

Combat Arenas: Analyzing Aggressive Online Comments in the Social Networking Platform

Reddit

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Resumen

Título: Arenas de Combate: Analizando Comentarios Agresivos en Línea en la Red Social Reddit*

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Palabras Clave: Arenas de Combate, Microanálisis Cualitativo, Modelo Analítico, Reddit, Política, Videojuegos, Polarización afectiva, Pesimismo Tecnológico.

Descripción

Entre 2023 y 2024, investigadores de los grupos GLOTTA (Escuela de Idiomas) y Tiempo Cero (Escuela de Filosofía), adscritos a la Universidad Industrial de Santander (UIS), desarrollaron un modelo analítico para examinar el alcance y las limitaciones de la moderación del diálogo digital dentro de los términos de uso en los foros de las plataformas sociodigitales Facebook, Twitter y YouTube. La presente pasantía de investigación tiene como objetivo realizar un microanálisis cualitativo mediante la implementación del modelo en la red social Reddit. Con base en ello, se utiliza el modelo para analizar tres hilos de discusión extraídos de Reddit, organizados en arenas de combate. Uno de aquellos hilos presenta una disputa centrada en temas políticos, mientras que los dos hilos restantes presentan disputas enfocadas en una temática lúdica basada de los videojuegos. Este trabajo presenta un proceso de triangulación al llevar a cabo un análisis deductivo. El análisis revela que el tema por el cual un altercado ocurre afecta tanto su intensidad, como el número de participantes involucrados y las acciones de fuerza empleadas. La arena política presenta un caso de polarización ideológica que realiza una desviación hacia la polarización afectiva. Mientras tanto, las arenas lúdicas muestran a individuos discutiendo sobre la experticia que afirman poseer acerca de los elementos de un videojuego. Además, este trabajo discute la analogía entre las disputas llevadas a cabo en entornos en línea y fuera de línea, a la vez que la dicotomía entre el optimismo y el pesimismo tecnológicos. En conjunto, los hallazgos de la pasantía contribuyen a la conversación referente a las arenas de combate en línea. El trabajo concluye de forma efectiva con el microanálisis, y también define a Reddit como una red social interesante como fuente de datos para este tipo de estudios.

* Trabajo de Grado

** Facultad de Ciencias Humanas. Escuela de Idiomas. Director: Giohanny Olave Arias. Doctorado en Lingüística.

Abstract

Title: Combat Arenas: Analyzing Aggressive Online Comments in the Social Networking Platform Reddit *

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Key Words: Combat Arenas, Qualitative Microanalysis, Analytical Model, Reddit, Politics, Videogames, Affective Polarization, Technological Pessimism.

Description:

From 2023 to 2024, researchers from the groups GLOTTA (School of Languages) and Tiempo Cero (School of Philosophy), affiliated with the Universidad Industrial de Santander (UIS), developed an analytical model to examine the scope and limitations of the digital dialogue moderation within the terms of use at the forums found at the social networking platforms Facebook, Twitter, and YouTube. The present internship research paper aims to perform a qualitative microanalysis of the model by applying it in the social networking site Reddit. To that end, three discussion threads extracted from Reddit, organized in combat arenas, are analyzed by using the model. One thread holds a dispute centered on political issues, whereas the other two hold disputes focused on a recreational context: videogames. This paper presents a deductive analysis to compare the two dispute themes through the process of triangulation. The analysis reveals that the topic driving an altercation affects its intensity, the number of participants involved, and the actions of strength employed. The politics arena presents a case of ideological polarization that shifts into affective polarization, while the videogames arenas showcase individuals arguing over the expertise they affirm to possess regarding the elements of a videogame. In addition, this paper discussed the analogy between quarrels carried out in online and offline settings, along with the dichotomy between technological optimism and pessimism. Collectively, the findings of the internship contribute to the further discussion of online combat arenas. The paper concludes the microanalysis in an effective manner while defining Reddit as a social networking site worth studying that offers diverse affective affordances and topics for online disputes.

* Degree Work

** Fac. of Human Sciences. Languages School. Director: Giohanny Olave Arias. PhD. In Linguistics

Introduction

The present internship research is aligned with GLOTTA, also known as “Grupo de investigaciones en didácticas del lenguaje, las lenguas y la literatura”, a Colombian interdisciplinary group affiliated with the Universidad Industrial de Santander (UIS) at the city of Bucaramanga, Santander. Its primary objective is to define the investigation of Language Sciences, literature and modern languages from a didactic background in a constantly evolving context. For that purpose, the inquiry team has research seedlings led by experts on diverse topics at its disposal, such as: didactics, discourse and picture analysis, literature, cultural studies, and translation. The group was founded in February 2009. Its five lines of research are: reading and writing didactics, foreign language didactics, literary and literature studies, language, discourse and society, and translation and cultural studies. Thus, its areas of knowledge are: human studies, languages and literature, and general studies regarding language. The group’s active members are currently 19 in total, notably its leader: Giohanny Olave Arias. The group is classified in the B category by Colombia’s Ministry of Science, Technology and Innovation.

In addition, this paper is linked to the interdisciplinary qualitative project called “Políticas de moderación del discurso en redes sociales: (des)controlar el dialogo digital” (Olave & Rodríguez, 2024). The primary objective of this project is to analyze the scope and limitations of the digital dialogue moderation within the terms of use at the forums found at the social networking platforms Facebook, Twitter, and YouTube. The director and the coinvestigator of this project are, respectively, Giohanny Olave Arias and Dairon Alfonso Rodríguez. The former belongs to the Glotta group (School of Languages), and the latter to the Tiempo Cero group (School of Philosophy); both groups are from the Universidad Industrial de Santander (UIS). The research project began on June 20th, 2023 and concluded on December 20th, 2024. The

identification code for the project is 3932. Finally, the UIS exclusively provides funding for the project in cash and in kind.

Given this framework, the explicit issue to be addressed in this paper is the inclusion of a fourth social networking site within the analytic model developed by Olave and Rodríguez (2024). This new site to be examined is Reddit, commonly referred to as “The Heart of the Internet.” Therefore, the present internship aims to examine the scope and limitations of the digital dialogue among the users from Reddit in comparison with Facebook, Twitter, and YouTube. It also aims to contribute to the conversation regarding students handling social networking sites in relation to the dichotomy between technological pessimism and optimism. Moreover, this paper discusses the concepts of ideological and affective polarization, which are present in politics-based conversations. And concerning political altercations, the analysis seeks to establish how similar or different they might be in contrast with conflicts centered on videogames. Overall, the present internship research seeks to further apply the concepts recorded in Olave and Rodríguez (2024), while also contributing new insights to the field.

The internship is based on the prior research determined by Olave and Rodríguez (2024). The original project cited studies which examined how disputes can occur in social networking sites. According to them, digital platforms are scenarios where aggressive debates between online users often take place due to the variety of interaction resources they offer and the frequent radicalization of political points of view. Furthermore, the studies cited in the project examine hate speech, verbal violence, public controversies, sociopragmatic discourtesy, and fake news as elements relevant for evaluating in order to determine the communicative techniques that users tend to employ in a fight. Thus, this paper has its foundations on the analysis of the resources utilized in virtual disputes described and cited by Olave and Rodríguez (2024).

The justification of the present internship research is based on three main aspects: theoretical, social, and pedagogical.

From a theoretical point of view, the primary goal of the internship is to perform a qualitative microanalysis for the research model developed in the “Políticas de moderación del discurso en redes sociales: (des)controlar el dialogo digital” (Olave & Rodríguez, 2024) project. This is an important procedure for any research, since it ensures the model’s accuracy while also helping to identify any possible non-numerical issues in relation to its applicability across diverse scenarios. Triangulation is one method to do it. According to Maxwell (2013), triangulation consists of “collecting information from a diverse range of individuals and settings, using a variety of methods” (p.169). To be more specific, the original qualitative research compiled aggressive comments from online users organized in “combat arenas.” These arenas were extracted from three social networking sites: Twitter, YouTube and Facebook. After that, the interactions within them were classified in different categories. In order to analyze the robustness of this model, the internship will apply the same categories to analyze three new arenas drawn from a different platform: Reddit. In other words, the theoretical foundation of the internship relies on testing the reliability and adaptability of the original model designed by Olave and Rodríguez (2024) by applying it in a different situation in a similar context.

The social foundations within this internship can be defined through the interactions between online users at social networking sites which may culminate in violent and hateful comments. This is a common situation in contemporary society. Toktarova et al. (2023) explain that “the proliferation of hate speech on social media is a critical issue, as it fosters animosity, threatens social cohesion, and undermines the principles of free expression and respectful discourse” (p. 396). One of the platforms where this phenomenon is seen the most is Twitter,

now known as “X,” in which users can type a limited number of characters for everyone on the site to read. In the case of Reddit, it is also known to have many users that express a racist, sexist and politically extreme discourse (Proferes et al., 2021). Overall, the research internship also has its basis on the levels of aggression that a user may transmit on their interactions in social networking sites.

The pedagogical perspective on the present internship can be described with the objective of the Bachelor’s Degree in Foreign Languages with Emphasis on English at UIS, which is mostly intended to form students in pedagogical practices as English teachers. Accordingly, it is essential for prospective professors to take into account social networking sites as useful tools to employ in their classes. Chugh et al. (2021) identified several opportunities that social networking sites offer teachers, including having a platform where they can easily communicate with their learners, and being able to implement student-centered approaches where the learners take responsibility for their learning process. This implies that by making use of social networking sites, future professors can enhance communication skills, foster professional development and encourage student engagement.

Accordingly, the present internship research presents the following research question: “How can combat arenas extracted from the social networking site Reddit drive a qualitative microanalysis of the research model developed by Olave and Rodríguez (2024) for the analysis of digital disputes?”

1. Objectives

1.1. General Objective

- To perform a qualitative microanalysis of the research model developed in the project “Políticas de moderación del discurso en redes sociales: (des)controlar el dialogo digital” (Olave & Rodríguez, 2024) through its implementation within combat arenas at the social networking site of Reddit.

1.2. Specific Objectives

- To test the consistency of the theoretical categories from the public disputes analytical model in three discussion threads on the social networking platform Reddit.

- To test the calculation method of digital dispute skills in Reddit users.

- To compare the influence of Reddit's affordances on the functionality of the sociodigital dispute analysis model.

2. Theoretical and Methodological Frameworks

2.1. Referential Framework

2.1.1. Theoretical Framework

In order to fully establish the basis of the present internship research, it is necessary to take into account previous research carried out on similar topics. In this case, these investigations and papers can be divided into two sections: those focused on Reddit as a social networking site, and those that explain the concept of disputes between two or more individuals.

2.1.1.1. Studies about Reddit. Performing a literature review on Reddit within this context implies searching for papers that had done a similar process to the one executed by Olave and Rodríguez (2024). In their work, a series of comments organized in combat arenas extracted from other social networking sites were analyzed and classified into several categories according to their linguistic values. Accordingly, this section will present some previously done studies on the topic of Reddit and establish their relationship with the objectives of the internship.

Firstly, Baumgartner et al. (2020) presented a data platform named Pushshift that collects and stores large datasets from Reddit. This allows researchers to retrieve essential information from the site, including submissions and comments. The researchers established that by the end of 2019, the platform had archived billions of comments and submissions stored across several terabytes. Such a study, although useful for gathering raw data, is not related to the internship's goals. This is because the latter, besides extracting comments and interactions from Reddit, is focused on performing an analysis and further classification on the information acquired. This differs from the paper because Pushshift was designated only for archiving the data and granting access to it. It may facilitate the retrieval of comments; however, its use is restricted to Reddit moderators.

Secondly, Shen and Rudzicz (2017) conducted a study aimed at developing methods to detect anxiety disorders through personal narratives on Reddit. They did so in order to understand the manner in which conditions such as anxiety were expressed in online communities and to create awareness of the matter. In order to do so, the study applied N-gram language modeling, which involves analyzing the frequency and patterns of word sequences in the extracted posts. In turn, online dictionaries were also used to provide an analytical framework on the emotional state of the site's users. Specifically, the researchers collected a total of 22,808

posts over a period of three months. Ultimately, the implemented tools proved to be effective for identifying anxiety-related posts. In relation to the internship itself, this study differs from the internship's objectives because in it, Reddit posts were analyzed to find signs of anxiety. In other words, this analysis is more focused on a psychological background regarding mental health, rather than a linguistic one, which is the primary focus of the microanalysis from the internship.

And thirdly, Proferes et al. (2021) conducted a systematic analysis of the diverse investigations and papers that employed Reddit as a data source. They sought to identify the most common topics involved, and how researchers were able to access the information required for their inquiries. In the end, they discovered a wide variety of themes, such as mental health, political discourse, and community dynamics. In addition, the study found that researchers tended to apply computational research methods, like data scraping and natural language processing, when they use Reddit as a data source. As can be seen, this research can be of significant use for the internship, since it opens the possibility of using Reddit as a dynamic platform to gather information, while also providing some good examples on topics to take into account when extracting the arenas for their respective analysis.

No papers were found that linguistically analyze Reddit comments in order to classify them into specific categories. But the studies mentioned above served the objective of differentiating the internship's objectives from other research focused on the aforementioned social networking site. Furthermore, these studies helped establish the outcome of the microanalysis process. Such a literature review can be found in studies focused on the verbal disputes between online users.

2.1.1.2. Studies about Disputes. Considering the nature of the data to be analyzed from Reddit, it is important to delve into studies which are focused on disputes themselves. These are relevant since they help to define key concepts such as eristic, controversies, and polemical discourse.

Firstly, it is important to highlight the work of Walton and Krabbe (1995; as cited in Olave & Rodríguez 2024) and Douglas Walton (1998; as cited in Olave & Rodríguez 2024), where they classified eristic dialogue into two modes of performance: sophistic dialogues and disputes. The authors emphasize the latter under the reasoning that they serve as an example of how to demonstrate hierarchy between two intellects through conflict, deception and rhetorical manipulation. Despite the fact they also stated that these forms of dialogue represented inefficient ways of taking care of a critical discussion, they affirmed that their value resides in expressing contained emotions and in substituting physical violence. Walton and Krabbe also defined the antagonism and conflict between two parties as the initial phase of a dispute. After that, the main objective was to act more sensibly. However, during the dispute, one may find fallacies that change the course of the dispute in an attempt to provide superiority to one of the groups. In essence, the most common element in a dispute is the constant fighting in order to achieve “victory,” without worrying about the linguistic means employed; a matter that can also be observed in virtual interactions on social networking sites.

Accordingly, Amossy (2014, 2016, 2018; as cited in Rodríguez & Olave, 2024) focused her works on establishing the definition of polemical discourse. According to her, it consists of an opinion confrontation between two or more parties. Taking into account that she establishes polemical speech as a form of argumentative discourse, Amossy explained the term “confrontation” as the action of presenting discourses within a debate that allows all of the

participants to express and defend their points of view regarding a specific topic. This aimed to assure the supremacy of a party over the other party. Regarding debates, Amossy also attempted to differentiate them from the concept of discussions. For that, she stated that the search for an agreement within an argument involves the discussion of both philosophical and social issues.

Charaudeau (2017; as cited in Olave & Rodríguez, 2024) complemented this idea by contrasting the term “polemical” with “confrontation.” He also viewed controversies as a form of confrontation, which should not be confused with disputes or polemics. He added that polemics and disputes were undecidable, unlike controversies, discussions, and debates. He attributed the concept ‘undecidable’ to a conflict impossible to solve because its participants present radically contrary stances on a matter.

2.1.2. Conceptual Framework

The theoretical concepts necessary to establish the basis of the internship can be organized in two sets of ideas: language games according to Ludwig Wittgenstein, and the model employed to analyze public disputes. The following information was extracted from the work done by Olave and Rodríguez (2024).

2.1.2.1. Language Games according to Wittgenstein. In his book *Philosophical Investigations* (1953, 2017; as cited in Olave & Rodríguez, 2024), the philosopher Ludwig Wittgenstein explained the concept of language games. He defined them as a set of practices that involve the use of conventional expressions of a language while pursuing a specific objective. He developed this term because a linguistic element may have diverse uses, and its purpose would depend on the person who employs it. For example, one may use a particular phrase to either greet, describe something, tell a story, or even curse at somebody. This illustrates the versatility language offers to express an idea.

Wittgenstein used the word “game” in the concept taking into account that language games are subject to a set of rules, like any other recreational activity or exercise. These rules are fundamental to determine the course of the game from its beginning to its end. In the context of this internship, commenting in an online forum constitutes a move in a language game, in which participants seek to accomplish a purpose that follows a set of rules. In this scenario, the rule is the grammar of the language in which the comment was written. These grammatical norms are based on linguistic practices that the community has accepted as standard through common use. Additionally, respecting these regulations allows the expressions used in the comment to have the expressions used in the comment to have a determined meaning for those who speak and understand its language. This makes the role of the language game easier to identify.

