# MISOGYNY, RACISM, AND HOMOPHOBIA: WHERE DO VIDEO GAMES STAND?

@MANVEERHEIR
MARCH 19, 2014
#GDC14





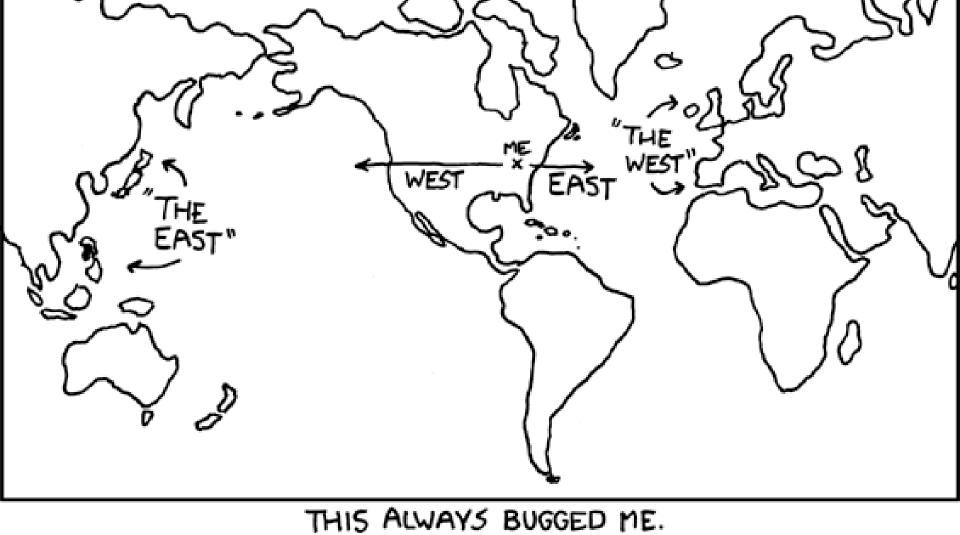
#### BioWARE



## **DISCLAIMERS**

## MISOGYNY, SEXISM, RACISM, ETHNOCENTRISM, NATIONALISM, AGEISM, ABLEISM, HOMOPHOBIA, TRANSPHOBIA, QUEERPHOBIA AND OTHER TYPES OF SOCIAL INJUSTICE: WHERE DO VIDEO GAMES STAND?

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## GAMES WILL BE NAMED





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## REPRESENTATION

- 1. GRAND THEFT AUTO V
- 2. THE LAST OF US
- 3. BIOSHOCK INFINITE
- 4. SUPER MARIO 3D WORLD
- 5. BROTHERS: A TALE OF TWO SONS
- 6. **DOTA 2**
- 7. ASSASSIN'S CREED IV: BLACK FLAG
- 8. THE STANLEY PARABLE
- 9. GUACAMELEE!
- 10. ANIMAL CROSSING: NEW LEAF

- 11. THE SWAPPER
- 12. TOMB RAIDER
- 13. BATTLEFIELD 4
- 14. GONE HOME
- 15. SAINT'S ROW IV
- 16. DMC: DEVIL MAY CRY
- 17. VALDIS STORY: ABYSSAL CITY
- 18. NI NO KUNI
- 19 THE WOLF AMONG US
- 20. PATH OF EXILE
- 21. STICK IT TO THE MAN
- 22. ROGUE LEGACY
- 23. PAPERS, PLEASE
- 24. GIANA SISTERS TWISTED DREAMS: RISE OF THE OWLVERLORD
- 25. GUNPOINT

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#### **ZERO MINORITY WOMEN**

