

IE179 Gender and Computer Games

February 10 2005

Agenda

- Reports -- evaluations
- Gender roles and Gendered bodies
- Do we want to build games for women?
- What do women want?
- Assignments

Reports

- Impressions
- Evaluations

Game design – what do we expect?

- Gender differences in modes of play?
- Gendered preferences
 - Representation of female characters
 - Violence
 - Competition
 - Other?
 - Is it useful to organize game preferences by gender? Other schemes?

Games for women ?

- Do we WANT to design games for women?
- Do we know what women WANT?
- Is there such a thing as “what women want?”

Gender roles and gendered bodies

- Are we observing innate, biological difference, or...
- ... socialization?
- Does it matter?
- No! Occam's razor
- What matters is the effect of gendered preferences: who gains what, when and how?

Assignment Tuesday

- Conceptualize two side-scroller computer games with variations to test for gender differences in play experience
 - Develop (in total) two concepts
 - Test your ideas in the “real” world
 - Assess ideas and choose one
- Prepare a report that describes both concepts, including the assumptions, the games, the variations, and the expected outcomes; end with the rationale for your final choice

Assignment Thursday

- Read interviews (Part 2) in Barbie