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 collects an equal number of women and men
  – Green room 4:15-5:30