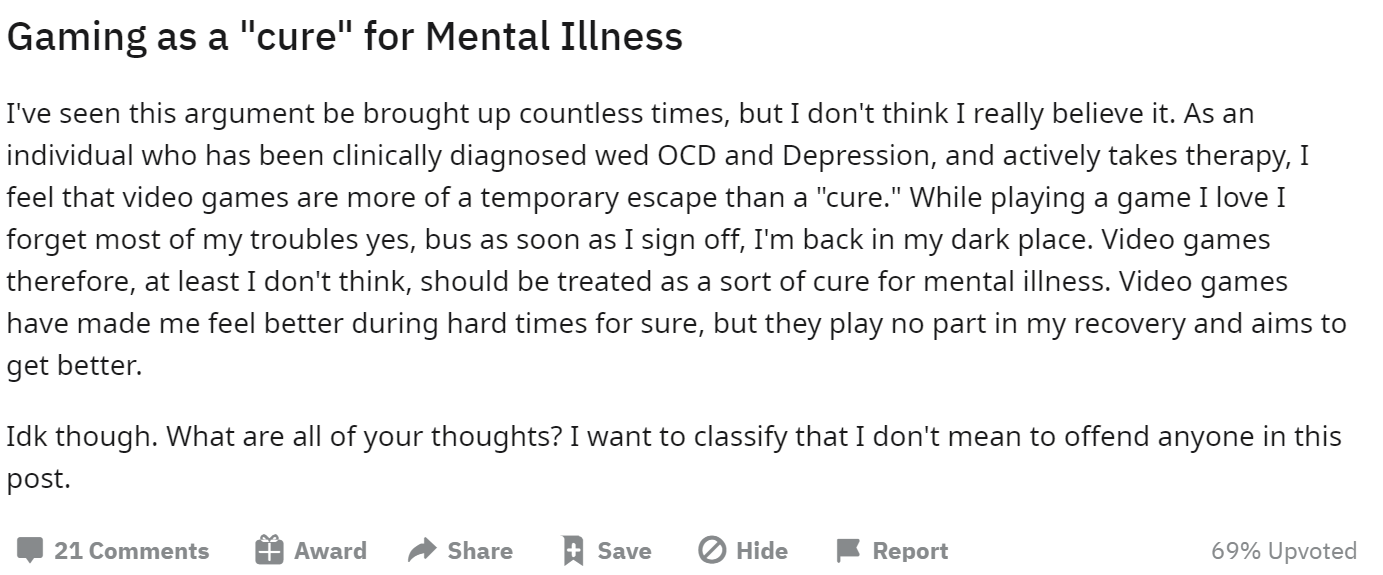
Date

**Part 1**

Information on culture and online culture has improved my understanding of human behavior and how people interact online and offline. I initially viewed offline and online cultures as two distinct cultures that do not influence or impact each other. However, after reading course resources and analyzing comments and posts on the Gaming Subreddit, I have discovered that online culture and online behavior reflect discussions and arguments taking place in the real world. One thing that I found interesting from the Subreddit is that, discussions and posts made by users closely correlated with discussions taking place in real life. For instance, it is common to hear of people using video games as a coping strategy for dealing with mental illness. The reading on online cultures fits into the discussion because it recognizes the impact of culture on people’s online behavior. This reading shows that issues such as discrimination and segregation, which are common in the physical world are occasionally transferred to the online world. This reading supports the argument that online and offline are closely related because they influence and impact each other.

**Part 2**

I intend to organize my data around recurrent themes and patterns. This approach will involve going over individual posts and comments, identifying ideas or arguments that are similar, and grouping them under a common subheading. Since it is difficult for me to analyze individual posts and comments, organizing them around common themes will make it easy for me to gather key insights from the data.



I found this post both interesting and relevant to my discussion. The post is interesting because it shows that, while most people regard video games as a treatment for mental illnesses, there is no evidence to prove that the games are effective in improving one’s mental health status. This video fits into the literature because it stresses the positive benefits of video games among people with mental health issues. However, like most peer-reviewed sources I found, it cautions people against absconding treatment and opting to play video games. This post recognizes that there exists no evidence on the effectiveness of the games in treating mental illnesses.