

KYLE MACHULIS

FOUNDER OF WXXX, MMORGY.COM AND EXPERT ON SEX IN GAMES

Don't get us wrong Kyle, we're all into the 'ladies', but why in the name of marnigan should sex be in games?

Sex is the biggest driving force in human nature. We're genetically programmed to be attracted to things we would like to reproduce with. It's the quickest immersive environment you can get...

Right. Okay. So, are we on the verge of the start of a sexual revolution?

I'd call it an "adult" revolution. Right now, most sex in games doesn't really tie into the plot well, making it seem more hardcore and suspicious. As designers learn to make games for people who enjoy deeper plots versus shock value, sexual situations will become a more comfortable device.

How does the Xbox 360 fit in then? Will it provide a better environment for more 'adult' situations?

Yes and no. State-of-the-art graphics means people expect state-of-the-art games. The closer we get to photo realism, the more people will notice glitches and other issues that detract from the overall 'reality'.

What about LIVE?

Xbox Arcade, combined with parental controls, could be a solution for the issues associated with having an "adult" boxed product in public. Plus, voice chat's already built in - combine that with a modern 3D environment, and the sky's the limit.

DIGITAL LOVE

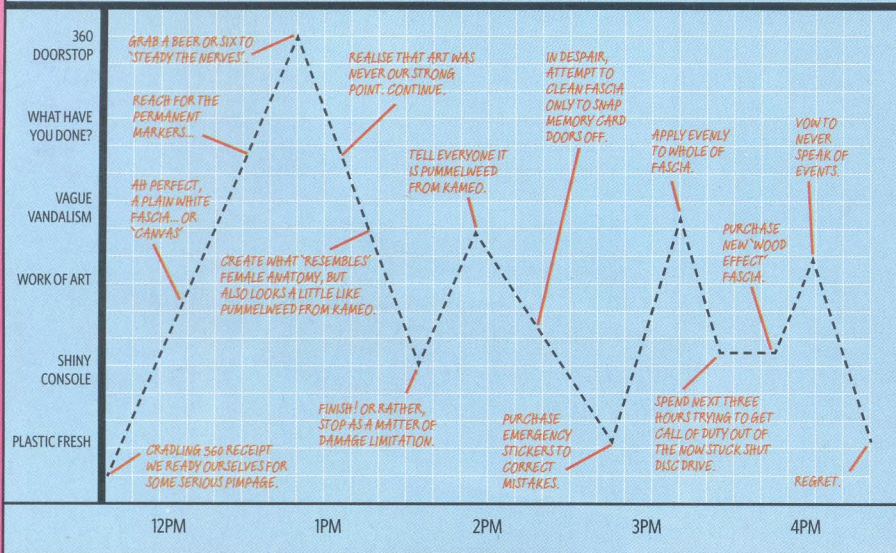
IS FILTH THE FUTURE?

A tidal wave of titillation is heading for XXXBox...



GAMESDAQ

THIS MONTH: Pimping our Xbox 360...



Are the floodgates about to be flung open on a torrent of Xbox porn? If Kyle Machulis of sex-in-games website mmorgy.com is right, big mams and 'the beast with two backs' will soon be as common a sight on your 360 as Master Chief and Ronaldinho's teeth.

Xbox X-raters like *Leisure Suit Larry* and *The Guy Game* show that publishers are increasingly unafraid to thrust sex in your face. But this month brought the unveiling of the first ever Sex In Games Conference - due to be held in San Francisco in June and covering topics like 'Creating Mainstream Erotic Games' and 'Emergent Sex in Video Games'. As gamers as a species get older, the idea of digital nudes grunting away onscreen and polygon faces contorted in ecstasy, isn't silly anymore - it's big business.

It's not just about lashings of porn either. As massively multiplayer online RPGs take a hold on 360 - and hook an increasing number of ladyfolk - there'll be more people 'exploring their sexuality' on LIVE. On PC, there's already been everything from special Valentine's Day events in *World of Warcraft* to escort services and cybersex in *Second Life*. When the Xbox 360 Camera unlocks video chat for all, we can only imagine the possibilities...