Chivers: Let go of constraining expectations

Continued from Page 1

physical ways we force people into the "act like a man" box; inside the box are words that describe textbook masculinity; and in the middle are examples of what this pressure causes and what men are forced to suppress.

In his talk, Chivers touched upon the reality that individual men feel, as well as what he believes must be done to change that. Does this mean you're not a man? By doing things like this without providing men with a way to express these emotions that are perceived as weak, and only reaffirm their masculinity when they show anger.

We tell boys that the way to express their masculinity is by doing things like having lots of sex, and being tough, but not everyone takes that like this. Does this mean you're not a man? By doing things like this without providing men with a way to express these emotions that are perceived as weak, and only reaffirm their masculinity when they show anger.

Our skill, our play-time, or our knowledge in order to be respected in the community.

We should not have to defend the type of games we play, the way we play, or whether or not we know everything. Infact, if woman does not know everything, then we are not true gamers; but, if a male gamer does not know everything that's okay--he's still respected. And that, friends, is bullshit.

Next, let's talk about the verbal violence and threats of real violence that are so common. As a female gamer, I have experienced all of the above and then some. Most of us endure and continue to play because this is what we love to do; others, however, have experienced so much violence that continuing to play is just not worth it.

I have chosen a tag that is mine, not policed.

We all play games as an escape from reality, but come on people, let's at least have some real clothing on Larra Croft, who is not only bear's. (Oh my.)

Have something to say on this subject or a have a story to tell? E-Mail me at monitor@ohlone.edu