

Title:

School Days: it could happen to you

Word Count:

682

Summary:

The Japanese game ^School Days~ was praised for depicting the cast, a bunch of high school tee

Keywords:

performance anxiety, social anxiety, status anxiety

Article Body:

The Japanese video game industry, particularly the eroge segment of it, has produced some odd

Eroge players from inside and outside Japan have praised ^School Days~ for two reasons. First,

That second reason is that, barring three of the 21 different endings available in the game, c

Central to the story of ^School Days~ is the main character, Makoto, whose actions are actual

Players and critics have also praised Kotonoha, one of the lead females, for being among the m

It is difficult to explain the realism of the game, as that would involve explaining the natur

While extreme, three of the possible resolutions are still arguably realistic. Since events in

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