

# IS GOONER BAIT REALLY THAT BAD?

There are a lot of complicated definitions about what gooning is; for instance, you can find that gooning is a new kind or an already existing type of self-pleasure with weird techniques not relevant right now, or generally just a term to refer to sexually explicit content on the internet. To not overcomplicate the meaning of **goon** or **gooning**, I'm going to use the meaning I usually give to the word, and that is referring to sexually suggestive or explicit content on the internet or "to lust after," like, lusting over a woman (gooning over a woman) or something like that; just remember that it's usually referring to sexually explicit content and you're good to go.

With that set in mind, recently there's been a lot of people calling a lot of different media like videogames, manga, anime, videos, and many more as "gooner bait", but what is "gooner bait"? To put it simply, because it is, you can define "gooner bait" as a marketing technique where you use sexual content to attract gooners (sexual content addicts, pro-masturbators), and why would you do that? Easy, it's no secret that sexual content always and always will make a lot of money, and naturally gooners are the ones who put the money in. Many don't like this, sometimes to the extreme of invalidating an entire product for being "gooner bait" even if they are using the term for absolutely everything, to my understatement almost every product has some kind of sexual appeal, more evidently on videogames, videos, manga, anime and such where there's a visual aspect, but this kind of practice isn't something new, it already existed and it was not so much of a problem, I mean you have to sell your product right? There were ones that used this resource more mindfully than others but no one really cared that much, some complained here and there, until some years back, the term "gooner bait" started to be used and became mainstream thanks to social media, that's where the problem begins.

After "gooner bait" became mainstream, smooth brains on social media, principally X (Twitter), who could have thought, started to categorize every piece of media with the slightest hint of sexual or suggestive content as "gooner bait", with an evidently bad connotation, this over the years became less prominent, but still a lot of things are being categorized as "gooner bait" when they shouldn't be categorized as that, when I heard the term "gooner bait" and understood it, it was pretty clear it was meant for media where the explicit content is pretty obviously meant to be the main attraction and doesn't have anything more to offer, because it's an easy way to gain money, it was not a term to mindlessly categorize every product with a slight sexual aspect, like exposed skin, as "gooner bait", this bad connotation of the term ended creating a repulsive or bad view of suggestive content, when it shouldn't be this way, suggestive content or explicit sexual content isn't necessarily bad, it's an easy way to introduce or make appealing characters, at least in a visual way, and introduce people to your product that maybe is pretty good and just needed that push, obviously not everyone needs it, but it's useful.

Even so, gooners are way too much in comparison to people who are mad about this type of content for companies or developers to really care that much, but even so, it's still annoying to like something and be accused of only liking it for the tiddies or whatever, maybe at first, but the content or the quality stuck with you and not only the sexual part. Sexual content, it's really not that bad; it's a great way to gain initial attention and from there hook people to the product. If your product is merely sexual, it's meant to fall off eventually, and it doesn't even need to be that sexual, maybe just sexy, but people are still going to say you're a gooner just because in whatever you are seeing, a woman or a man, it's "too sexy", or someone has less clothes than your politically correct character.

This has happened to me in various ways. Right before summer break started, I was introduced to Zenless Zone Zero (ZZZ), a game that was presented to me like "a game with incredible graphics, fr fr, trust me, bro." I watched a bunch of teaser trailers that had come up to promote the game and really liked the animations, and the characters looked cool and sexy, very appealing from the start, so I played it and really liked it; it was what I expected, a cool game with the extra of having sexy characters. Maybe I wouldn't have started playing the game if it wasn't for the design, clothes and suggestive aspects in addition of the fluid and illuminative animations I wouldn't have played the game, and would have missed one of the best games i have ever played, thanks in part of the suggestive aspects of the game that lead me to play it but that didn't define all of the aspects of why i liked the game, on the contrary my friends and general opinion on the internet thinks i only like the game for the huge assets of the ladies, thing that was mildly annoying as it left me unable to share one of my interest as the label "gooner bait" was set on it, even if ZZZ can be categorized as "gooner bait" personally the game has made a lot to be liked outside of suggestive content, but many times unnoticed thanks to the "gooner bait" label on it.

To sum it up, "gooner bait," even if it's used badly, should not be considered as a bad thing; maybe checking the thing labeled as "gooner bait" would let people form their own opinion and find out that suggestive content is not bad but shouldn't be overused; if everything was sexy, nothing would be. If you played a game firstly because of the huge assets and then liked all the other things, that's fine; wanting to try something because of the sexy shouldn't be a strange thing; you could miss great games like ZZZ or Dead Estate.