1.) The ESRB and PEGI are both game rating organizations that act as a shield for the game companies against the government and mis-informed parents. They both rate some games the same but they also have some differences mainly pertaining to the fact that they are targeted at different demographics. PEGI is mostly a European Union video game rating system and the ESRB is an American video game rating system.

The source of some differences between PEGI and ESRB can be narrowed down to where they come from and how the culture and media between the two locations differ. For example, the ESRB have rated a game to be rated T for teen while PEGI has rated the same game for audiences younger than teenagers or at least younger than what the ESRB consider to be a teenager. This is an example of how different the ratings from PEGI and the ESRB can be interpreted differently, like how the ESRB doesn’t have an equivalent to PEGI’s sixteen plus rating. These different interpretations on what is acceptable for certain age groups could possibly come from how different the European Union is from the United States. The United States is more strict on sexual themes and more lenient on violence while the PEGI is more strict on violence and more lenient on sexual themes.

The two systems are also similar, the most obvious case in that they are similar is that their purpose is to protect game companies from getting sued by parents or legislators looking for something to blame after a tragic event. The ratings from both organizations do also accurately portray what is in the games to enough of an extent that parents and people can get a general enough of an idea of the game’s content.

The ESRB and PEGI are both organizations serve the same purpose even though they go about it different ways. They are very important to the gaming industry because they are one of the most important organizations protecting it from unjustified persecution.

2.) The ESRB gave Dead or Alive Xtreme 2 a rated M for mature rating and the PEGI system gave the game a twelve and up rating. These two ratings are not each other’s equivalent in their respective systems, they are in fact very different.

The biggest difference between the two ratings is the target audiences of the said ratings. The ESRB rating implies that this game is not suitable for children at all and more for adults while the PEGI rating implies that it is fine for kids around middle school age. That is a very major gap in age and goes to show what different countries and cultures prioritize when they are protecting their children. The only thing that is similar between these two ratings is that they both indicate that Dead or Alive Xtreme 2 is a game most definitely not for children, which should be obvious given the content of the game whether it be the gameplay or themes.

The difference in the ratings also gives insight to what countries in the European Union and the United States consider to be promiscuous. Going off of what the PEGI system has rated
the game, it shows that they are less worried about sexual content being shown to children and more worried about children being exposed to violence. The opposite can be said for the ESRB, they seem to be more worried about children being exposed to sexual themes than they are about children being exposed to violence. This is probably due to America being more conservative when it comes to things involving sexual themes and countries in the European Union more worried about promoting violent behavior, Britain in particular doesn’t allow the ownership of firearms for civilians and prohibit their police from using them as well.

The rating most appropriate for this that seems more appropriate is the ESRB rating because this game more like a soft-core porno than it is an actual game. Dead or Alive Xtreme 2 is still a game, but any player can instantly tell that it’s a mediocre sports and mini-game driven experience supported on a platform of perversion. While there might be some bias in this decision, Dead or Alive Xtreme 2 is most definitely not a game for children.