

# The Charter of Gaming

## We the gamers

Believe that our community is driven by the people who exist within it. We accept gamers regardless of race or gender. All gamers have a right to the community, and are free to interact as they see fit (within reason). Our community is a democratic-meritocracy and a gamer's worth or skill can be determined by their actions.

The Open Gaming Society stands as an online community for gamers of all types, and from all walks of life to come together and discuss pressing issues. It is our attempt to unify the voices of all gamers so that we may be heard in public spaces. We want the Open Gaming Society to be a central hub that all gamers can flock to and feel welcome.

We believe that all gamers can coexist regardless of background and should be free from discrimination. Every gamer has a right to his or her own happiness and is entitled to seek out and declare themselves to be happy on their own terms – so long as their pursuit of happiness doesn't interfere with the rights and safety of others, or their pursuit breaks any national or international laws. No one gamer shall be persecuted for the actions of others. We are all individuals who exist within the community and allow the Open Gaming Society to be the voice of the community.

This document is an affirmation of our rights and freedoms as gamers and a declaration of the creation of our community and its purpose. Outlined within this document are the best practices to be adhered to, and a description and our rights as gamers. **Please read carefully.**

## Article I. Acceptance and Inclusion

Every gamer regardless of gender, race, religion, sexual orientation, or any other discernible descriptors shall be included into the gaming community unconditionally. However they must also recognize that their mere existence does not guarantee their inclusion into individual groups, sub-groups, guilds, clans, and teams. All gamers are free to choose their own gaming companions, but should refrain from excluding individuals based on the aforementioned descriptors. Each gamer is free to judge another gamer on the basis of their merit. It is acceptable to use publicly available means to discern a gamers merit and that you present them with your reasoning when declining to group with them (E.g. Match history, Gamerscore, ELO, MMR, KDA are all acceptable methods – not limited to these methods).

We wholly expect all gamers to treat one another with respect and dignity, but also realize that we are all different and that one gamer may be more skilled than another. Each gamer should, at the very least, be given an opportunity to prove themselves either by their actions or with publicly available records of their actions.

**Discriminating against another on the basis of superficial descriptors such as race, gender, sexual identification, physical appearance, financial standing, Country of origin, geographic location, or religion is not acceptable and is discouraged.**

An exception: if a game segregates players by geography (a NA and EU server to create lower latency) then this is not the fault of the gamer and is an exception.

## Article II. Online Etiquette

Gamers should treat one another with the same respect and dignity that they would award themselves. We, the Open Gaming Society, ask that you be courteous to your fellow gamers and discourage uncivil behavior. Language is important and we hope that you will be mindful of others. All we ask is that you "keep it clean" – within reason of course.

When you see a gamer harassing another gamer we ask that you report it to the proper authorities (E.g. Moderators, developers, GMs) and allow them to take care of the matter. Do not take justice into your own hands.

When outside of the gaming space it is equally paramount that you carry yourselves with dignity. You represent yourself, but to others you can easily represent the entire gaming community. This is not how the Open Gaming Society wishes for you to be seen and would prefer that we be the representatives of our community, but we cannot affect the opinions of every individual and you may still be subject to scrutiny.

We ask that you do not threaten or harass individuals. Simply disagreeing, disliking one's opinion, or presenting counter arguments is both acceptable and tolerated.

### Section 1. Harassment

Harassment is defined as "to make repeated attacks against (an enemy)" "aggressive pressure or intimidation" "repeated contact after being asked to break contact". If your actions fall within the aforementioned definitions and are severe or pervasive enough you could become subject to scrutiny from fellow community members and could result in your account being reported or suspended (punishments may vary depending on the social media platform i.e. Twitter, Facebook, etc).

### Section 2. Free Speech

Free speech, in most western countries, is guaranteed to the population by law or other means. The Open Gaming Society awards the same freedoms to its community members and considers them to be inalienable. We will never willingly or knowingly silence, censor, or inhibit the freedom of an individual to speak. In fact free speech is encouraged, and should be celebrated. However we ask that you be mindful of others and try to keep the discussions civil. No need to resort to namecalling.

However, some forms of speech are not acceptable. Derogatory, racist, bigoted, sexist, threatening, or terroristic remarks are highly discouraged.

### Section 3. Criticism

Criticism (noun); 1. The act of expressing disapproval and of noting the problems or faults of a person or thing – the act of criticizing someone or something

2. The analysis and judgment of the merits and faults of a literary or artistic work.

Criticism is a core component of community's function. Without criticism the doctrine would never evolve, amendments would never be proposed, and constructive discussion could never be conducted. Criticism of gamers, art, media, public figures, board members, and anything made publicly available is both accepted and encouraged. However we do ask that you keep your criticisms focused and refrain from personally attacking an individual. Attacking an individual can consist of, but is not limited to, harassment, racial slurs, releasing private information or media, or [physically] stalking someone.

## Article III. Freedom of Creativity

It is our belief that game developers, independent and professional (AAA), have the right to create whatever content they see fit. Gamers also have a right to judge a title by its merits and make an informed decision whether or not to invest time and money into it. We, the Open Gaming Society, maintain no right to control a developers actions and insist that they cater to the needs of our community members. We may make request of developers to include certain content, features, or art, but it is ultimately up to the developers to include it. We wholly expect that developers will do all that they can to create the best possible products, and developers should be free to cater to whatever audience they want to. However, the developers must recognize that they are not free from criticism (see [article III, section 3](#)) and may be subject to public scrutiny. A developer should not be required to remove content from their product based on public scrutiny.

If a product does not appeal to you individually and you find it distasteful, crude, abhorrent, sexist, or otherwise then you reserve the right not to purchase the product. However, we ask that you research the product and form a cohesive opinion so that you may make an informed decision. For this we ask that you refer to the [ESRB](#) and make a practice of reading the "Content Descriptors" and "Rating Summary". It is also recommended that you observe reviews from your preferred reviewers, and conduct ample research on a product.

## Article IV. Representation

While we believe in inclusivity we also see that it is sometimes unreasonable to expect every type of person to be represented in a product. If a group or individual wishes to be represented by a product, developer, or media they should submit a claim to the individual(s) in question using the proper channels (email, official forums, "contact us" form, Twitter, Facebook, other social media). We do not require any groups within the Open Gaming Society to equally represent all genders, races, ethnicities, religions, and other individuals; however inclusivity is highly encouraged.

We believe that gamers are free to choose whom they engage with and that their grouping is a result of a very complex and ever changing landscape that presents gamers with endless choices. We do not feel that a gamer can be held responsible for the types of people that they associate with.

## Author

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