

In a capitalist society, businesses rely heavily on feedback from their customers. Similarly, websites and other online entities rely on feedback from users to improve their services. Such feedback usually comes in the form of compliments, questions, complaints, or public criticism.

Public criticism is usually delivered through media outlets in written form. Good criticism is thoughtful and well written, and drives home certain points. When such criticism is directed at something or someone, it can often change things for the better.

Unfortunately, sometimes disgruntled people will choose to express their frustration through a different means: slander. Slander is defined as "defamatory statements injurious to the reputation or well-being of a person". Slander is not well written, logical criticism. It is the lashing out against someone by person who is irrationally angry or lacks self-control.

Recently, myself and my associates at Scorptek have been the subject of such angry words, centering around the GMC Extension (formerly known as the Karma System). The person authoring those words has repeatedly violated the rules of the system and received bans for it, yet he blames me as a "wussy filterer" for his inability to act civilly. He has told me more than once to "go to hell", and does not seem to be able to accept the consequences for his actions.

At one time, this person civilly criticised the Extension in Markup Magazine, but he has recently turned to slander on the Game Maker Blog. His statements were not thoughtful or logical, but are of the type usually reserved for the social circles of small children. I am open to suggestions or criticism, but it is a mystery to me why a respectable site like the Game Maker Blog would allow the likes of that to be published.