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