Gender-Inclusivity Framework (GIF)

A Conceptual Framework for Supporting Gender-Inclusivity in Games

Introduction

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 formed.

Gaps in Gender-inclusivity Research

- Lack of integrative framework for understanding gender-inclusivity in games.
- Lack a common vocabulary for defining gender-inclusivity in games.
- Lack of guidance to create a more gender-inclusive game.
- Lack of tool 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 its corresponding description.

The Gender-Inclusivity Framework (GIF) aims to:
- Help define gender-inclusivity in games.
- Guide the gender-inclusive game creation process.
- Measure the level of gender-inclusiveness in games.

These are some of the ways in which the framework can be used

- A standard for developing more gender-inclusive games.
- A guide for a new rating scheme to identify gender-inclusive games.
- Disseminate strategies for a more gender-inclusive games.
- Explore new audiences and combinations of designs.
- A common reference point to facilitate communication and collaboration.
- Promote gender-inclusivity in games best practices.
- Deconstruct gender-inclusivity in games into smaller, conceptually distinct and manageable component.
- Apply gender-inclusivity in games to the designs of other technology-based applications.
- A common framework in which to conceptualize their research.
- Make it easier to see how individual variables fit into the larger picture.
- Allows for easier results interpretation and gaps identification.
- Guide further research in the area of gender-inclusivity in games.
- Serve as a basis for continuity and/or development of new ideas.
- Identify gender-inclusivity components in games to make informed decisions on using games for classroom activities.
- Evaluate appropriate games for use in classroom.
- Implement gender-inclusivity in games best practices.
- Apply gender-inclusivity in games to other technology-based applications.

Uses

Users

- Industry
- Designers
- Researchers
- Educators
- Writers

The Gender-Inclusivity Framework (GIF) may benefit these users...

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References:

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