[www.digitalblare.com](http://www.digitalblare.com)

# Online Game Shows You Shouldn’t Miss

## The Game Theorists [[<https://www.youtube.com/watch?v=q5w6ieaTxGA>](https://www.youtube.com/user/MatthewPatrick13/featured)]

This show is full of ridiculous, but well substantiated, musings about games, plot continuity, and other insights you never thought of about your favorite games.

Can the loveable Mario be diagnosed as a sociopath?

Does the Companion Cube from *Portal* actually have a person stuffed inside of it?

Does the moon in *Majora’s Mask* even matter?

Do Kevin Bacon and Kratos from *God of War* inhabit the same universe?

These are all questions you’ve never considered, but you’re curious now.

## Zero Punctuation [[https://www.youtube.com/watch?v=DCtbhjDcTNI](https://www.youtube.com/playlist?list=PLAbMhAYRuCUhC85vZRvBBdYPJk-9pLN-8)]

Yahtzee, the fast-talking, foul-mouthed, vitriol-spewing Englishman-turned-Aussie reviews a game per week. Unlike some shows that use anger as a gimmick, Yahtzee’s scathing reviews are generally humorous and come from a place of love for gaming, rather than yelling just to yell. His insight from a player perspective is one of the more interesting points out the trappings and clichés of modern games and examines how gameplay, plot, and characterization might be improved over time.

## The Completionist [[https://www.youtube.com/watch?v=4YTHa3chjAE](https://www.youtube.com/playlist?list=PL37DA718ACF6B1323)]

Like many gamers in the trophy/achievement age of games, Jirard Khalil is all about hundred-percenting games. He’s one of the more upbeat and positive reviewers on Youtube with a very overarching love for video games in all forms. Taking a look at games from earlier systems all the way to the current generation, Khalil gives a fresh insight on many of the games he plays and lets fellow completionists know if the completion bonuses are worth the price of admission.

## The Jimquisition [[https://www.youtube.com/watch?v=fgv8rTnG-aA](https://www.youtube.com/playlist?list=PL8B35CA833DCDA9A4)]

Jim Sterling, who recently moved from Destructoid to The Escapist as the reviews editor, hosts a weekly web show where he delves into almost anything game-related that may get overshadowed by the other shows. From character tropes, business models, the hype machine, and a stern look into the mirror of gamer rage, he discusses the industry’s current state and looks at the possible future for it from a guy who’s been looking at it for a long time.

## Extra Credits [[<https://www.youtube.com/watch?v=MuDLw1zIc94>](https://www.youtube.com/user/ExtraCreditz)]

Penny Arcade’s *Extra Credits* is, by far, one of the most interesting shows about video game development, partially because it’s by actual developers themselves. Discussing a wide range of topics such as why games are the way they are, game mechanics, social issues in gaming, art, and how gaming can create change outside of entertainment, James Portnow, Daniel Floyd, Allison Theus, Elisa Scaldaferri, and Scott DeWitt have truly created a gaming analysis show that even those not interested in gaming can appreciate.

## The Speed Demos Archive [[<https://www.youtube.com/watch?v=lzvgMS7caNI>](https://www.youtube.com/channel/UCId5mQSBVAOrOdLdfY1J4VQ)]

Only hardcore gamers need apply here. That’s not said in a condescending “casual vs. hardcore” way either. Just trust us.

You’ve seen *Super Mario Bros.* beaten in five minutes. Maybe even a fifteen-minute *Sonic the Hedgehog* run. But have you seen a two-hour playthrough of *Grand Theft Auto: Vice City*? The videos are full of tips and tricks by gamers who know their way around almost any game imaginable. They also frequently have live streams where they take donations for organizations like Doctors Without Borders, so they’re gaming with a cause.

## Sequelitis [[<https://www.youtube.com/watch?v=8FpigqfcvlM>](https://www.youtube.com/user/egoraptor/videos?tag_id=UC0gEw6pgNkLkkzMwzX4UtHA.3.sequelitis&view=46&flow=grid)]

This show only has three episodes over at Egoraptor’s channel on YouTube, but they’re all great. There’s not much to say about them because of the sparse amount of episodes, but it discusses, from a player perspective, mechanics and trends in sequels that tend to improve or degrade a series.