Furthermore, despite that language games imply that there is an agreement about following a set of rules, they are not exempt from competitiveness. In the context of analyzing aggressive or agonistic interactions within social networking sites, it is important to determine whether a dispute is taking place in a virtual dialogue. The norms are essential to determine the

eristic performance of each individual who took part in the dispute. Overall, it can be inferred that a person becomes skilled at arguing through constant practice and observation of others.

2.1.2.2. Public Disputes Analysis Model. As mentioned above, the purpose of the present internship is to carry out a qualitative microanalysis of the research model employed by Olave and Rodríguez (2024). Their model consisted of analyzing agonistic comments from various social networking sites, gathered in combat arenas. These are online interactions that are publicly accessible. They are agonistic, which means that they follow a set of rules within a verbal dispute. They also follow an action-reaction pattern, involving two or more users. All of these interactions can be classified into several sociodigital actions of strength. These actions, in consequence, can be carried out following a specific type of strength resource. And at the same time, they may be expressed through one of the three possible types of modalities. These concepts will be further explained below.

First, the sociodigital actions of strength represent using the language in a social networking site to reply or contradict the statement made by another user in order to gain an advantage. All of this taking place in a verbal dispute. They can be: vituperations, taunts, imperatives, revelations, dialectical challenges, and dialectical regulations. In vituperations, users attempt to take advantage of others by censoring them in the name of retrieving old conservative values in either an implicit or explicit way. Those who make use of this action might judge, demean, condemn, and reject others while keeping a feeling of moral superiority. Taunts try to ridicule the opponent's words, and even themselves, in ways that do not rely on the expression of anger within the forum. Imperatives focus on giving an order to a user, which may be direct or indirect, such as a prohibition, requirement, complaint, request, or petition. They seek to exert a sense of dominance over others. Revelations are the action of providing important information to

the adversary that is not willing to accept. This is done with the objective of continuing the dispute by provoking discord in the arena, rather than to reassure. Challenges, also known as dialectical challenges, incite others to engage in direct confrontation. It can be transmitted by asking an offensive question, giving a controversial opinion, showing a piece of evidence, etc. Their purpose is to make the opponent respond out of spite. And finally, dialectical regulations focus on the argumentative prescription within the immediate or mediated dynamics of the interaction.

Second, strength resources are the means by which the actions of strength are done. They drive the actions and serve as the sources or resources that users utilize to follow their objectives. The three types of resources are: weapons, arsenals and maneuvers. Weapons are used to either attack or defend a point of view in the dispute through the employment of the user's wit. For example, one may use a picture to diminish the opponent's political beliefs. Arsenals represent the simultaneous use of various kinds of resources in a single action. And maneuvers, also known as combined-forces maneuvers, occur when the resources are combined through the use of more than one type of action of strength.

Third, dispute modalities are the manners or ways in which the actions of strength are executed. They can be verbal, iconic, and hypertextual. The verbal modality is characterized by the exclusive use of words. It is necessary to note that these words can be subject to paratextual elements according to the site in which they are used, like typographical changes, irregular use of spacing, and the insertion of special or infrequently used characters. The iconic modality presents the use of pictures or icons, also known as emojis, in order to acquire or maintain the advantage in the dispute. And finally, the hypertextual modality involves sending links within the dispute that direct users to external websites.

And fourth, it is necessary to discuss the agonistic skill index. It considers the overall analysis levels of a combat arena with the purpose of determining a user's ability within it. In order to do this, it employs a mathematical formula that uses variables such as: the user's total number of comments, the quantity of actions of strength utilized, the variety of resources, the variety of dispute modalities, and the number of participants in the arena. Generally, the index favors those who maintain a greater presence within an arena, because that user thus has more opportunities to demonstrate a wide display of sociodigital actions of strength, strength resources and dispute modalities. This process helps draw conclusions regarding the users' dispute skills and who has the advantage in a combat arena.

All of the aforementioned concepts help to perform the classification and further analysis, of the comments that will be extracted from Reddit for the internship.

2.1.3. Legal Framework

The discussion threads employed for the model's microanalysis were extracted from posts that belong to different subreddits. The first and second videogames arenas were obtained from the *r/gaming* and *r/MandJTV* subreddits, respectively. Whereas the politics arena was obtained from the *r/politics* subreddit. Notably, all discussion threads transcribed and analyzed herein are publicly available. None of the aforementioned subreddits restrict the use of information from their posts to be employed for research purposes. In addition, this paper does not display any personal information from the participants of the arenas, including their usernames and profile pictures. Therefore, the procedures carried out in this internship do not violate Reddit's terms and conditions.

2.2. Methodology

2.2.1. Data Collection

Going back to the objectives of this internship research, they require the researcher to test the consistency of the theoretical categories from the public disputes analytical model in three discussion threads. These threads are all extracted from the social networking platform Reddit. Furthermore, the present section will entail the data collection procedure and the reasoning behind it.

As a starting point, all three discussion threads are manually searched from different posts in Reddit. No external tools, different from Reddit's own search engine, are utilized for such a task. The purpose of the search is to find posts which present content that can be considered "controversial." Additionally, the search timeframe for the publications ranges from 2020 to 2025. After finding a post, the focus is directed towards the comment section. In it, the researcher looks for interactions in which two or more online users display hostility toward each other by making use of the actions of strength explained by Olave and Rodríguez (2024). To clarify, the units of study in this internship research are the adjacency pairs that display agonistic characteristics. For these pairs to be generated in the first place, it is necessary an initial comment. Thus, the combat arena is delimited by the comment chain that this initial comment provoked. The defined arenas are later revised and approved by the thesis supervisor, who is one of the creators of the original public disputes analysis model (Olave & Rodríguez, 2024).

Regarding the three defined combat arenas, as it was explained in the introduction of this paper, they present different backgrounds. The first and second arenas display disputes with a recreational background centered in videogames. This decision was made after exploring Reddit's profile and identifying the considerable presence of gamer activity. Likewise, the third

arena displays a dispute with a political background. Considering the political precedents that the original work (Olave & Rodríguez, 2024) presents, it is natural to examine an arena from Reddit with such a background. Moreover, a purposive sampling strategy is employed to select the discussion threads that form the arenas. The keywords for the search of the videogames threads are “Palworld+Plagiarism.” They revolve around an online controversy in which the developers from the videogame known as “Palworld” were accused of plagiarizing elements from Pokémon games. The keywords for the search of the politics thread are “Trump+Elections+Wisconsin.” They are related to the expectations of many online users regarding the future of the United States after Donald Trump was projected to win the American presidential elections in 2024.

The aforementioned threads were chosen to form the arenas since they entail problematic scenarios that had a significant impact on social media at the time. In the case of the videogames controversy, it sparked intense backlash online accompanied with derogatory accusations and harassment towards different individuals (Di Diplacido, 2024). As for the politics controversy, it caused strong reactions, which included severe backlash, audience fragmentation, and polarization across digital platforms (Helmore, 2024). The next section displays more detailed information regarding the context behind the discussion threads and, therefore, of the combat arenas that were defined for this research.

2.2.2. Context of the Arenas

2.2.2.1. Videogames Arena #1 – Palworld vs Pokémon. On January 19th in 2024, the Japanese videogame development company known as Pocketpair released the game Palworld on early access for the digital store for PC games Steam and the Xbox Game Pass service. Palworld itself is an open world survival game with crafting and combat elements. This game has two particular elements. One of them is the ability of the players to use different firearms and weapons. And the other is that it presents diverse fictional creatures named “Pals”. In the game, pals can be captured, trained and then battled against other captured monsters. They can additionally be bred between them to create new variants. The game also features base building where these pals can help with their construction and produce items. All these activities aid in the progression of the players within the game.

Given the previous game elements, the game achieved commercial success. By the end of the month of its release, the game had already accumulated more than 5 million sales and reached 1.3 million concurrent players on Steam. The modest price of US\$29.99 for the game on Steam along with its free access via Xbox Game Pass considerably attracted interest from players. Coupled with that, the similarities between Palworld and other gaming franchises such as Ark, Digimon, and Pokémon were a significant factor for its purchase. In fact, it was this resemblance with the latter that caused some online users to label Palworld as “Pokémon with guns.” Furthermore, significant online controversy in various social networking sites, such as X, Facebook, and in this case, Reddit, took place.

Therefore, conflict developed between Pokémon and Palworld fans. On the one hand, Pokémon supporters claimed that Pocketpair plagiarized the designs of some of the creatures featured in the Pokémon franchise when creating their own. Some users even analyzed game

assets from both the Pokémon franchise and Palworld, and proclaimed that the latter were directly copying elements from the former. Some others have accused the company of the alleged use of artificial intelligence in the game's development. However, at the time of the writing of this paper, these accusing statements have not been yet substantiated by the professional authorities in the field. On the other hand, the players defending Palworld argued that the alleged similitudes were of little relevance, given the state of the latest games prior to that time. Such games were Pokémon Scarlet and Pokémon Violet which, during their official time of launch for the Nintendo Switch console in late 2022, showed unprecedented technical issues that angered the fans. Because of this, many claimed that Palworld copying Pokémon was justified. In addition, some other Palworld defenders stated that Pokémon fans had no right of accusing the game for design plagiarism. According to them, the franchise had done the same with their creatures to the Dragon Quest franchise whose first game came out in 1986, ten years before the first Pokémon game ever came out. As of today, the disagreement between the two fan groups remains present on social media platforms.

2.2.2.2. Videogames Arena #2 – The Patent Lawsuit. This arena follows the same basis as the previous one: it starts with a picture comparing the designs of the creatures from the Pokémon and Dragon Quest franchises, implying that the former copied the latter. However, the comments from the post take a different direction. On this occasion, the main discussion is centered on the lawsuit that Nintendo, co-founder and publisher of the Pokémon franchise, filed against Pocketpair in September, 2024. The Japanese company performed such a legal procedure under the accusation of patent infringement. To provide some context, in the gaming industry, a patent represents a legal right for the intellectual property over an element within a game. This element can be a gameplay mechanic, a hardware component, or a software technique.

In this scenario, the lawsuit was filed for the infringement of three patents in total. They consisted of: aiming direction in a virtual space in order to shoot or throw an item that affects the field, summoning a character by throwing an item into the virtual game field, and riding a ground or aerial object to move around a virtual space. For this procedure, Nintendo is seeking 5 million yen for them and the Pokémon Company, the whole company which embodies the Pokémon franchise. As of the date of this thesis' publication, this legal process has not ruled in favor of either of the litigating parties.

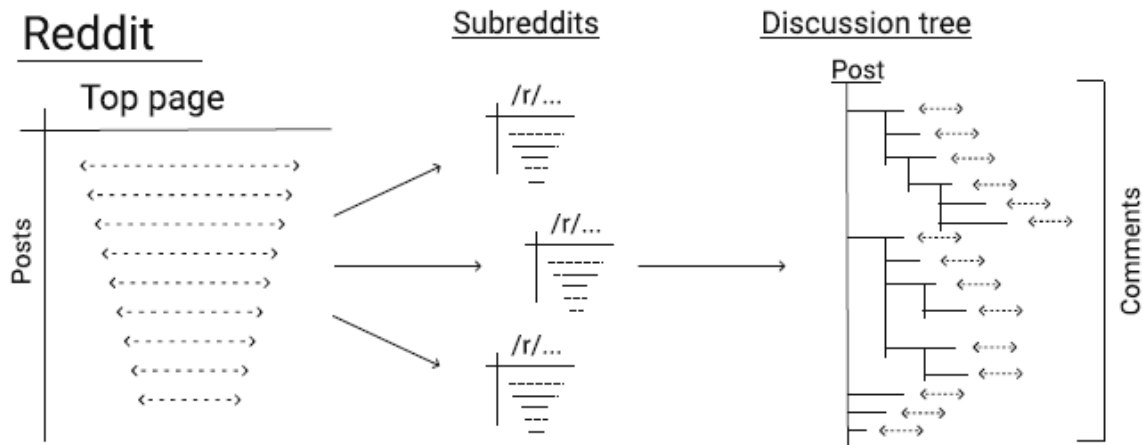
2.2.2.3. Politics Arena – Expectations after Trump’s Triumph. The context behind this arena goes back to the 47th United States presidential elections which were held in the American country on November 5, 2024. These elections determined the republican candidate, Donald Trump, as president-elect between the years 2025 and 2029. The initial post within this arena in particular took place following the conclusion of the vote count in the state of Wisconsin, which favored Trump. Such a state was of utmost importance for the elections due to the considerable number of electoral votes it can provide to either the republican or the democrat parties. Once the votes were officially directed towards Trump’s political party, many expected his victory in the elections.

At the time in question, Trump’s upcoming victory in the elections generated widespread controversy across social media platforms. For the comments included in this arena specifically, some participants were concerned regarding how Trump’s Administration would attempt against women’s rights. The basis for their apprehension relied on how he approached the subject during his first ruling as president, which took place between the years 2017 and 2021. As an example, during his first year in office within that time period his administration defunded abortion clinics and supported diverse anti-abortion movements. In addition to that, Trump made a post in social media in which he addressed himself to be responsible for the Row v. Wade case, which legalized abortion in the US, to be overturned in 2023. These actions, according to pro-choice groups, were defined as clear attacks towards reproductive freedom. Other aspects of modern society that the users of the arena considered to be at stake during Trump’s incoming ruling included immigration, the environment, gun laws and LGBTQ+ rights.

2.2.3. Resource Tools

2.2.3.1. Reddit and its Affective Affordances to Conflict. To provide some context, Reddit was founded in 2005 as a social news aggregation, online content rating and discussion site. As of 2024, it was ranked in the sixth place of the most visited websites with over six billion visits (Most Visited Websites in Worldwide 2024 | Open. Trends, n.d.) and more than 97 million daily active unique users (Reddit Inc Homepage, 2024). Besides, according to Duarte (2024), there were over 500 million Reddit accounts in 2024. The largest concentration of users was located in the United States with 48.33%, followed by the UK and Canada with 7.33% and 6.97%, respectively. This large mass of online users gives rise to numerous possible virtual conflicts to take place on Reddit.

Figure 1. Schematic Structure of the Reddit Platform.



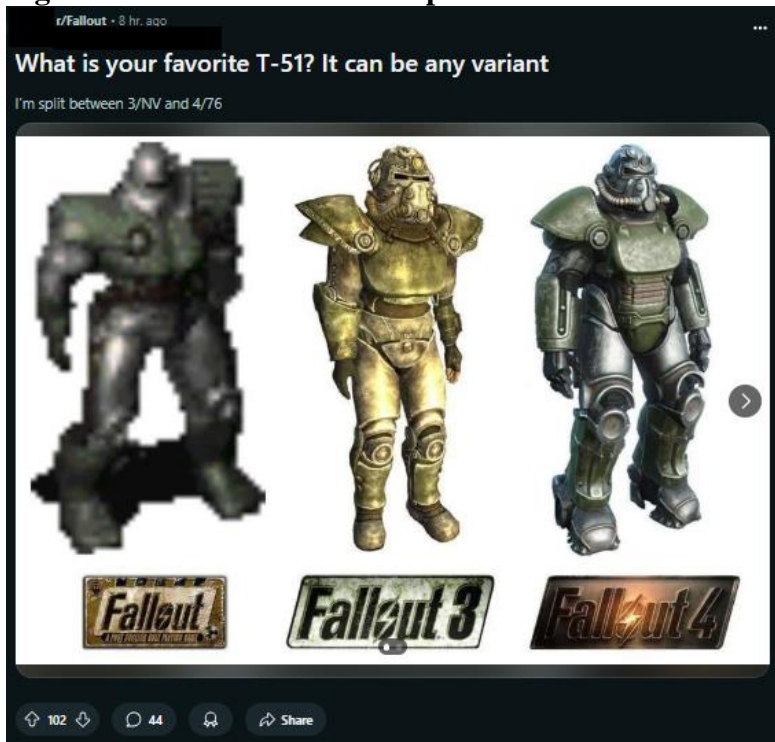
Note. From “The anatomy of Reddit: An overview of academic research” by Medvedev, A. N., Lambiotte, R., & Delvenne, J. C., 2019, *Dynamics on and of Complex Networks III: Machine Learning and Statistical Physics Approaches 10*, p. 185.

Figure 1 presents the organization of interactions in Reddit. Logged in users submit a post that can have a title, an external link, a picture, or a written piece of content. Taking into account the topic of the post, it is registered in a group called subreddit. The publication then becomes available to the whole audience of the site for voting and commenting. Such a voting system

only allows registered users either to give a positive point, an upvote, or to give a negative point, a downvote. The difference between positive and negative points, known as score or karma, can be seen below the comment or post in question. Comments develop into discussion trees where according to Medvedev et al. (2019) “the root is a designated node representing the post itself and each other node represents a comment” (p. 185). Additionally, users can reply directly to individual comments. Furthermore, Figure 2 shows an example of a post on Reddit.

