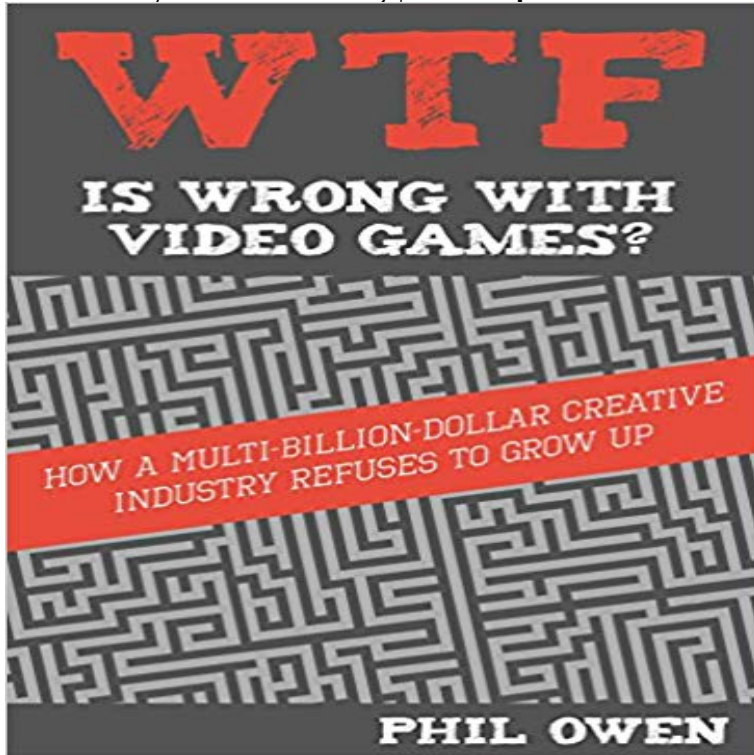


# WTF Is Wrong With Video Games: How a multi-billion-dollar creative industry refuses to grow up



After decades fighting the perception that video games are little more than diverting toys, the games industry won its most important battle: in 2011, the United States Supreme Court classified games as speech protected by the First Amendment. Games had arrived as a legitimate form of art alongside movies and music and books. Or so the industry and community claim. Phil Owen, disrespected video game journalist and critic, believes otherwise. In *WTF Is Wrong With Video Games?* he sets out to lay bare all the fundamental issues with games, and the industry that makes them, that are holding this burgeoning medium back from fulfilling its true potential as interactive storytelling art.

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