

# IE179 Gender and Computer Games

January 27 2005

## Agenda

- Debrief games experiment/observation
- Vote
- Refine observation techniques
- Readings
- Logistics playtesting session
- Assignment

## Debrief

- 6 5-minute presentations
- Discussion of strong and weak points
- Summarize expected effects of rule change

## Vote: things to consider

- Please consider carefully from which experiment we would learn the most about gender differences in play
- Consider logistics: is the experiment possible within our time frame? Is it too complex?
- Is this experiment ethical?

## Observation

- We KNOW that there are gender differences in playing computer games; we look back at board games to see IF there are differences there.
  - if not, that is an interesting result!
- What CAN you see; what do you WANT to learn?
- Techniques: positionings, observation, interview, survey
- Who does what? Division of labor?
- Observation is, in part, personal -- You will see different things!

## Readings...

- Points to remember:
  - Tavis:
    - Stereotypes and bodies do not necessarily map onto each other
    - Difference does not imply superiority – on either side!
    - Gender equality is not gender sameness, and the assumption of sameness leads to unfair results
  - Barbie
    - Do we WANT to design games for women?
- ... keep your notes, and look at the readings again later; we will discuss them more in depth next Thursday.

## Logistics

- Walk through experiment
- List requirements
  - Number of games
  - Number of people
  - Room
- Divide tasks

## Assignment

- Teams run through experiment over the weekend; take notes, be prepared to report on Tuesday in lecture
- Each of you invites two friends;
  - Ask for commitment
  - As a team you collect an equal number of women and men
  - Green room 4:15-5:30