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: