

deGendering Games: Towards the Development of a Gender-Inclusivity Framework (GIF)

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Keywords:

Gender-Inclusive, Games Design, Gender-Neutral, Game Framework, Video Game, Design Guidelines, Game Framework, Diversity

Abstract:

Despite the dramatic growth in gender and games research, many challenges remain in designing a more gender-inclusive game. This research addresses some problems relating to gender-inclusivity in games. A framework was proposed to provide a theoretical context and scope about gender-inclusivity in games. The framework defines gender-inclusivity in three components: (1) genre, indicates the type of game, (2) gameplay, describes the game behaviour and, (2) content, describes the game content.

Reference:

Ibrahim, R., Wills, G. and Gilbert, L. (2010) deGendering Games: Towards the Development of a Gender-Inclusivity Framework (GIF). Abstract in: *Grace Hopper Conference 2010: Grace Hopper Celebration of Women in Computing*, September 28th – October 2nd, 2010, Atlanta, Georgia. p. 51.