When it comes to the topic of subreddits, they all have a top page where the posted publications in it with voting and commenting links are delivered to the users. The posts with the highest score have an increased probability to appear in the top page. Besides, a unique characteristic of Reddit is that a person may follow a subreddit, but not another user. They are also determined as self-identified entities with their own set of rules, language features, jokes, etc.

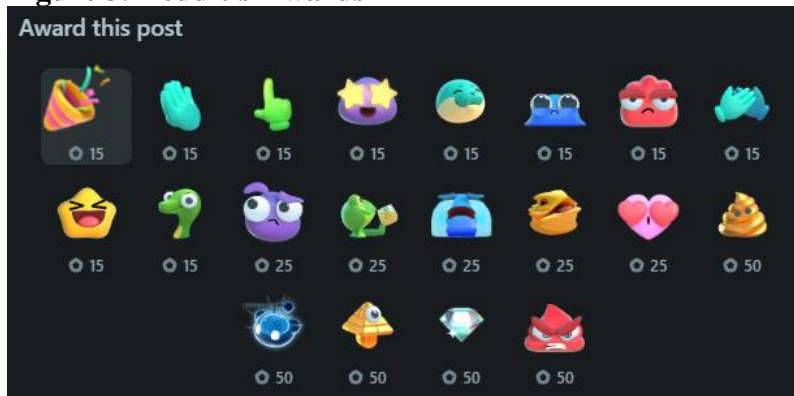
Figure 2. Post on Reddit Example



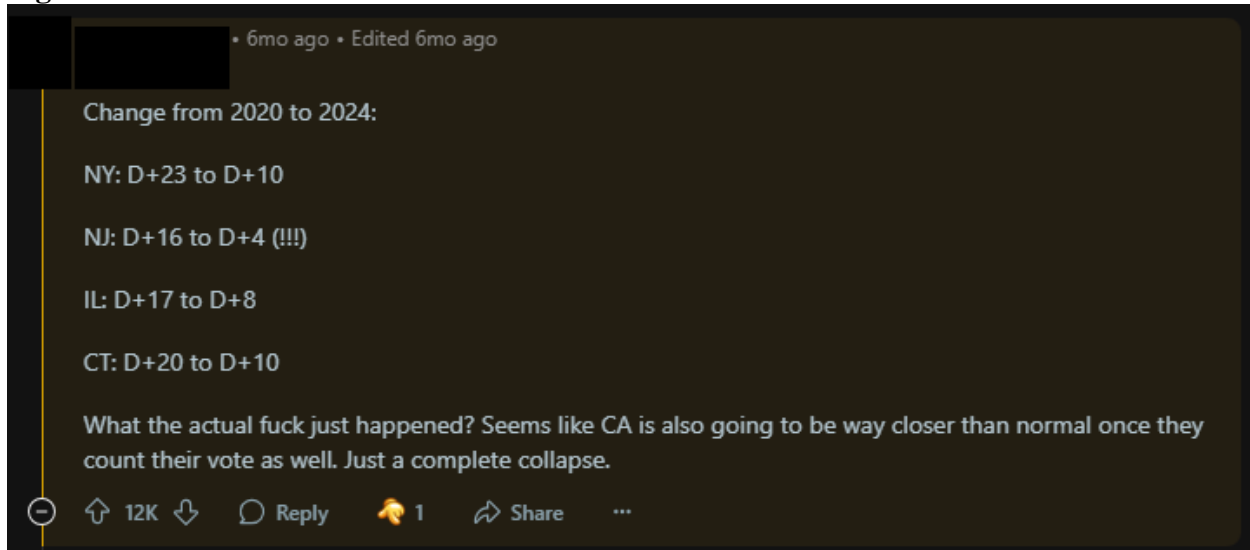
Note. The figure presents a visual example of a post published on Reddit.

Besides the already described elements, Reddit posts and comments also have an awarding system in which a badge or token can be given to them by the users. The reasoning for granting these badges vary depending on the users that give them as a gift. Consequently, the users can only access to these badges to offer by buying them using the special coins that Reddit manages, which are purchased through monetary payment. Figure 3 presents the diverse badges that one can reward, and their respective price. As an additional note, the comments of a post that have received a badge are highlighted so users can easily identify them; this is seen in Figure 4. Moreover, this awarding system, along with the previously explained voting system, are primordial for the development of combat arenas on Reddit. The visibility that they provide allows posts and comments to be within the public eye of the social networking site, a fact that attracts the interaction of other online individuals. Correspondingly, Cheng et al. (2014) confirm that rating and voting systems such as these encourage platform users to participate more frequently in altercations whether they receive positive or negative feedback.

Figure 3. Reddit's Awards



Note. The figure presents the awards, with their respective price, that a user can gift to a post or a comment in Reddit.

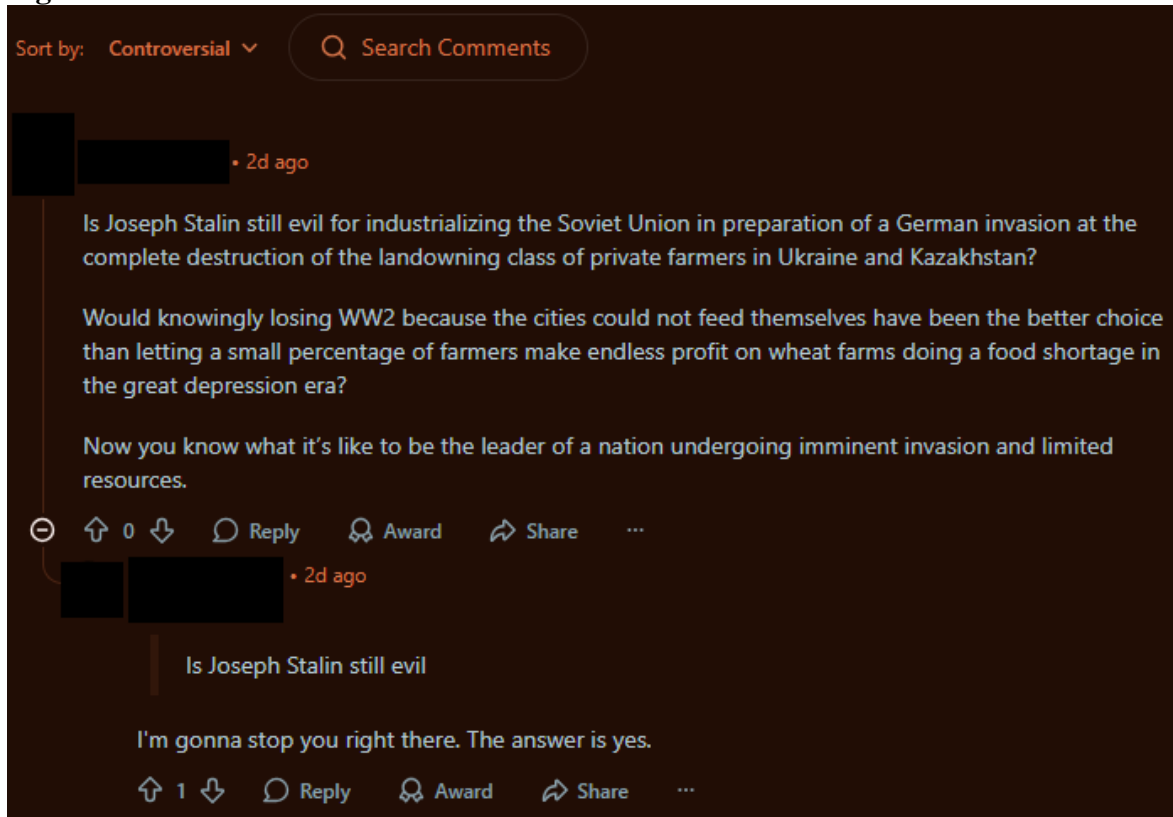
Figure 4. Comment with an Award.

Note. The figure presents a highlighted comment in Reddit because it was granted an award.

Moving towards the comment section of a Reddit post, there are several extra features that merit discussion. One of them is the ability to sort the comments regarding how controversial they can be. This form of arrangement works depending on the number of downvotes over upvotes that comments have received, and it allows people to visualize them with ease if they wish to participate in an argument. Other manners of organizing the comments in a Reddit post include sorting them by “best,” “top,” “new,” “old,” and “Q&A” or “Question and Answer.” Likewise, another remarkable quality relies on users being able to directly search for comments containing a specific word or set of words. That way, they can look for comments with a theme they are familiar with. Speaking of comments, when responding to one of them it is possible to quote an excerpt of it and answer it directly. This makes conversations and therefore, virtual conflicts, more customized since they can be centered on a different statement of a comment depending on who is replying to it. It is also a useful technique to emphasize points. In general, Reddit provides a plurality of choices to personalize the format of the text when writing a comment. Some of these options are to put the text in bold, italics, strikethrough it, superscript

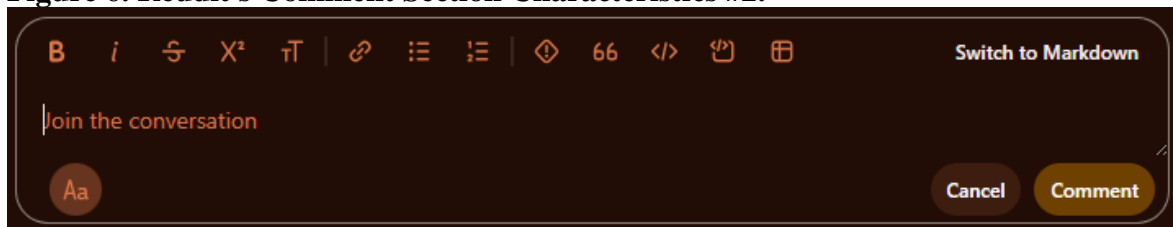
it, make a heading, and make a list. As a final detail to mention regarding the comment section, Reddit offers its users the possibility to follow comments. When they do, they receive a notification once a new answer to the comment has been posted thereby aiding them to continue the dispute with no delay. Most of these characteristics are shown in Figures 5 and 6.

Figure 5. Reddit's Comment Section Characteristics #1.



Note. The figure presents Reddit's characteristic of allowing users to sort and search comments, along with the option of quoting fragments of a comment.

Figure 6. Reddit's Comment Section Characteristics #2.

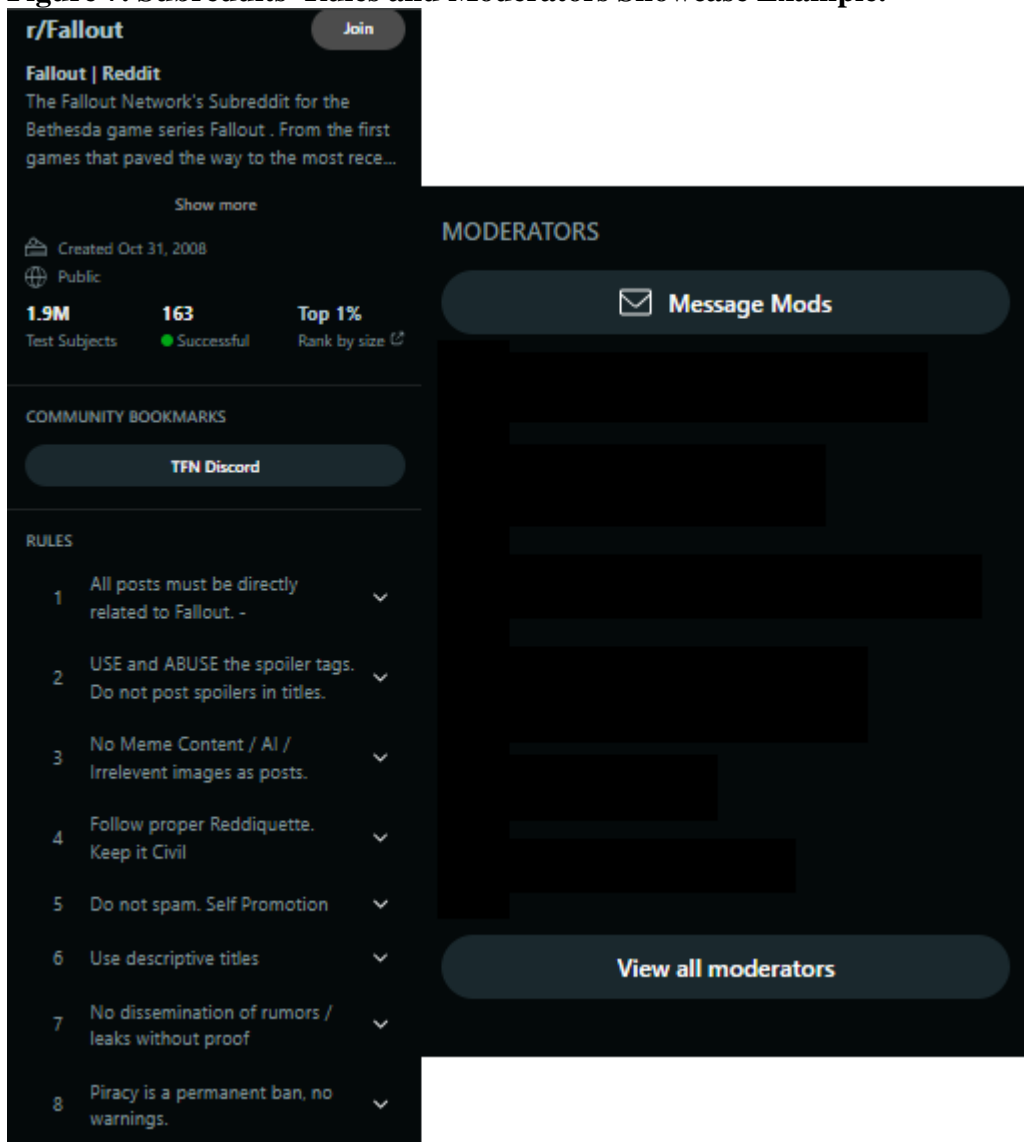


Note. The figure presents the format options that Reddit offers when writing a comment.

In contrast, Reddit has counter-measures against online disputes as well. The primary one of them is the existence of moderators. They are people who volunteer to keep the order in a

subreddit and determine the contents allowed in it. In fact, when entering a post, the basic rules of the subreddit it belongs to are displayed next to it alongside the list of moderators from the group. An example of this information is shown in Figure 7. Moderators also have the authority to delete posts and even ban users from the subreddit. However, as Widman (2024) explains, the Reddit administrators possess the legal power to both revoke moderators of their position and erase whole subreddits from the site.

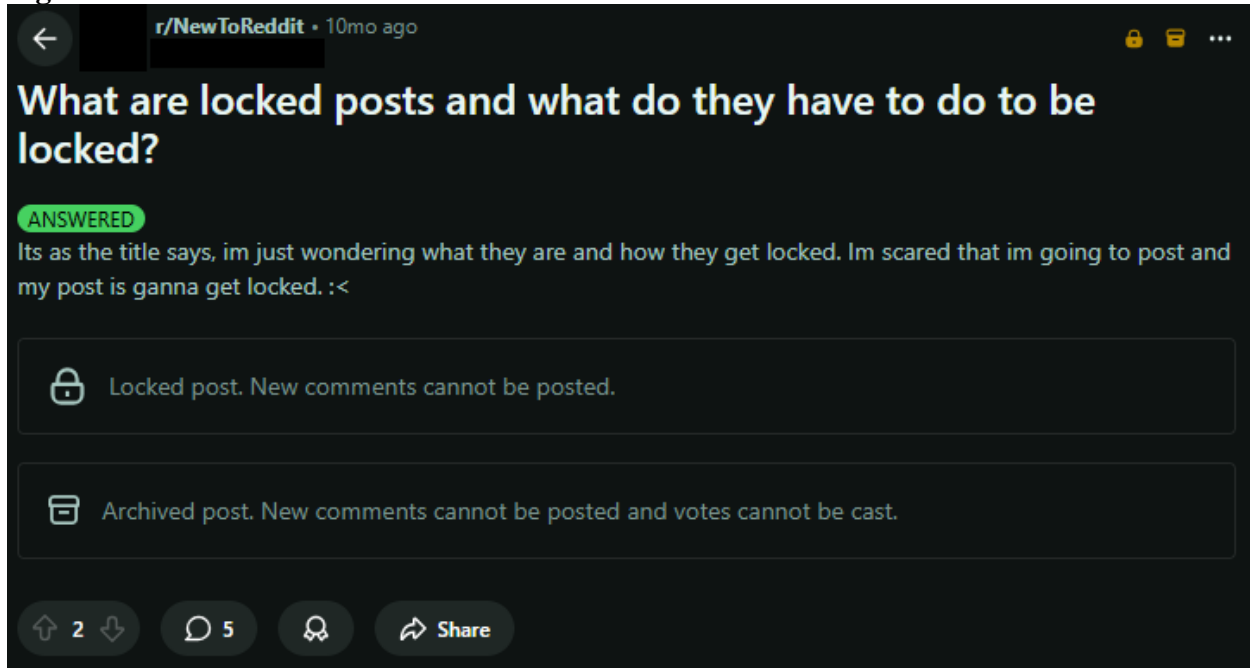
Figure 7. Subreddits' Rules and Moderators Showcase Example.