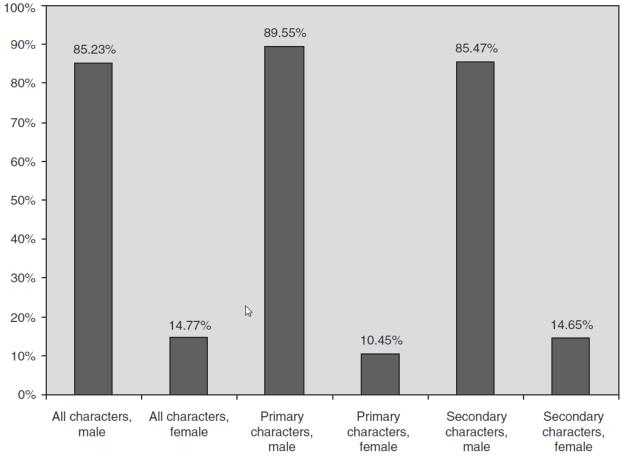
### **ZERO LGBTQ PEOPLE**

#### THE VIRTUAL CENSUS:

#### REPRESENTATIONS OF GENDER, RACE AND AGE IN VIDEO GAMES

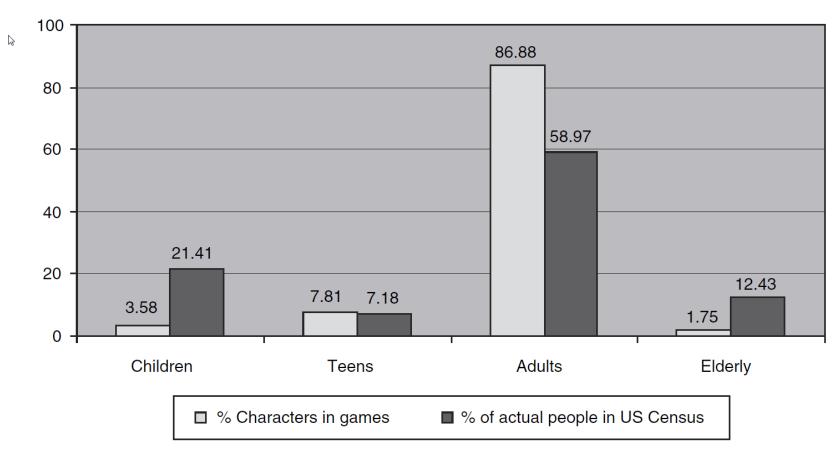
DMITRI WILLIAMS, NICOLE MARTINS, MIA CONSALVO AND JAMES D. IVORY

**NEW MEDIA SOCIETY 2009** 

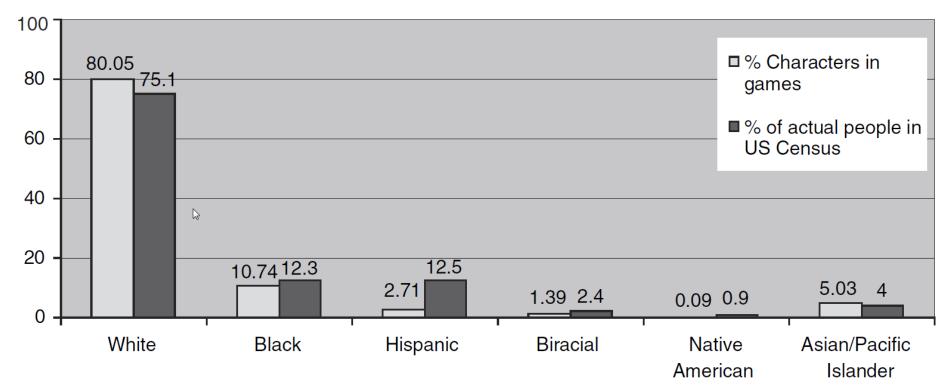


t-tests for male vs. female: for all characters, t = 224.31, df = 4343, p<.001; for primary characters, t = 22.05, df = 96, p<.001; for secondary characters, t = 175.331, df = 4231, p<.001

• Figure 1 Gender breakdowns by role



• Figure 3 Over-representation and under-representation by age



• Figure 2 Over-representation and under-representation by race

### THERE IS A PROBLEM WITH REPRESENTATION

## **IDENTITY**

#### **IDENTITY**

"THE TOTALITY OF ONE'S SELF-CONSTRUAL, IN WHICH HOW ONE CONSTRUES ONESELF IN THE PRESENT EXPRESSES THE CONTINUITY BETWEEN HOW ONE CONSTRUES ONESELF AS ONE WAS IN THE PAST AND HOW ONE CONSTRUES ONESELF AS ONE ASPIRES TO BE IN THE FUTURE"

#### PETER WEINREICH

ANALYSING IDENTITY: CROSS-CULTURAL, SOCIETAL, AND CLINICAL CONTEXTS

"ONE'S GENDER IDENTITY IS DEFINED AS THAT PART OF THE TOTALITY OF ONE'S SELF-CONSTRUAL MADE UP OF THOSE DIMENSIONS THAT EXPRESS THE CONTINUITY BETWEEN ONE'S CONSTRUAL OF ONE'S PAST GENDER AND ONE'S FUTURE ASPIRATIONS IN RELATION TO GENDER."

