IE179 Gender and Computer Games
Spring 2005

Important Info

- Lecture: T&Th 2:45-4:00 LAC
- Lab: T 4:15-5:30 Parsons 1285
- Profs:
  - Marianne deLoet, 1259 Parsons, x73812
    Office Hours: T 1-2, Th 1-2, by appointment
  - Z Sweedyk, 2341 Olin, x78360
    Office Hours: W 1:30-2:30, Th 1:30-2:30, by appointment

Texts

- The Mismeasure of Women by Carol Tavris
- Barbie and Mortal Kombat edited by Justine Cassell and Henry Jenkins
- Rules of Play by Katie Salen and Eric Zimmerman

Reading for Thursday

- The Mismeasure of Women by Carol Tavris – Ch 1
- Barbie and Mortal Kombat edited by Justine Cassell and Henry Jenkins – Ch 3
- Chicks and Joysticks (available on the we page)

What is this class about?

- Assumption: Women play computer games (a lot) less than men do
- Assumption: Most computer games are built by men
  
  Coincidence?

Some stats from ESA

- ________% of people in U.S. play computer and video games
- ________% of people who play and video games are women
- The average age of the computer or video game player is ___________.
Some stats from Lizzie Haines Research

• ________% of the game industry workforce are women
• ________% of game industry programmers are women

What is this class about?

• Women play computer games (a lot) less than men do
• Most computer games are built by men

• Why?
• Why do we care?
• What can we do about it?
• What should we do about it?

Answers?

Course objectives

• To explore our assumptions about gender, particularly with respect to gaming
• To analyze existing games
• To study the gendered differences in gameplay preferences
• To build games that appeal to women

Course Projects

• Paper
• Observation Experiment
• Flash game
• Final game project

Grades

• Paper (20%)
• Observation Experiment (10%)
• Flash game (20%)
• Final project (40%)
• Class participation (10%)
And now for some ground rules.