Note. The figure presents the information showcased at the sidebar of a post, such as: the information about the subreddit the post belongs to, the subreddit's rules, and the list of moderators.

Another tactic to mitigate the effects of conflicts are posts becoming automatically archived six months after their publication. When this occurs, users can no longer comment, vote, or give awards. In a similar manner, moderators can lock a post. Such an action avoids users from further commenting, although in this case, they still have the power to upvote or downvote the post. Figure 8 presents an example of these two scenarios. As can be seen, these strategies abruptly cut the flow of a clash.

Figure 8. Locked and Archived Reddit Post.



Note. The figure presents an example of a locked and archived post in Reddit.

To sum up this chapter, Reddit offers a wide variety of resources to enrich online combats such as the voting system and the diversity of options while posting a comment. And at the same time, it has measures to attempt to keep them from taking place which include the presence of moderators. One noteworthy aspect is that despite the methodologies, the altercations still occur.

Because of that, the site offers a considerable range of research data which can be analyzed, interpreted and organized.

2.2.3.2. Transcription and Classification Tables. Three combat arenas extracted from Reddit will be analyzed in order to perform the microanalysis. They will be transcribed in tables to maintain their data organized.

Table 1. Reddit Arena Interactions Transcription Table.

Username and Initial Comment				
[Username]				
0. [Comment]				
[Date of Publication]				
[Publication's Score]				
Interactions (Disputes)	Scores and Usernames			Date
1	[Comment]	[Comment's Score]	[Username]	[Date]
2	[Comment]	[Comment's Score]	[Username]	[Date]

Note. The table presents the manner in which the combat arenas from Reddit are transcribed.

Table 1 presents the manner in which the transcription will be carried out. It includes the initial comment of the arena with its subsequent replies numbered, and their respective scores and dates of publication.

After performing the analysis, the results will be written down in another table.

Table 2. Reddit Arena Interactions Classification Table.

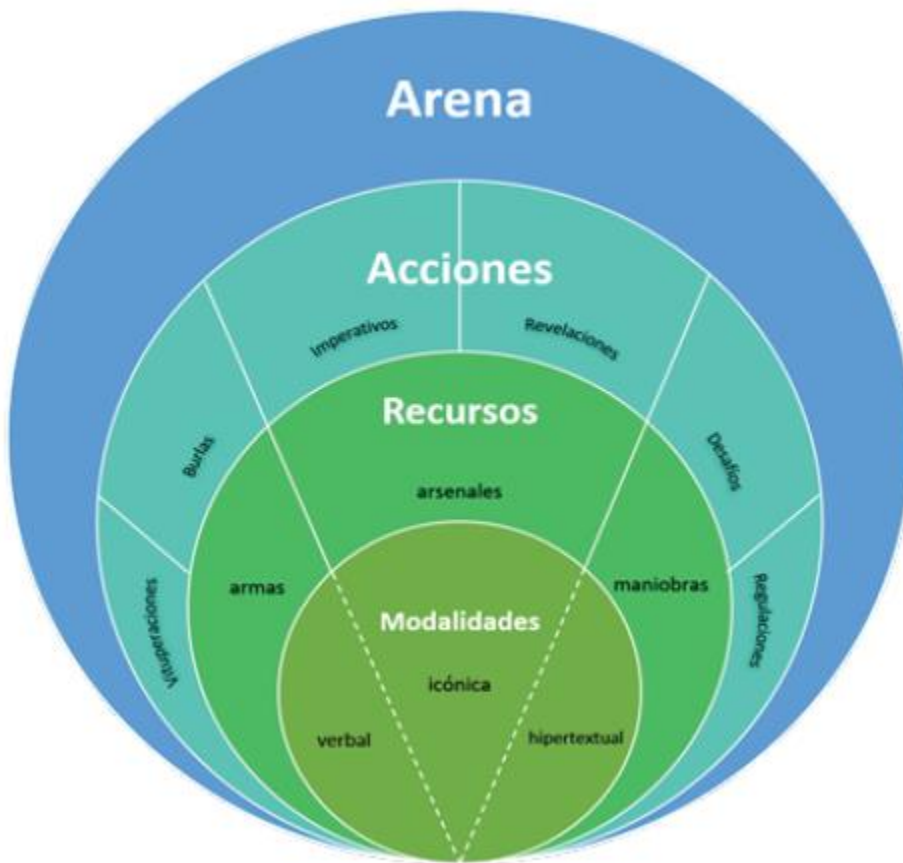
No.	User	Actions	Resources		Modality
			Type	Tools	
1					
2					
3					
4					

Note. Adapted from “*Cibercombates. Disputas en Facebook, Twitter y YouTube*” by Olave, G., & Rodríguez, D., 2024, Ediciones UIS.

Table 2 follows the model employed by Olave and Rodríguez (2024) to classify the comments within a combat arena. In it, there are actions of strength such as vituperations, taunts, imperatives, revelations, challenges and regulations; which can follow a specific type strength resource: weapons, arsenals and maneuvers; that can be expressed in a specific modality: verbal, iconic and hypertextual.

2.2.3.3. Agonistic Skill Index. As previously stated, the agonistic skill index embodies all of the analysis levels in a combat arena to determine the agonistic abilities of their participants.

Figure 9. Schematic on the Connection between a Combat Arena's Analysis Levels.



Note. From “*Cibercombates. Disputas en Facebook, Twitter y YouTube*” by Olave, G., & Rodríguez, D., 2024, Ediciones UIS, p. 164.

Figure 9 shows the form in which the analysis levels interact within a combat arena. Whereas the term “acciones” stands for the actions of strength: vituperations, taunts, imperatives, revelations, dialectical challenges, and dialectical regulations. “Recursos” refers to the strength resources: weapons, arsenals and maneuvers. And “Modalidades” are the dispute modalities: verbal, iconic, and hypertextual. The diagram above establishes the relationships between the levels is either concentric or subordinate. With the former helping to think of the problems related to the interaction on digital platforms in superimposed layers.

After doing the classification of the users’ comments, the next step will be to apply the mathematical formula to calculate a user’s agonistic skills, as seen in figure 10.

Figure 10. User's Skill Formula.

$$\text{Destreza del usuario} = \frac{\text{Cantidad de comentarios del usuario} * (\text{Cantidad de acciones del usuario} + \text{Variedad de recursos} + \text{Variedad de modalidades})}{\text{Cantidad de usuarios en la arena}}$$

Simbólicamente:

$$D[x] = \frac{C[x] (Ac + Rv + Mv)}{U}$$

Note. From “*Cibercombates. Disputas en Facebook, Twitter y YouTube*” by Olave, G., & Rodríguez, D., 2024, Ediciones UIS, p. 165.

Consequently, the formula takes the aspect seen in Figure 11 once adapted to the English language.

Figure 11. User's Skill Formula Adaptation to English.

$$\text{User's Skill} = \frac{\text{Number of Comments by the User} * (\text{Number of Actions by the User} + \text{Variety of Resources} + \text{Variety of Modalities})}{\text{Number of Users in the Arena}}$$

Note. The figure presents the user’s skill formula adapted to English terminology.

2.2.4. Procedure

The contribution that the present internship will provide to the original work done by Olave and Rodríguez (2024) is to perform a qualitative microanalysis of their research model

through the social networking site Reddit. Subsequently, the following section will explain such a process in detail.

The first step for the microanalysis is to develop a corpus. As it was previously explained, it is made of three combat arenas extracted from Reddit. The first and second arenas have interactions based on videogames. According to Kowert et al. (2022), gamers are prone to get involved in aggressive verbal exchanges in social media. The third arena by itself, contains user interactions based on political affairs. Such a theme is abundant in agonistic actions, especially considering that the social networking site has been and remains used as a website to have discussions in which racism and vitriolic political discourses are present (Proferes et al., 2021). Establishing the contrast between these two themes helps establishing the range of effectiveness of the model from the original work if it were to be applied in a different site, such as Reddit.

After defining the corpus, the next step is to do the categorization of the agonistic interactions evidenced in the arenas. It implies classifying the interactions according to the actions of strength, resources, and dispute modalities that the users employed within them. Accordingly, this proceeding must be conducted on a comment-by-comment basis. This part of the microanalysis is initially executed by the author of this paper. Thereafter, they present the classification to the thesis supervisor: one of the creators of the original model seen in Olave and Rodríguez (2024). Together with them, the author of this paper then revises the categorization and carry out any necessary corrections.

It is important to mention that up to this point, the arrangement of the interactions is realized using Spanish terminology. This is because the model and its categories were originally developed in such language. In other words, the criteria taken into account to classify the

interactions evidenced in the arenas is based on the Spanish concepts from the original work performed by Olave and Rodríguez (2024). Given that this paper is part of the Bachelor's Degree in Foreign Languages with Emphasis in English, the classification is later adapted to the English language. However, no concrete characteristics of the English language have been defined regarding the categorization of agonistic interactions. Therefore, this paper presents a direct translation of the Spanish terms from the initial categorization. The translation is overseen by the thesis supervisor as well. After that, the meetings with the thesis supervisor are focused on comparing the interaction classification between the videogames arenas and the politics arena.

With the categorization established, the following step is to carry out a deductive analysis on the comments extracted from the three arenas. This means to interpret the data acquired from them while incorporating existing theories and frameworks; specifically those in Olave and Rodríguez (2024). By performing this analytical model, it will be possible to triangulate the findings. The aforementioned procedure is additionally assessed by the thesis supervisor. According to Azungah (2018), carrying out the aforementioned procedure will ensure consistency and reliability of the final findings of the research.

And finally, the conclusions are formulated according to the process mentioned above. Their construction is based on responding to the specific objectives of this paper. Thus, the qualitative microanalysis comes to a closure while also defining some themes for further research.

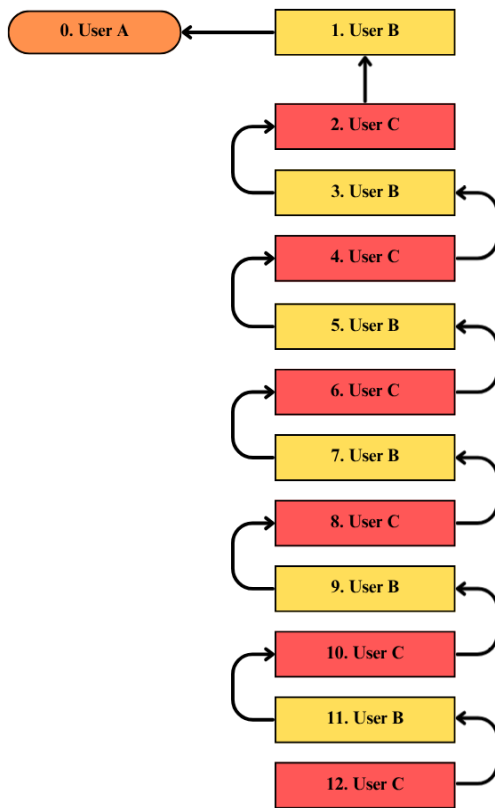
2.3. Results

2.3.1. Interaction Syntax

2.3.1.1. Videogames Arena #1 – Palworld vs Pokémon. The first arena focused on videogames has a total of 12 comments developed by 2 different users. No extra commenters participated within their interactions.

Figure 12 presents the order of replies in the arena. While the start of each arrow indicates the author of a comment, its end point shows the user to whom the reply is directed. The color palette of a box serves to identify each arena participant. These interactions are illustrated in a vertical structure accompanied by the enumeration of each comment in descending order. Basically, the initial post extends in the form of a root as more comments appear in the arena, from 0 to 12.

Figure 12. Interaction Syntax within the First Videogame Arena on Reddit.




Note. The figure presents the order of the interactions from the first videogames arena.

The interaction syntax above shows the following action-reaction pairs present in the comments: 1→0, 2→1, 3→2, 4→3, 5→4, 6→5, 7→6, 8→7, 9→8, 10→9, 11→10, 12→11. In which the arrow is read as “responds to”. In this arena, comment 1 caused a clash between its author and a second commenter: [User B] and [User C], respectively.

Accordingly, the full transcription of the arena can be shown in Table 3.

Table 3. First Videogames Arena Transcription.

Username and Initial Comment
User A
<p>0. Palworld is ripping off Pokemon!!...oooh wait that is Pokemon ripping off Dragon Quest..whoops</p>
<p>"Hey, can I copy your homework?" "Sure, just make it look different so that it doesn't look like you just copied it." "Sure thing."</p>


January 21, 2024

↑ 88

Interactions (Disputes)	Scores and Usernames	Date
Whelp, let's go down the list!		
Pokemon = inspiration (origin)		
Zubat/Golbat = vampire bat (real creature)		
Caterpie = Tiger Caterpillar (Taira Clan heraldry)		
Nidoran = carbuncle (mytical creature)		
Pinser = stag beetle (real creature)		
Omanyte = whelk (real creature)		
Shellder = Clam (real creature)		
Rhydon = Rhino (real creature)		
Psyduck = Kappa (mythical creature)		
Gyarados = Eastern Dragon (mythical creature)		
Aerodactyl = Pterodactl (real creature)		
1 Geodude = rock-man/golem (mythical creature)	↑ 3	User B
		January 25, 2024
Koffing = Air Pollution (IDFK, real life?)		
Growlithe = dog (real creature)		
Ghastly = Sogenbi (mythical creature)		
Krabby = Crab (real creature)		
Pidgeot = pigeon (real creature)		
Dragonite = Western dragon (mythical creature)		
And lets see... we got a few that are directly NOT the same inspo!!		
Like, the analogue to Rhydon is clearly based on a triceratops. And the sabertooth tiger is not a dog.		
The only one I could POSSIBLY say is a		

	copied design is Koffing, but even that's a stretch.			
2	You know people deep throating palworld will choose to ignore this and then say you're riding Nintendo. It's their coping mechanism.	↑ 2	User C	January 30, 2024
3	... I mean, that's pretty weird to say, when the whole thing is... not having to do with that? if anything I'm pointing out how NONE of it is plagiarism. what did you think I meant?	↑ 1	User B	January 31, 2024
4	This list shows me that there is no plagiarism between DQ and Pokemon since the designs are different, but the palworld fans will keep saying those two are copies to help themselves cope with the knockoff designs in palworld	↑ 1	User C	February 4, 2024
5	No. They're saying they're copies to point out the ridiculousness of the "palworld is a copy of pokemon" argument. It is LITERALLY why I am here. But there is a subset of people who believe it, because they're on the bandwagon and don't understand what people are talking about. Just getting outraged, because they saw someone posting and didn't understand it, for whatever reason. They're the same people who got angry about palworld using AI or abusing their workers, just led by a different set of misinformation, fueled by their own ignorance.	↑ 1	User B	February 4, 2024

6	Some get that it's a whole different game, and are just calling out the select few monsters that are trace overs.	↑ 1	User C	February 4, 2024
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7	Not <i>*literally*</i> the same people. the same <i>*genre*</i> of person, for lack of a better word. That's why I said "just led by a different set of misinformation" which implies an exclusivity between the two mindsets, about which misinformation they chose to align with.	↑ 1	User B	February 4, 2024
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8	The two older titles look like creations inspired by specific animals, the newer title looks to be "inspired" by the previous titles, not the source animal.	↑ 1	User C	February 4, 2024
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whichever it is you consider that.

I feel like i've been pretty clear. Both. I consider BOTH misinformation.

One can look with their own eyes and come to that conclusion.

9	No. You CANNOT look at it with your own eyes and come to the conclusion that they used AI and abused their workers. It doesn't show, because it isn't true. THAT is the misinformation.	↑ 1	User B	February 4, 2024
---	---	-----	--------	------------------

the newer entry looks like it was "inspired" by the previous creation, not the source.

And I never claimed it wasn't? I said that people were misled into believing this game used AI and abused their workers, and your response was 'but their work is inspired by Pokemon!'

