

## IE179 Gender and Computer Games

Spring 2005

## Important Info

- Web site: [www.cs.hmc.edu/courses/2005/spring/ie179/](http://www.cs.hmc.edu/courses/2005/spring/ie179/)
- Lecture: T&Th 2:45-4:00 LAC
- Lab: T 4:15-5:30 Parsons 1285
- Profs:
  - Marianne deLaet, 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 Tavriss
- 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 Tavriss - 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.