A Conceptual Framework for Supporting Gender-Inclusivity in Games

**Abstract**

Gender-inclusivity in games may support certain features and in turn may even determine the features of applications built based on it. This poses a challenge, although we have good techniques for analyzing, designing and evaluating current games, our techniques for gender-inclusive games are much less formal.

A framework was proposed to provide a theoretical context and scope about gender-inclusivity in games. The framework defines gender-inclusivity in three components:

- **Gameplay** describes the game behavior;
- **Content** describes the aesthetics content and;
- **Genre** indicates the type of game.

**Gender issues in games** are summarized below:

- How different gender competes and their style of conflict resolution;
- How each gender responds to stimulation;
- How each gender views rewards in games;
- Which game and game content each gender prefers;
- What kind of play environment each gender prefers; and
- What kind of design features each gender prefers.

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**Questions this research attempt to answer are:**

- How to define gender-inclusivity in games?
- How to incorporate gender-inclusivity into a game creation process?
- How to measure gender-inclusivity in games?

**Our Proposed Solution:**

A framework that can support gender-inclusivity in games. The Gender-Inclusivity Framework (GIF) contains gender-inclusivity components and sub-components with its corresponding behavior description.

**The Gender-Inclusivity Framework (GIF) aims to:**

- Help define gender-inclusivity in games.
- Guide the gender-inclusive game design process.
- Measure the level of gender-inclusiveness in games.

Some potential uses of the framework:

- Serves as a reference point.
- Serves as a boundary.
- Serves as a filtering tool.
- Serves as a design guidelines.
- Serves as a measuring tool.

**GENRE**

- Action
- Children
- RPG
- Sports
- Educational
- Racing
- Adventure
- Classic
- Shooting
- Board
- Puzzle/Quiz

**GAMEPLAY**

- Non-violent action (NVA)
- Game support (GS)
- Forging gameplay (FG)
- Non-violent challenge (NVC)
- Feedback system (FEED)
- Variety of activities (ACT)
- Personalization (PER)
- Collaboration (COLL)

**CONTENT**

- Character/Avatar portrayal (AVP)
- Gameworld Graphics (GW)
- Sound/music (SM)
- Storyline (STOR)

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