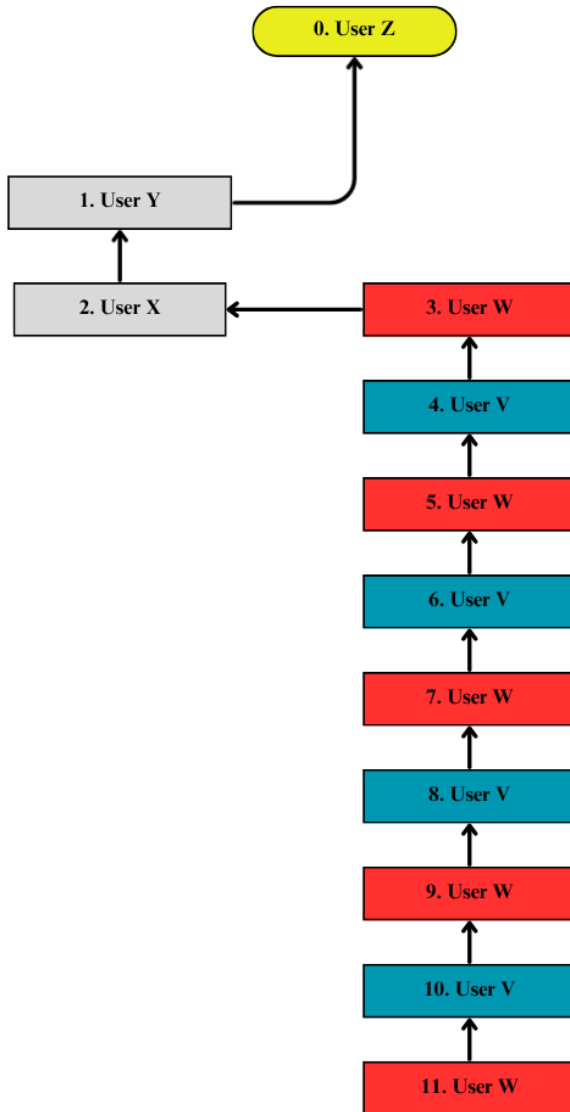
	Like those things have ANYTHING to do with one another.			
10	Not accusing them of AI, focusing on the select lazy designs that look traced.	↑ 1	User C	February 4, 2024
11	You came in here to talk about how people will ignore me, because they're on Palworld's dick. So far, you are the only person who has repeatedly ignored what I said. Get off Pokemon's dick and stop telling on yourself so much, perhaps?	↑ 1	User B	February 5, 2024
12	Not on their dick, can safely say the games stopped at 3DS	↑ 1	User C	February 5, 2024

Note. The table presents the natural and complete transcription of the comments from the first videogames arena. The comments were transcribed as originally written. Consequently, no orthographic or grammatical modifications were made. The text in bold and italics represents the employment of Reddit's quoting feature. Annex A presents the screen capture of the arena.

2.3.1.2. Videogames Arena #2 – The Patent Lawsuit. The second Reddit arena focused on videogames has a total of 11 comments developed by 4 different users, with 9 of them made by only two of these commenters.

Figure 13 shows the aforementioned set of replies. The start of each arrow indicates the author of a comment, and its end point shows the user to whom the reply is directed. The color palette of a box is helpful to identify more effectively the user in each intervention of the arena. These interactions are illustrated in a vertical structure accompanied by the enumeration of each comment in a descending manner. In other words, the initial post extends in the form of a root as more comments appear in the arena, from 0 to 11.

Figure 13. Interaction Syntax within the Second Videogames Arena on Reddit.




Note. The figure presents the order of the interactions in the second videogames arena.

This interaction syntax shows the following action-reaction pairs present in the comments: $1 \rightarrow 0$, $2 \rightarrow 1$, $3 \rightarrow 2$, $4 \rightarrow 3$, $5 \rightarrow 4$, $6 \rightarrow 5$, $7 \rightarrow 6$, $8 \rightarrow 7$, $9 \rightarrow 8$, $10 \rightarrow 9$, $11 \rightarrow 10$. In which the arrow is read as “responds to”. In this scenario, the response done in 2 provokes a clash between two users: [User W] and [User V].

Accordingly, the full transcription of the arena can be shown in Table 4.

Table 4. Second Videogames Arena Transcription.

Username and Initial Comment		
User Z		
0. Pokémon was in the same boat many years ago with dragon quest just like Palworld is with pokemon now a days		
		
January 28, 2024		
↑ 31		
Interactions (Disputes)	Scores and Usernames	Date

1	Yeah but Palworld just stole assets and designs off Pokemon instead of making every model uniquely. These Pokemon barely even look like the Monsters they're being compared to, Game Freak actually put in effort to look their own.	↑ 5	User Y	January 28, 2024
2	People keep claiming this and if it is true then I can guarantee The Pokémon Company has enough money to do something about it and will do something about it. Until that action is taken I'm not going to believe anyone saying this.	↑ 1	User X	February 5, 2024
3	Well well well.	↑ 1	User W	September 20, 2024
4	acting like they got proven wrong when the lawsuit isn't even copyright is hilariously dumb lmao	↑ 1	User V	October 15, 2024
5	Dude you're obsessed	↑ 1	User W	October 15, 2024
6	didn't even realize it was you bud doesn't make my point any less true lol	↑ 1	User V	October 15, 2024

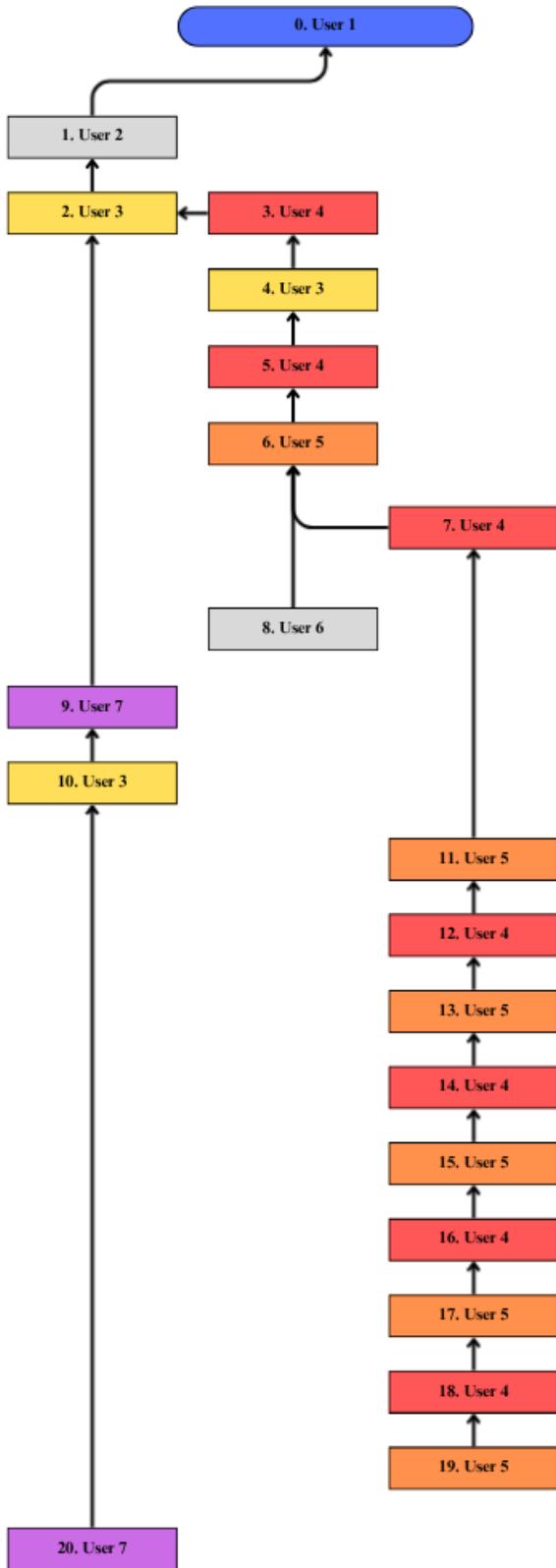
7	And that doesn't change my point that Palworld aped Pokémon designs and arts style, and it wouldn't even have been on Nintendo's radar if it didn't look so similar.	↑ 0	User W	October 15, 2024
8	whatever you need to tell yourself kid it's not like nintendo constantly goes after small companies to a point where it's a joke	↑ 1	User V	October 15, 2024
9	You're just in denial that Palworld blatantly copies Pokemon designs. Nothing changes that.	↑ 0	User W	October 15, 2024
10	if they blatantly copied designs the game would've have even came out and they would've been sued over that and not some patent	↑ 1	User V	October 16, 2024
11	You're just arguing that, "technically legally speaking it's not a copy," when you could just use your eyes and see it's barely skirting the line of originality.	↑ 0	User W	October 16, 2024

Note. The table presents the natural and complete transcription of the comments from the second videogames arena. The comments were transcribed as originally written. Consequently, no orthographic or grammatical modifications were made. Annex B presents the screen capture of the arena.

2.3.1.3. Politics Arena – Expectations after Trump’s Triumph. The arena with the thematic centered on politics has a total of 20 comments developed by 6 different users. Whereas 2 of them commented only once.

Figure 14 shows the order of the comments in the arena. To further explain, the start of each arrow indicates the author of a comment, and its end point presents the user to whom the reply is directed. The color palette of a box is used to identify each participant of the arena. The interactions are illustrated in a vertical structure accompanied by the enumeration of each comment in descending order. In other words, the initial post extends in the form of a root as more comments appear in the arena, from 0 to 20.

Figure 14. Interaction Syntax within the Politics Arena on Reddit.



Note. The figure presents the order of the interactions of the politics arena.

The interaction syntax above shows the following action-reaction pairs present in the comments: 1→0, 2→1, 3→2, 4→3, 5→4, 6→5, 7→6, 8→6, 9→2, 10→9, 11→7, 12→11, 13→12, 14→13, 15→14, 16→15, 17→16, 18→17, 19→18, 20→10. In which the arrow is read as “responds to”. In this arena, comment 2 made by [User 3] caused two users, [User 4] and [User 7], to respond and further have a small clash with them. Additionally, from the comment 5 made by [User 4], a set of replies between them and [User 5] started.

Accordingly, the full transcription of the arena can be shown in Table 5.

Table 5. Politics Arena Transcription.

Username and Initial Comment																													
User 1																													
0. Megathread: Donald Trump is elected 47th president of the United States																													
After winning the key battleground state of Wisconsin early this morning, Donald Trump is projected to win the election and become the 47th President of the United States																													
<div style="background-color: #f9f9f9; padding: 10px;"> <p>Articles that May Interest You</p> <table border="1"> <thead> <tr> <th>Submission</th> <th>Domain</th> </tr> </thead> <tbody> <tr> <td>Trump wins the White House in political comeback rooted in appeals to frustrated voters</td> <td>apnews.com</td> </tr> <tr> <td>Live election updates: Donald Trump wins US presidency</td> <td>apnews</td> </tr> <tr> <td>Trump will win second term, CNN projects, after historic comeback after losing four years ago</td> <td>cnn.com</td> </tr> <tr> <td>Donald Trump returns to the White House</td> <td>politico.com</td> </tr> <tr> <td>Donald Trump defeats Kamala Harris to win the presidency</td> <td>independent.co.uk</td> </tr> <tr> <td>US election results 2024 live: Trump wins to become 47th president</td> <td>thetimes.com</td> </tr> <tr> <td>Donald Trump defeats Kamala Harris to win 2024 presidential election</td> <td>cnbc.com</td> </tr> <tr> <td>Donald Trump has won the presidential election and will return to the White House</td> <td>npr.org</td> </tr> <tr> <td>How Donald Trump Pulled Off the Greatest Comeback in Political History</td> <td>newsweek.com</td> </tr> <tr> <td>Donald Trump Defeats Kamala Harris, Wins Back The White House</td> <td>dailywire.com</td> </tr> <tr> <td>Trump wins presidency for second time, completing improbable comeback</td> <td>thehill.com</td> </tr> <tr> <td>Donald Trump will be the 47th president of the United States</td> <td>csmonitor.com</td> </tr> <tr> <td>Victorious Trump will likely test democratic institutions at home and abroad</td> <td>reuters.com</td> </tr> </tbody> </table> </div>		Submission	Domain	Trump wins the White House in political comeback rooted in appeals to frustrated voters	apnews.com	Live election updates: Donald Trump wins US presidency	apnews	Trump will win second term, CNN projects, after historic comeback after losing four years ago	cnn.com	Donald Trump returns to the White House	politico.com	Donald Trump defeats Kamala Harris to win the presidency	independent.co.uk	US election results 2024 live: Trump wins to become 47th president	thetimes.com	Donald Trump defeats Kamala Harris to win 2024 presidential election	cnbc.com	Donald Trump has won the presidential election and will return to the White House	npr.org	How Donald Trump Pulled Off the Greatest Comeback in Political History	newsweek.com	Donald Trump Defeats Kamala Harris, Wins Back The White House	dailywire.com	Trump wins presidency for second time, completing improbable comeback	thehill.com	Donald Trump will be the 47th president of the United States	csmonitor.com	Victorious Trump will likely test democratic institutions at home and abroad	reuters.com
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US election results 2024 live: Trump wins to become 47th president	thetimes.com																												
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Donald Trump will be the 47th president of the United States	csmonitor.com																												
Victorious Trump will likely test democratic institutions at home and abroad	reuters.com																												

November 6, 2024

↑ 19K 🍌 41

	Interactions (Disputes)	Scores and Usernames	Date
1	Trump will literally have Senat, Congress and 6/3 (potentially 7/2) Supreme court at his disposal. He will have 4 years to do his bidding, with almost no opposition to stop him	↑ 8.6K User 2	November 6, 2024
2	The darkest days are upon us. We are doomed not only as a country but I'm actually terrified to see what is going to happen to the world.	↑ 82 User 3	November 6, 2024
3	Calm down lol	↓ -8 User 4	November 6, 2024
4	Don't tell me to calm down.	↑ 4 User 3	November 6, 2024
5	Turn off your phone, go relax somewhere, realise that it is what it is, and just like Republicans receive a bias and rage inducing opinion on Democrats through media, the same will apply for Democrats. Life goes on and I promise your rights are not going to be stripped away.	↓ -3 User 4	November 6, 2024
6	Women's rights have literally been stripped away because of this idiot. The fuck you mean "I promise your rights are not going to be stripped away." Foh forreal. Lol	↑ 3 User 5	November 6, 2024

7	How have they been	↑ 0	User 4	November 6, 2024
8	Just stop having sex with men. American women... just have sex with each other for 4 years. But for real, though, lock up the puss	↑ 1	User 6	November 6, 2024
9	Oh zip it. You are doomed. Your philosophies don't match mine. I'm fine. We're fine. We the people are fine. You just zip that mouth of yours and accept it. Brighter times are upon us who disagree with the state of America. I'm personally happy to see us go back into a time where you fuck around you get delt with. TRUMP 2024 🗲	↓ -2	User 7	November 6, 2024
10	Good job sheep.	↑ 2	User 3	November 6, 2024
11	Have you been living under a rock?	↑ 1	User 5	November 6, 2024
12	Great explanation	↑ 1	User 4	November 6, 2024
13	Does it really need to be explained?	↑ 1	User 5	November 6, 2024
14	Up to you but I didn't ask because I know	↑ 1	User 4	November 6, 2024
15	<i>How have they been</i> Are you fucking with me?	↑ 1	User 5	November 6, 2024
16	Please tell me how, it's a simple question	↑ 1	User 4	November 6, 2024

<i>I didn't ask because I know</i>				
17	It doesn't need to be explained because I know.	↑ 1	User 5	November 6, 2024
18	Sorry, what I meant was that I didn't ask the question because I already know. I asked because I don't know. In response to you asking if I'm serious.	↑ 1	User 4	November 6, 2024
19	Trump has bragged about killing Roe v Wade . Something conservatives have been trying to do for a long time. Roe v Wade protected reproductive rights and the right to access abortion legally ACROSS the country.	↑ 1	User 5	November 6, 2024
20	Proud to be an American	↑ 1	User 7	November 6, 2024

Note. The table presents the natural and complete transcription of the comments from the politics arena. The comments were transcribed as originally written. Consequently, no orthographic or grammatical modifications were made. The text in bold and italics represents the employment of Reddit's quoting feature. Annex C presents the screen capture of the arena.

2.3.2. Actions, Resources, and Modalities of the Arenas

2.3.2.1. Videogames Arena # 1 – Palworld vs Pokémon. Table 6 presents the classification of the interactions extracted from the first videogames arena.

Table 6. Actions, Resources, and Modalities from the First Videogames Arena.

No.	User	Action	Resources		Modality
			Type	Tools	

1	User B	Revelation	Arsenal	List, Comparison, Explanation, Emphasis	Verbal
2	User C	Taunt Revelation	Maneuver	Ridicule, Assumption, Explanation	Verbal
3	User B	Dialectical regulation Dialectical challenge	Maneuver	Emphasis, Explanation, Rhetorical question	Verbal
4	User C	Revelation	Arsenal	Explanation, Adversative discourse	Verbal
5	User B	Revelation Dialectical regulation	Maneuver	Denial, Paraphrase, Emphasis, Explanation	Verbal
6	User C	Dialectical challenge	Weapon	Explanation	Verbal
7	User B	Dialectical regulation	Arsenal	Denial, Emphasis, Paraphrase, Explanation	Verbal
8	User C	Revelation	Arsenal	Comparison, Emphasis, Denial	Verbal

9	User B	Dialectical regulation Dialectical challenge Revelation Taunt	Maneuver	Direct quotation, Denial, Explanation, Emphasis, Rhetorical question, Paraphrase	Verbal
10	User C	Dialectical regulation	Weapon	Denial	Verbal
11	User B	Dialectical regulation Imperative	Maneuver	Reproval, Irony, Command, Rhetorical question	Verbal
12	User C	Taunt	Arsenal	Denial, Hyperbole	Verbal

Note. The table presents the actions, resources, and modalities showcased in the first videogames arena.

2.3.2.2. Videogames Arena # 2 – The Patent Lawsuit. Table 7 presents the classification of the interactions extracted from the second videogames arena.

Table 7. Actions, Resources, and Modalities from the Second Videogames Arena.

No.	User	Action	Resources		Modality
			Type	Tools	
1	User Y	Revelation	Arsenal	Concession, Comparison	Verbal
2	User X	Dialectical challenge	Arsenal	Conditional, Denial	Verbal
3	User W	Taunt	Weapon	Irony	Verbal

4	User V	Taunt Vituperation	Maneuver	Ridicule, Insult	Verbal
5	User W	Vituperation	Weapon	Accusation	Verbal
6	User V	Taunt	Arsenal	Denial, Irony	Verbal
7	User W	Revelation	Arsenal	Conditional, Denial, Comparison.	Verbal
8	User V	Taunt	Arsenal	Ridicule, Sarcasm, Denial	Verbal
9	User W	Revelation	Arsenal	Reproval, Denial, Explanation	Verbal
10	User V	Revelation	Arsenal	Conditional, Explanation, Denial	Verbal
11	User W	Dialectical regulation Revelation	Maneuver	Paraphrase, Reproval, Explanation	Verbal

Note. The table presents the actions, resources, and modalities showcased in the second videogames arena.

2.3.2.3. Politics Arena – Expectations after Trump’s Triumph. Table 8 presents the classification of the interactions extracted from the politics arena.

Table 8. Actions, Resources, and Modalities from the Politics Arena.

No.	User	Action	Resources		Modality
			Type	Tools	
1	User 2	Revelation	Weapon	Explanation	Verbal

2	User 3	Revelation	Arsenal	Forecast, Hyperbole	Verbal
3	User 4	Imperative Taunt	Maneuver	Command, Ridicule	Verbal
4	User 3	Imperative Revelation	Maneuver	Command, Quotation	Verbal - Hypertextual
5	User 4	Imperative Revelation	Maneuver	Command, Explanation, Comparison, Denial	Verbal
6	User 5	Vituperation Taunt	Maneuver	Direct quotation, Explanation, Ridicule, Insult	Verbal
7	User 4	Dialectical challenge	Weapon	Question	Verbal
8	User 6	Imperative Taunt	Maneuver	Command, Irony	Verbal
9	User 7	Vituperation Taunt Imperative	Maneuver	Command, Comparison, Denial, Ridicule, Emphasis, Forecast	Verbal - Iconic
10	User 3	Taunt Vituperation	Maneuver	Irony, Insult.	Verbal
11	User 5	Taunt	Weapon	Rhetorical question	Verbal
12	User 4	Taunt	Weapon	Irony	Verbal

13	User 5	Dialectical challenge	Weapon	Rhetorical question	Verbal
14	User 4	Dialectical challenge Dialectical regulation	Weapon	Correction	Verbal
15	User 5	Dialectical challenge	Arsenal	Quotation, Rhetorical question	Verbal
16	User 4	Dialectical challenge Imperative	Maneuver	Petition	Verbal
17	User 5	Dialectical regulation	Arsenal	Quotation, Explanation	Verbal
18	User 4	Dialectical regulation	Weapon	Clarification	Verbal
19	User 5	Revelation	Arsenal	Explanation, Quotation	Verbal - Hypertextual
20	User 7	Taunt	Weapon	Irony	Verbal

Note. The table presents the actions, resources, and modalities showcased in the politics arena.

2.3.3. User Skill Calculation

2.3.3.1. Videogame Arena #1 – Palworld vs Pokémon. The transformation of the interactions between the users in this arena to quantifiable data develops the following calculation for the skill:

User's Skill = Number of Comments by the User * (Number of Actions by the User ÷ Variety of Resources + Variety of Modalities) / Number of Users in the Arena

$$S [\text{User B}]: 6 * (12 + 11 + 1) / 3 = 48$$

$$S [\text{User C}]: 6 * (7 + 8 + 1) / 3 = 32$$

This arena presents the clash between [User B] and [User C] in the comment section of the post made by [User A]. The latter did not participate in the altercation. The user skill calculation shows an advantage from [User B] over [User C] by a significant range, despite both participants displaying the same number of published comments. The explanation behind this consists of [User B] employing a higher quantity and wider variety of actions and resources, respectively, than their opponent.

[User B] makes their initial comment by refuting the contents of the post done by [User A]. For that purpose, they make use of tools such as a list to establish a comparison, explanations and emphasis techniques. To which [User C] responds that their efforts are ineffectual while they use a tone based on ridicule. This response marks the beginning of the arena's conflict.

In the arena, [User B] primarily employs dialectical regulations and revelations against [User C], who is attempting to disregard them. To reinforce their statements, the former uses diverse literary items to paraphrase and make emphasis, while also directly quoting the comments from the latter. [User B] also utilizes rhetorical questions and denials to cast doubt on the stance of [User C], whose low number of actions and resources prevent from lowering their adversary's advantage within the confrontation.

2.3.3.2. Videogame Arena #2 – The Patent Lawsuit. The transformation of the interactions between the users in this arena to quantifiable data develops the following calculation for the skill:

User's Skill = Number of Comments by the User * (Number of Actions by the User ÷ Variety of Resources + Variety of Modalities) / Number of Users in the Arena

$$S [\text{User W}]: 5 * (6 + 8 + 1) / 5 = 15$$

$$S [\text{User Y}]: 4 * (5 + 7 + 1) / 5 = 10,4$$

The arena commences when [User W] intervenes in the discussion between [User Y] and [User X] in the comment section of the post made by [User Z], with [User V] responding to them afterwards. The conflicting users then demonstrated that they know each other, and the exchange results in [User W] having the advantage by a relatively narrow margin. This was due to the latter providing more comments in the discussion than their rival, which consequently allowed them to display a wider range and variety of actions and resources. If [User V] had been more engaged in the clash, they would have had the opportunity to equalize or even surpass their opponent in conflict skill.

2.3.3.3. Politics Arena – Expectations after Trump's Triumph. The transformation of the interactions between the users in this arena to quantifiable data develops the following calculation for the skill:

User's Skill = Number of Comments by the User * (Number of Actions by the User ÷ Variety of Resources + Variety of Modalities) / Number of Users in the Arena

$$S [\text{User 3}]: 3 * (5 + 6 + 2) / 7 = 5,6$$

$$S [\text{User 4}]: 7 * (11 + 10 + 1) / 7 = 22$$

$$S [\text{User 5}]: 6 * (7 + 6 + 2) / 7 = 12,8$$

$$S [\text{User 7}]: 2 * (4 + 7 + 2) / 7 = 3,7$$

This arena presents more than two individuals engaged in a virtual combat. It starts with [User 3] responding to [User 2]'s comment in the post of [User 1]. With that, more users join the discussion. Particularly, [User 4] is the participant that demonstrates greater discursive dominance in the arena. This stems from a clash they maintained with [User 3], and henceforth with [User 5]. In their altercations, [User 4] employed all six kinds of actions, markedly dialectical challenges and imperatives. Accordingly, they made use of a more varied set of resources than their opponents. Additionally, they are the user with the highest number of comments published in the arena. Another user which had a confrontation with [User 3] was [User 7], however, their limited participation restricts them from the discursive advantage. Overall analysis indicates that [User 4]'s persistence of engagement throughout the arena allowed him to have the advantage, despite that the other users utilized additional modalities of combat such as the hypertextual and the iconic.

2.4. Discussion

One of the main objectives behind this internship consisted of testing the consistency of the theoretical categories from the public disputes analytical model, developed by Olave and Rodríguez (2024), on the social networking platform Reddit. In order to do it, three discussion threads from the aforementioned website were examined. While two of these threads held disputes related to videogames, the remaining thread was centered on the field of politics. These three threads were organized into three combat arenas. Analyzing and comparing the interactions between the participants in these arenas will reliably permit performing the microanalysis of the model.

To reiterate, the first videogames arena presented a comparison between the fantastic creatures featured in the franchises Pokémon and Dragon Quest, where users claimed that those

from the former franchise were a plagiarized version of the latter. Such comparisons arose due to the altercations among the supporters of the former gaming saga and the game called Palworld. The second videogames arena, had similar roots to the previous arena. But in this case, it was focused on a lawsuit filed by Nintendo, the co-founder and publisher of the Pokémon franchise, against Pocketpair, the company that released Palworld. In turn, the politics arena followed the feud provoked by Donald Trump's upcoming victory in the American Presidential Elections back in late 2024.

An initial point for comparison lies in the number of users involved in each of the arenas. By observing tables 3, 4, and 5, it is possible to determine the number of different users that commented in the arenas. To clarify, those tables correspond to the written transcriptions of the first videogames arena, the second videogames arena, and the politics arena, respectively. In this vein, the first videogames arena presented 3 commenting users and the second videogames arena presented 5 commenting users. Whereas the politics arena presented 7 commenting users. The difference is evident: more users left a comment in the politics arena. And because of it, the politics arena is larger than the two videogames arenas.

Similarly, another noticeable dissimilarity extracted from tables 3, 4, and 5, is found at the variation of the scores in each of the arenas. Their initial posts already present a significant breach in terms of upvotes. The initial post from the plagiarism arena has 88 upvotes, the initial post from the lawsuit arena has 31 upvotes, and the initial post from the politics arena has over 19,000 upvotes. This disparity continues at the scores of the follow-up comments of the initial posts of the arenas. In the first videogames arena, the first comment has 3 upvotes, the second comment has 2 upvotes, and the third comment has 1 upvote. In the second videogames arena, the first comment has 5 upvotes, the second comment has 1 upvote, and the third comment has 1

upvote as well. And in the politics arena, the first comment has more than 8,600 upvotes, the second comment has 82 upvotes, and the third comment has -8 downvotes. These numbers showcase a more extensive user interaction in the politics arena. And more notably, this was the only arena with comments that gained a negative score. This suggests that the users within it presented a more adversative behavior towards each other than the participants of the two videogames arenas.

The previous statement is reinforced by the observation of the dates in which the starting post and the corresponding comments in the arenas took place. Wherein, the starting comment in the first videogames arena was published on January 25, 2024, its follow-up comment was posted on January 30, 2024, and the final comment was posted on February 5, 2024. Likewise, the starting comment in the second videogames arena was published on January 28, 2024, its follow-up comment was posted on February 5, 2024, and the final comment was posted on October 16, 2024. Notably, the videogames arenas began and concluded at different dates. However, this does not occur with the politics arena. This is because its starting comment, follow-up comment, and final comment were all published on November 6, 2024. Consequently, the politics arena took place in its entirety within one single day. Thus, depending on the topic of discussion, the resulting altercation would turn more or less intense and immediate.

Before continuing the comparison of the arenas, it is necessary to point out that despite that the videogames arenas did not have as much user participation or interaction than the politics arena, the conflict still developed in them. This proves that no matter the topic of discussion, disagreements will suffice and therefore, there is always the possibility that a dispute will start. According to the framework of Olave and Rodríguez (2024), it is possible to study and analyze these disputes in the form of combat arenas.

Having clarified this, it is relevant to discuss how different the reasonings behind the disagreements in the arenas are. On the one hand, the politics arena presents the divergence between two contrary political ideologies; more specifically, between left- and right-wing ideologies. On the other hand, the videogame arenas, which is mainly composed of gamers, show an altercation where the users differ on their alleged expertise concerning the elements of a game. These reasons are explained below.

For the politics arena, Olave and Rodríguez (2024) explained under the name of such a discrepancy of ideals ideological polarization. It can be defined as the difference regarding the concepts of the state, the economy, and society within a political background. Villa-Gómez et al. (2024) complement this concept by stating that ideological polarization also involves the discussion about how a country should be run, the modes of governance, the favored public policies, and the orientation of the values, beliefs, and ideas. It is important to mention that this sort of polarization entails neither the verbal or physical aggression among two or more groups that do not agree with each other's set of beliefs. However, if these sets of beliefs become more radical against opposing groups with the passage of time, an affective repudiation from the groups towards each other commences to develop (Crespo Martínez et al., 2021). It reaches to the extent that explicit forms of aggression begin to take place, known as affective polarization. Therefore, the politics arena displayed a case of ideological polarization which deviated into affective polarization.

For the videogames arenas, they follow a different theme from those examined by Olave and Rodríguez (2024), which were primarily focused on political subject matters. Furthermore, these arenas do not have the participation of users with polarized political beliefs, but gamers that disagree regarding their alleged expertise of the technical and aesthetical elements of a

videogame. This idea is supported by Xue et al. (2019), who claim that “many gamers voluntarily contribute their time and resources in organizing and reviewing a game's history, design concepts, main characters, rules, regulations and anecdotes around the game” (p. 850). All things considered, numerous unpeaceful debates may develop around such a concentration of created knowledge. And these discussions, as seen in the examined arenas, consist of the involved parties attempting to prove their opponents wrong.

Now, the next aspect to compare between the arenas is their use of actions of strength. One noticeable point of comparison is the number of actions employed. The first videogames arena presented a total of 19 actions of strength. The second videogames arena presented a total of 13 actions of strength. And the politics arena presented a total of 30 actions of strength. These numbers aid to demonstrate that the politics arena presented more intense and aggressive interactions than the videogames arenas.

Another comparable element with regard to the actions of strength is the type utilized in each of the arenas. The first videogames arena showcased a total of 0 vituperations, 3 taunts, 1 imperative, 3 dialectical challenges, 6 revelations and 6 dialectical regulations. The second videogames arena showcased a total of 2 vituperations, 4 taunts, 0 imperatives, 1 dialectical challenge, 5 revelations and 1 dialectical regulation. And the politics arena showcased a total of 3 vituperations, 8 taunts, 6 imperatives, 5 dialectical challenges, 5 revelations and 3 dialectical regulations. By looking at these numbers, it is possible to create the following statement: while the politics arena displayed more vituperations, taunts, imperatives, and dialectical challenges than the videogames arenas, the latter displayed more revelations and dialectical regulations.

The aforementioned statement contains various implications regarding the conflicts that took place in the arenas. Once again, the politics arena is proven to contain a more aggressive

verbal participation from the users in it, given that it presented the larger quantity of vituperations, taunts, imperatives, and dialectical challenges. Similarly, the politics arena was the only one in which the three different dispute modalities were used: verbal, iconic, and hypertextual. This evidences that the participants in a politics arena can be quite ingenious at the moment of expressing their displeasure towards the people they disagree with. It all aligns with the procedure that affective polarization handles. Villa-Gómez et al. (2024) explain that when individual groups with separate political views are in the process of distancing from each other, they tend to make use of various devices that promote indignation, rage, fear, and hatred. By doing so, they obtain a preconceived view on who their enemies are based on the reactions of other people. In the meantime, gamers in the videogames arenas demonstrate through the actions of strength they used the most, revelation and dialectical regulation, the desire of maintaining the information displayed and the order of the dispute under control. Such ambitions are consistent with what Xue et al. (2019) explain about gamers. Basically, they state that knowledge and expertise for gamers represents a part of their identity, and one of their priorities relies on going against the spread of misinformation online. All of these implications about the conflicts in the three arenas permit starting the creation of an online profile on both political partisans and gamers.

A supplementary element for the design of the above-mentioned profile for the users in the arenas can be found in the diversity of resource tools exercised. These tools can be organized in four groups: tools exclusive for the videogames arenas, tools exclusive for the politics arena, tools that were used in both the politics arena and one of the videogames arenas, and tools that were used in all three arenas. This description of the users from the arenas based on the literature and their respective resource tools will be explained.

As for the politics arena, the resource tools only used in it include: clarification, correction, forecast, petition, question, and quotation. Additionally, the tools that the arena shared with at least one of the videogames arenas are: emphasis, command, hyperbole, rhetorical question, insult, and direct quotation. These tools are coherent in the matter that the politics arena is involved with affective polarization. Villa-Gómez et al. (2024) explain that it is natural for politically polarized groups to utilize various derogatory instruments. These instruments may include: moral disqualification of the adversary, oversimplification of their point of view, exacerbation of disputes in daily interactions, and personalization of political events. Moreover, these heated controversies occur when left-wing and right-wing supporters as separate groups detect that their opponents have extreme points of view in a political background. This leads them to feel endangered, making them perceive each other as enemies. Crespo Martínez et al. (2021), thereupon, assert that conglomerates of political partisans have the tendency of exaggerating their level of disagreement towards their opponents. That way, they can increase the sentiments of identity and belonging that they feel regarding the political party that they support. This comes from the basis that some individuals, in an effort to prove their relevance to the group they claim to be a part of, showcase behaviors which can be catalogued as aggressive and irrational (Fernández & Holgado, 2022). Overall, one can define the members of the politics arena as individuals that, due to their attachment to a political current in particular, verbally act aggressively toward those who are not in favor of their beliefs.

For their part, the videogames arenas exclusively made use of resource tools such as: adversative discourse, assumption, list, paraphrase, reproof, accusation, concession, and sarcasm. These tools, along with the ones shared with the politics arena, were employed by the opposing forces of the conflict with the purpose of providing what was considered as reliable

information in the first place. When such thing resulted to be ineffective, the altercations gave a more aggressive turn. This pattern aligns with what Xue et al. (2019) explain about how being an expert is so important for gamers, to the point where it can be the origin source for many altercations. Other literature on gamers describes them as social individuals online. Tseng et al. (2022) explain that social aspects in gaming like cohesion between friends, social identity and interaction networks are of much relevance for gamers. They also identified playing habits, interpersonal influence, and sense of community as social causes frequently discussed within the gaming background. Besides, during a verbal dispute they are prone to apply tools like insults, interruptions, and blames (Sun et al., 2025). In summary, the online gamers in the arenas can be distinguished as very social people that care for the alleged true facts to be disseminated regarding the elements of the games they play and, therefore, partake in controversial interactions when something that is perceived as untrue is spread.

Before concluding this section, it is pertinent to mention those resource tools which were used in the three observed arenas. Those were: denial, explanation, comparison, ridicule, and irony. One particular aspect regarding these tools is that they are not only for online quarrels, but for those that take place in offline settings as well. Yelnikova and Yushkevych (2025) interpret aggression in speech as an act in communication that replace physical attacks. They state that verbal aggressions can include “an insult (including rude language), mockery, threats, unkind remarks, wishing evil, or categorical demands that ignore generally accepted norms of etiquette” (p. 20). Furthermore, verbal aggressions are utilized in the endeavor of exerting dominance over the opponents in a conversation, similar to what occurs in discussions at social networking sites. Additionally, the offline verbal interaction is nullified once it becomes physical, which also

happens in virtual arenas when the participants break the rules of the social media platform they are using.

Another angle to point out corresponds to the reasons for which offline clashes occur. The grounds for conflict, like in online settings, vary. The factors may include “differences in goals, values, beliefs and opinions; competition over power or limited resources; or miscommunication/gaps in sharing or interpreting information” (Beheshtifar & Zare, 2013; as cited in Ron, 2025, p. 2). The same happened in the examined arenas: there were disagreements in political and recreational backgrounds. Taking this into account, social networking sites can be seen as instruments that people use to express their disdain with each other. Reddit, for example, is preferred for the anonymity it can provide to the users when interacting and the ability it provides to develop communities in a simple manner (Proferes et al., 2021; Xue et al., 2019). In other words, aggressive altercations can transpire whether in online or offline settings.

Based on the foregoing discussion, despite that the three arenas followed different contexts, such as videogames and politics, they maintained the same dispute logic encompassed by Olave and Rodríguez (2024). It was also displayed that more than one reason for conflict exist, and depending on it, the altercation will be more or less intense. Such intensity can be measured by examining elements from the discussions such as the frequency of response from the users, the resource tools they use, the modalities they convey, the number of people involved, etc. Likewise, conflict can also take place in either an offline or online setting. Crucially, when a disagreement occurs, a dispute worth observing will occasionally arise.

3. Conclusions

3.1. Reddit's Adaptability to the Combat Arenas Model

The objectives of the present internship research stipulated the application of the combat arenas model, developed by Olave and Rodríguez (2024), on the social media platform Reddit to carry out its microanalysis. Considering that the model was not originally implemented on said site, it was necessary to study the affective affordances that it offered towards conflictual interactions. In the same vein, many decisions were made in order to produce a positive outcome for the research. This section will both explain how the implementation process of the model to Reddit, and compare Reddit's affective affordances with those from X, Facebook and YouTube; the sites analyzed by Olave and Rodríguez (2024).

Starting with the implementation of the model on Reddit, as stated multiple times throughout the paper, three discussion threads from the site were chosen to be examined: one focused on a political topic, and two with the discussion focused on videogames. The former was a topic covered in the discussions studied by Olave and Rodríguez (2024), whereas the latter was not. The introductory segment of this paper explained that the topic of videogames, one with a recreational backdrop, was picked for observation due to it being a considerable source for disputes. From that perspective, it was natural to scrutinize the conflicts within two discussion threads with that subject matter instead of only one.

Now, there were certain difficulties regarding the search of threads for the study in the area of videogames. Conflictive interactions were easily found, however most of them did not meet the requirements stated by Olave and Rodríguez (2024) to be organized in combat arenas. In short, the users in those discussions were indeed arguing in a negative manner, but their verbal

attacks were directed towards third parties rather than at each other. Yet, that did not prevent the identification of the two videogames arenas studied in this research.

After performing the interaction syntax and transcribing the contents of the arenas, the next step was to identify the actions, resources, and modalities performed within them. As for the actions of strength, the interactions from the three arenas were classified without difficulty. All of the transcribed comments fit in the conceptualization of one or more of the six categories of actions of strength defined by Olave and Rodríguez (2024). There was no need to add a new classification of action of strength for any of the statements performed at Reddit. The same phenomenon occurred when inquiring the arena interactions in relation with the resources from the model. Each of the interactions from the arenas were allocated according to the type of resource they belonged to. Furthermore, no complications appeared when identifying the resource tools utilized by the users. Similarly, the research adapted the comments from the three arenas to the three explained modalities in the model. Overall, the posts from Reddit proved to be acceptable to the concepts from the combat arenas model.

The next step was to perform the user skill calculation on the interactions extracted from the arenas. For this task, the research utilized the formula developed by Olave and Rodríguez (2024). After performing the calculations, the data obtained from them was interpreted. This procedure was also straightforward.

Before addressing the next point, it is necessary to mention that these processes of adjusting the comments from Reddit to the model, and calculating the user skill index for the three arenas were carried out using terms in the Spanish terminology. This was because Olave and Rodríguez (2024) developed the model and carried out the further research in that tongue. Given that this internship research is part of the Bachelor's Degree in Foreign Languages at UIS,

it was primordial the translation of those terms from Spanish to English. In short, the terms were adapted to the new language when the classification was confirmed to be effective by the thesis supervisor.

Moving towards the comparison between Reddit and the other social networking sites studied by Olave and Rodríguez (2024), there are plenty of similarities and differences to point out in regard to their affective affordances.

The first aspect to mention lies on the topic of subreddits. They are similar to hashtags on X, community posts on YouTube, and groups in Facebook in the sense that they are useful to build online user communities. Even so, these features differ from subreddits at the part that they are optional. Every single post at Reddit must obligatorily belong to a subreddit. This detail directly affects how rules apply at Reddit in terms of commenting and content-posting. “While there are a few overarching Reddit rules about content, subreddits vary considerably regarding what they allow, and in their specific cultures and norms” (Chandrasekharan et al., 2018; Fiesler et al., 2018; as cited on Proferes et al., 2021, p. 2). This adds a feeling of territoriality to Reddit posts taking into account that each subreddit has its own set of rules and manners to regulate user interaction, given that they are both user-created and user-moderated.

Another general feature of Reddit in relation with other social networking sites in the anonymity it offers to users. “Site-wide norms discourage participation with one’s real name as a privacy-protecting measure” (Proferes et al., 2021, p. 2). Olave and Rodríguez (2024) discussed this matter while describing the affordances of X, YouTube, and Facebook. In short, anonymity can encourage online users to be open when it comes to share content. But at the same time, it gives them free rein to display aggressive and dominant behaviors. This opens a road to obtain varied material for the research of combat arenas. “Because users may feel as though they can

speak freely on Reddit as a result of fairly permissive content policies and the anonymity afforded, researchers may be collecting sensitive discussions” (Proferes et al., 2021, p. 2). To clarify, some subreddits restrict their posts to be used as research material due to possibly having sensitive content. Despite that, Reddit presents qualities that provides additional insight to the research of conflictive interactions in social networking sites.

With regards of posts in Reddit, they mostly share similitudes with those from X, Facebook, and YouTube, with some important differences. As a start, they align with the positioning in which the comments are placed below the posts. Conversely, there is one peculiarity from Reddit in this affair. It consists that the rules, along with the main information of the subreddit the post belongs to, are displayed in the sidebar on the right of the post. That way, users can check the actions they are allowed to do before posting a comment.

Other thing concerning posts in Reddit is that they present a grading system like that of YouTube. Reddit permits users to upvote and downvote a post, whereas YouTube permits them to push either the “like” or “dislike” buttons. The difference between them consists of Reddit displaying the difference between upvotes and downvotes, so it is possible to note the reception that a post obtained; the same occurs with the comments below a post. Another thing to compare relies on Reddit’s awarding system, which is similar to Facebook’s reaction emoticons. But, as a previous section stated, in order to provide such awards to either a post or a comment, it is necessary to pay for them using real currency. Meanwhile, Facebook’s emoticons are meant to be used for free. As can be seen, Reddit showcases qualities comparable to those from X, Facebook, and YouTube, in terms of being useful for research focused on combat arenas, although with its own distinctiveness.

For the aspect of the comment sections in Reddit posts, as it was explained above in the research, it provides its own features. The most immediate example is found at the ability to sort the comments, which is also seen in YouTube and Facebook. Nevertheless, Reddit offers more options to order them. Within those options, it is included the one to organize the comments concerning how controversial they can be, a useful resource to find aggressive interactions below a post. The comment section at Reddit in addition, offers the ability to search for comments that contain a specific word or set of words. It is a characteristic that does not appear in the other analyzed social networking sites. Moreover, besides allowing the post of “emojis” in the comments, Reddit does not give the possibility to send animated pictures in the comments like Facebook does. Instead, it presents the option to change the format of the text in the comments. One of these possible changes of format entailed setting words in bold or italics, which are useful to make emphasis to statements. Besides, the format options allowed to quote specific fragments of preceding comments. Such an option can be considered as an effective tool to employ in an online conflict. These qualities of Reddit are worth to be considered at the moment of studying a combat arena from the site.

Another feature of Reddit’s comment system occurs when a post is either archived or locked. It is a characteristic that it shares with X when the comments from a post become restricted. In those scenarios, it is no longer possible for a user to interact with a post. However, the comments and further interactions from it remain visible. From this, the agonistic elements from the post can still be examined. Also, generally speaking, Reddit comments allow a large number of characters to be written like those from Facebook. They also put in display the exact date and hour in which the comments were posted, like Facebook and X. In addition, they are

placed in the page in such a way that it is not difficult to identify the order of the comments. Elements like these facilitate the task of transcribing a combat arena that comes from Reddit.

Finally, despite the restrictions that Reddit might present for the interaction among users, the conflicts that generated the arenas still occurred. Such phenomenon was defined by Olave and Rodríguez (2024) as *eristic*. According to it, the users adapted their aggressions in order to go undetected by Reddit's moderation system. And at the same time, Reddit offered tools and resources for the users to employ in their combats. Combats which presented a different variation in terms of thematic and language from the ones previously examined at X, Facebook, and YouTube. Accordingly, the process of studying such variations using the model was carried out with no major setbacks. This aids to confirm that Reddit can provide its own contribution regarding the study of combat arenas.

3.2. Bachelor's Perspective on the Research

Returning to one of the topics covered at the introduction of this paper, this section is focused on the perspective of a student from the Bachelor's Degree in Foreign Languages at UIS. The primary topic of discussion within this ground consists of a professor's stance on students' use of social networking sites. Correspondingly, this line of thought revolves around the concept of technological pessimism, which was approached by Olave and Rodríguez (2024).

In essence, technological pessimism consists of perceiving any technological advance as a threat for humankind. Vilouta Rando and Pellegrini (2021) specify that it is a perspective that, "since the middle of the 20th century, became popular both in intellectual circles and in popular culture, becoming one of the most common ways of thinking about technology" (p. 46). It is a concept that directly clashes with technological optimism. Such a stance proposes all forms of technology as docile and manageable systems with foreseeable risks which can be handled with

no difficulty by humans. Whereas in response, technological pessimism sees technology as an uncontrollable and autonomous force which has the potential to deprive humanity of its rights. This quarrel between mindsets provokes a dichotomy to be developed. Ramírez (2025) criticizes that such dichotomy simplifies a much more complex reality, which limits individuals' ability in an effective and ethical manner with technological advances. These conceptions of technological pessimism, technological optimism, and the dichotomy surrounding them are also visible revolving the discussion of online combat arenas.

Within the context of this paper, a techno-pessimistic point of view would be to assume that all social networking sites should be completely forbidden for students to use since they encourage the latter to be aggressive towards each other. At the same time, a techno-optimistic stance is to assume that these disputes should not occur in the first place, because Reddit has rules and normative procedures to control this kind of interplays. The findings presented in this paper aid to refute both of these claims.

On the one hand, in regards of technological pessimism, one of the previous sections presented that verbal altercations like the ones examined in the arenas can also occur in an offline setting. In polarized political backgrounds, for example, Villa-Gómez et al. (2024) state that fights can unfold in social life and everyday relationships. Therefore, prohibiting social media access to students will not stop them to argue over a disagreement. The most likely outcome will be that they will find other forms of showcasing a conflict. On the other hand, in the case of technological optimism, the previous part of this chapter revealed that despite Reddit's regulations towards the interaction among its users, the conflict evidenced in the arenas was produced. Olave and Rodríguez (2024) demonstrated that, besides other factors, users find their way to have quarrels between one another in social networking sites without alerting their

security measures; that is when the concept of eristic appears. Overall, this information verifies that the technological pessimism and optimism debate is not that simple, there are plenty of aspects to be considered, and papers such as this can raise them up.

From the author's perspective, it is important for teachers to know how these social networking sites work. Given that they make a noticeable part of society nowadays, teachers are tasked to learn regarding the online practices that can be done along with the environment within them. By doing so, professors can define strategies to regulate the behavior that students might showcase when they go online. López García (2019) compliments this idea by arguing of the relevance of teachers recognizing the advantages, disadvantages, possibilities, and dangers of social networks, so they can raise awareness to students on the responsible employment of the sites. Students should additionally be given knowledge in relation to the implications of signing a confidentiality agreement, the manner in which personal data is used in a server, and the kind of files that should and should be not uploaded online. Ultimately, a professor from any educational institution also has the duty of educating students on the forms to properly act in a community; and that includes those from online spaces.

3.3. Final Conclusions

This internship research aimed to perform a qualitative microanalysis of the public disputes analytical model developed by Olave and Rodríguez (2024). To that end, one of the necessary objectives to accomplish was to test the consistency of the theoretical categories from the model in three discussion threads on Reddit. Such discussion threads were organized in three combat arenas with diverse reasons for the users to virtually fight each other. Two of the confrontations focused on a recreational topic: videogames. While the other confrontation was focused on politics. All of the interactions catalogued in the three arenas were categorized

without difficulty according to their actions of strength, dispute resources, and modalities. Thus, the classifying terminology from the public disputes model can be utilized on a different social networking site with diverse subjects.

Another of the required objectives for the microanalysis of the model was to test its calculation method of the digital dispute skills in the participants of the arenas. Such task was carried out and the data obtained from the calculation was interpreted for the analysis of the arenas. To clarify, it was necessary to adapt the terminology from the formula due to the language in which this paper is written. Additionally, after performing the comparison of the arenas, it was demonstrated that the theme of a discussion affects the intensity, the environment, and the number of individuals that partake in the fight. The politics arena showcased numerous users with polarized political ideologies, who became hostile with one another; that is, they presented a case of ideological polarization deviated into affective polarization. Whereas the videogames arenas showcased a smaller number of users against each other for the knowledge they claimed to possess about a game. These arenas contributed to the conversations regarding the differences between online and offline conflicts, along with the troubling dichotomy between technological pessimism and optimism. Consequently, the implementation of the model on Reddit verifies that it can be effectively used on diverse social platforms, dispute themes, and languages.

The third objective for the microanalysis involved comparing the influence of Reddit's affordances on the functionality of the model in relation with the other studied sociodigital networks: YouTube, Facebook and Twitter. This procedure was done in a previous section of this chapter. Overall, Reddit exhibited both similarities and differences in its affordances when comparing them with the other sites, which contributes to the study of combat arenas.

The microanalysis process concludes that the research model developed by Olave and Rodríguez (2024) can be effectively implemented on Reddit. The interactions obtained from the site can be classified within the model's terminology. The formula for users' dispute skills can be applied for its data to be further examined without setbacks. And the affordances from Reddit guarantee that the users have numerous tools engage in conflict. This procedure also demonstrated that disputes with backgrounds different from politics can also be studied by using the model. Continued application of the model to diverse social networking sites, topics, and languages could contribute to the study of combat arenas.

4. Recommendations

In light that this internship project primarily serves to perform a qualitative microanalysis purposes towards the model developed by Olave and Rodríguez (2024), future investigations with a larger corpus can further explore the subjects discussed in this paper. One initial example is exploring the interactions between the users from other subreddits. Reddit presents a wide variety of communities, each with their own sets of norms, behaviors, and cultures. It can be fruitful to analyze the disputes that might take place in those virtual spaces. Other themes for further research would consist of applying the combat arenas model in other social media sites. For example, Tumblr is a site which, among other features, is focused on sharing traditional and digital pieces of art, encouraging engagement between users. A study with a larger corpus can additionally define the specific features of the English language to consider when it comes to classifying the agonistic interactions between online users. It may also be beneficial for researchers to continue exploring the existing technological dichotomy regarding students making use of social networking sites. A final topic for research is related to the field of

translation. It comes from the basis that the expressions employed in the arenas are mostly made of colloquialisms and terms with exclusive contexts. Furthermore, automatic translation is not prepared to adapt such altercations from one language to another. Overall, investigations with a broader scope can obtain diverse elements to use as a base for research.

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Annexes

Annex A. First Videogames Arena Screen Capture.

← [redacted] r/gaming • 2y ago Monday, January 22, 2024 at 12:00:54 AM UTC

Palworld is ripping off Pokemon!!...ooh wait that is Pokemon ripping off Dragon Quest..whoops

pbs.twimg.com Open

Archived post. New comments cannot be posted and votes cannot be cast.

88 448 Share

[redacted] • 2y ago Thursday, January 25, 2024 at 5:49:48 AM UTC

Whelp, let's go down the list!

- Pokemon = inspiration (origin)
- Zubat/Golbat = vampire bat (real creature)
- Caterpie = Tiger Caterpillar (Taira Clan heraldry)
- Nidoran = carbuncle (mytical creature)
- Pinser = stag beetle (real creature)
- Omanyte = whelk (real creature)
- Shellder = Clam (real creature)
- Rhydon = Rhino (real creature)
- Psyduck = Kappa (mythical creature)
- Gyarados = Eastern Dragon (mythical creature)
- Aerodactyl = Pterodactyl (real creature)
- Geodude = rock-man/golem (mythical creature)
- Koffing = Air Pollution (IDFK, real life?)
- Growlithe = dog (real creature)
- Ghastly = Sogenbi (mythical creature)
- Krabby = Crab (real creature)
- Pidgeot = pigeon (real creature)
- Dragonite = Western dragon (mythical creature)

And lets see... we got a few that are directly NOT the same inspo!!

Like, the analogue to Rhydon is clearly based on a triceratops. And the sabertooth tiger is not a dog.

The only one I could POSSIBLY say is a copied design is Koffing, but even that's a stretch.

3 Award Share

[Redacted] • 2y ago **Tuesday, January 30, 2024 at 9:24:31 PM UTC**

You know people deep throating palworld will choose to ignore this and then say you're riding Nintendo. It's their coping mechanism.

⊖ ↑ 2 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, January 31, 2024 at 6:22:50 AM UTC**

... I mean, that's pretty weird to say, when the whole thing is... not having to do with that? if anything I'm pointing out how NONE of it is plagiarism.

what did you think I meant?

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago • Edited 2y ago **Sunday, February 4, 2024 at 7:19:17 PM UTC**

This list shows me that there is no plagiarism between DQ and Pokemon since the designs are different, but the palworld fans will keep saying those two are copies to help themselves cope with the knockoff designs in palworld

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Sunday, February 4, 2024 at 7:36:32 PM UTC**

No. They're saying they're copies to point out the ridiculousness of the "palworld is a copy of pokemon" argument. It is LITERALLY why I am here. But there is a subset of people who believe it, because they're on the bandwagon and don't understand what people are talking about. Just getting outraged, because they saw someone posting and didn't understand it, for whatever reason.

They're the same people who got angry about palworld using AI or abusing their workers, just led by a different set of misinformation, fueled by their own ignorance.

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago • Edited 2y ago **Sunday, February 4, 2024 at 7:51:14 PM UTC**

Some get that it's a whole different game, and are just calling out the select few monsters that are trace overs.

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Sunday, February 4, 2024 at 9:22:00 PM UTC**

Not *literally* the same people. the same *genre* of person, for lack of a better word. That's why I said "just led by a different set of misinformation" which implies an exclusivity between the two mindsets, about which misinformation they chose to align with.

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago • Edited 2y ago **Sunday, February 4, 2024 at 10:40:39 PM UTC**

The two older titles look like creations inspired by specific animals, the newer title looks to be "inspired" by the previous titles, not the source animal.

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[REDACTED] • 2y ago • Edited 2y ago **Monday, February 5, 2024 at 4:19:48 AM UTC**

whichever it is you consider that.

I feel like i've been pretty clear. Both. I consider BOTH misinformation.

One can look with their own eyes and come to that conclusion.

No. You CANNOT look at it with your own eyes and come to the conclusion that they used AI and abused their workers. It doesn't show, because it isn't true. THAT is the misinformation.

the newer entry looks like it was "inspired" by the previous creation, not the source.

And I never claimed it wasn't? I said that people were misled into believing this game used AI and abused their workers, and your response was 'but their work is inspired by Pokemon!'

Like those things have ANYTHING to do with one another.

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[REDACTED] • 2y ago • Edited 2y ago **Monday, February 5, 2024 at 4:48:04 AM UTC**

Not accusing them of AI, focusing on the select lazy designs that look traced.

↑ 1 ↓ 🏆 Award ↗ Share ...

[REDACTED] • 2y ago **Monday, February 5, 2024 at 5:22:05 AM UTC**

You came in here to talk about how people will ignore me, because they're on Palworld's dick. So far, you are the only person who has repeatedly ignored what I said. Get off Pokemon's dick and stop telling on yourself so much, perhaps?

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[REDACTED] • 2y ago **Monday, February 5, 2024 at 5:29:07 AM UTC**

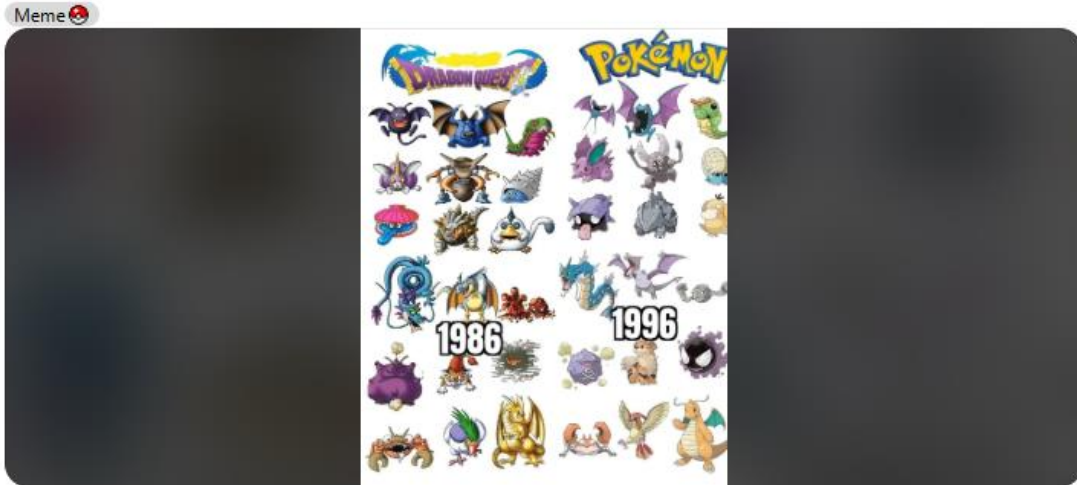
Not on their dick, can safely say the games stopped at 3DS

↑ 1 ↓ 🏆 Award ↗ Share ...

Annex B. Second Videogames Arena Screen Capture.

← **[redacted]** r/MandJTV · 1 yr. ago Sunday, January 28, 2024 at 8:47:18 AM UTC ...

Pokémon was in the same boat many years ago with dragon quest just like Palworld is with pokemon now a days



↑ 31 ↓ 🗨 67 👤 ➦ Share

[redacted] · 1y ago Sunday, January 28, 2024 at 7:51:27 PM UTC

Yeah but Palworld just stole assets and designs off Pokemon instead of making every model uniquely. These Pokemon barely even look like the Monsters they're being compared to, Game Freak actually put in effort to look their own.

⊖ ↑ 5 ↓ 🗨 Reply 👤 Award ➦ Share ...

[redacted] · 1y ago Monday, February 5, 2024 at 6:30:56 PM UTC

People keep claiming this and if it is true then I can guarantee The Pokémon Company has enough money to do something about it and will do something about it. Until that action is taken I'm not going to believe anyone saying this.

⊖ ↑ 1 ↓ 🗨 Reply 👤 Award ➦ Share ...

[redacted] · 5mo ago Saturday, September 21, 2024 at 4:41:09 AM UTC

Well well well.

⊖ ↑ 1 ↓ 🗨 Reply 👤 Award ➦ Share ...

[redacted] · 4mo ago Tuesday, October 15, 2024 at 10:44:26 PM UTC

acting like they got proven wrong when the lawsuit isn't even copyright is hilariously dumb lmao

⊖ ↑ 1 ↓ 🗨 Reply 👤 Award ➦ Share ...

[redacted] · 4mo ago Tuesday, October 15, 2024 at 10:47:12 PM UTC

Dude you're obsessed

⊖ ↑ 1 ↓ 🗨 Reply 👤 Award ➦ Share ...

[REDACTED] • 4mo ago **Tuesday, October 15, 2024 at 10:48:16 PM UTC**

didn't even realize it was you bud

doesn't make my point any less true lol

⊖ ↑ 1 ↓ 🗨 Reply 🏆 Award ↗ Share ...

[REDACTED] • 4mo ago **Tuesday, October 15, 2024 at 11:21:12 PM UTC**

And that doesn't change my point that Palworld aped Pokémon designs and arts style, and it wouldn't even have been on Nintendo's radar if it didn't look so similar.

⊖ ↑ 0 ↓ 🗨 Reply 🏆 Award ↗ Share ...

[REDACTED] • 4mo ago **Tuesday, October 15, 2024 at 11:22:33 PM UTC**

whatever you need to tell yourself kid

it's not like nintendo constantly goes after small companies to a point where it's a joke

⊖ ↑ 1 ↓ 🗨 Reply 🏆 Award ↗ Share ...

[REDACTED] • 4mo ago **Wednesday, October 16, 2024 at 4:17:02 AM UTC**

You're just in denial that Palworld blatantly copies Pokemon designs. Nothing changes that.

⊖ ↑ 0 ↓ 🗨 Reply 🏆 Award ↗ Share ...

[REDACTED] • 4mo ago **Wednesday, October 16, 2024 at 10:16:20 AM UTC**

if they blatantly copied designs the game would've have even came out and they would've been sued over that and not some patent

⊖ ↑ 1 ↓ 🗨 Reply 🏆 Award ↗ Share ...

[REDACTED] • 4mo ago **Wednesday, October 16, 2024 at 2:39:25 PM UTC**

You're just arguing that, "technically legally speaking it's not a copy," when you could just use your eyes and see it's barely skirting the line of originality.

↑ 0 ↓ 🗨 Reply 🏆 Award ↗ Share ...

Annex C. Politics Arena Screen Capture.

r/politics • 2y ago **Wednesday, November 6, 2024 at 10:52:03 AM UTC**

Megathread: Donald Trump is elected 47th president of the United States

Megathread

After winning the key battleground state of Wisconsin early this morning, Donald Trump is projected to win the election and become the 47th President of the United States

Articles that May Interest You

Submission	Domain
Trump wins the White House in political comeback rooted in appeals to frustrated voters	apnews.com
Live election updates: Donald Trump wins US presidency	apnews
Trump will win second term, CNN projects, after historic comeback after losing four years ago	cnn.com
Donald Trump returns to the White House	politico.com
Donald Trump defeats Kamala Harris to win the presidency	independent.co.uk
US election results 2024 live: Trump wins to become 47th president	thetimes.com
Donald Trump defeats Kamala Harris to win 2024 presidential election	cnbc.com
Donald Trump has won the presidential election and will return to the White House	npr.org
How Donald Trump Pulled Off the Greatest Comeback in Political History	newsweek.com
Donald Trump Defeats Kamala Harris, Wins Back The White House	dailywire.com
Trump wins presidency for second time, completing improbable comeback	thehill.com
Donald Trump will be the 47th president of the United States	csmonitor.com
Victorious Trump will likely test democratic institutions at home and abroad	reuters.com

Archived post. New comments cannot be posted and votes cannot be cast.

19K 57K 41 Share

• 2y ago **Wednesday, November 6, 2024, at 10:59:49 AM UTC**

Trump will literally have Senat, Congress and 6/3 (potentially 7/2) Supreme court at his disposal. He will have 4 years to do his bidding, with almost no opposition to stop him

8.6K Award Share

• 2y ago **Wednesday, November 6, 2024, at 12:31:49 PM UTC**

The darkest days are upon us.
We are doomed not only as a country but I'm actually terrified to see what is going to happen to the world.

82 Award Share

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 6:19:11 PM UTC**
Oh zip it. You are doomed. Your philosophies don't match mine. I'm fine. We're fine. We the people are fine. You just zip that mouth of yours and accept it. Brighter times are upon us who disagree with the state of America. I'm personally happy to see us go back into a time where you fuck around you get delt with. TRUMP 2024 🔥

⊖ ↑ -2 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 7:01:09 PM UTC**
Good job sheep.

⊖ ↑ 2 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 11:29:38 PM UTC**
Proud to be an American

↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 2:58:46 PM UTC**
Calm down lol

⊖ ↑ -8 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 3:14:58 PM UTC**
[Don't tell me to calm down](#)

⊖ ↑ 4 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 3:44:16 PM UTC**
Turn off your phone, go relax somewhere, realise that it is what it is, and just like Republicans receive a bias and rage inducing opinion on Democrats through media, the same will apply for Democrats. Life goes on and I promise your rights are not going to be stripped away.

⊖ ↑ -3 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 4:53:35 PM UTC**
Women's rights have literally been stripped away because of this idiot. The fuck you mean "I promise your rights are not going to be stripped away."

Foh forreal. lol

⊖ ↑ 3 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 6:17:10 PM UTC**
Just stop having sex with men. American women... just have sex with each other for 4 years. But for real, though, lock up the puss

↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 5:37:01 PM UTC**
How have they been

⊖ ↑ 0 ↓ 🏆 Award ↗ Share ...

[Redacted] • 2y ago **Wednesday, November 6, 2024 at 7:23:14 PM UTC**
Have you been living under a rock?

⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 7:39:06 PM UTC**
Great explanation
⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 7:48:35 PM UTC**
Does it really need to be explained?
↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 7:51:05 PM UTC**
Up to you but I didn't ask because I know
⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 10:23:19 PM UTC**
[-] zack_the_man [score hidden] 4 hours ago
How have they been
Are you fucking with me?
⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 10:25:36 PM UTC**
Please tell me how, it's a simple question.
⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 10:27:46 PM UTC**
I didn't ask because I know
It doesn't need to be explained if we both know. That's just as simple.
⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 10:28:35 PM UTC**
Sorry, what I meant was that I didn't ask the question because I already know. I asked because I don't know. In response to you asking if I'm serious.
⊖ ↑ 1 ↓ 🏆 Award ↗ Share ...

[Redacted] · 2y ago **Wednesday, November 6, 2024 at 10:45:35 PM UTC**
Trump has bragged about killing [Roe v Wade](#).
Something conservatives have been trying to do for a long time.
Roe v Wade protected reproductive rights and the right to access abortion legally ACROSS the country.
↑ 1 ↓ 🏆 Award ↗ Share ...