"ONE'S ETHNIC IDENTITY IS DEFINED AS THAT PART OF THE TOTALITY OF ONE'S SELF-CONSTRUAL MADE UP OF THOSE DIMENSIONS THAT EXPRESS THE CONTINUITY BETWEEN ONE'S CONSTRUAL OF PAST ANCESTRY AND ONE'S FUTURE ASPIRATIONS IN RELATION TO ETHNICITY."

"ONE'S SOCIO-ECONOMIC CLASS IDENTITY IS DEFINED AS THAT PART OF THE TOTALITY OF ONE'S SELF-CONSTRUAL MADE UP OF THOSE DIMENSIONS THAT EXPRESS THE CONTINUITY BETWEEN ONE'S CONSTRUAL OF ONE'S PAST POSITION AND ONE'S FUTURE ASPIRATIONS IN RELATION TO CLASS."

## UNDERSTANDING AFRICAN AMERICAN ADOLESCENTS' IDENTITY DEVELOPMENT: A RELATIONAL DEVELOPMENTAL SYSTEMS PERSPECTIVE

L DLVLLOF WILMIAL 3131LW3 F LN3FL011VL

JOURNAL OF BLACK PSYCHOLOGY 2012

**AERIKA S. BRITTON** 





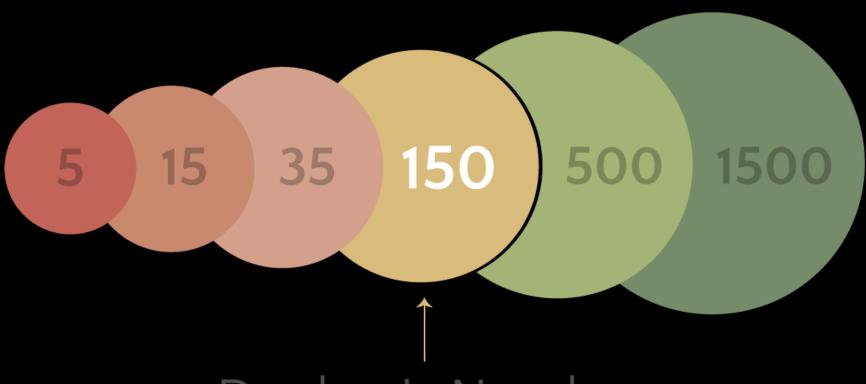


### IDENTITY CONFLICT



### THIS AFFECTS IDENTITY

### **STEREOTYPES**



#### Dunbar's Number

the max number of relationships a person can maintain

### **GROUPING PEOPLE**

# EFFECTS OF EXPOSURE TO SEX-STEREOTYPED VIDEO GAME CHARACTERS ON TOLERANCE OF SEXUAL HARASSMENT

KAREN E. DILL, BRIAN P. BROWN, MICHAEL A. COLLINS
JOURNAL OF EXPERIMENTAL SOCIAL PSYCHOLOGY 2008

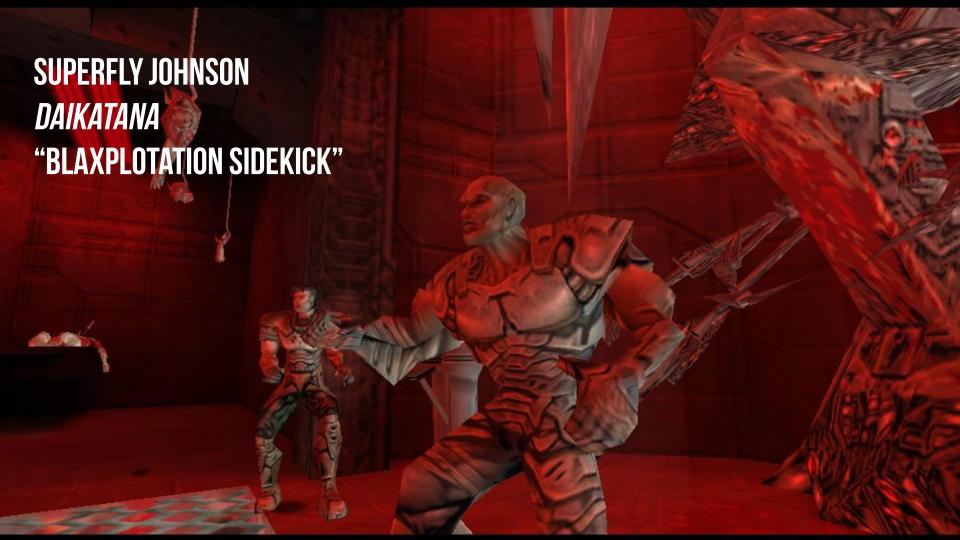










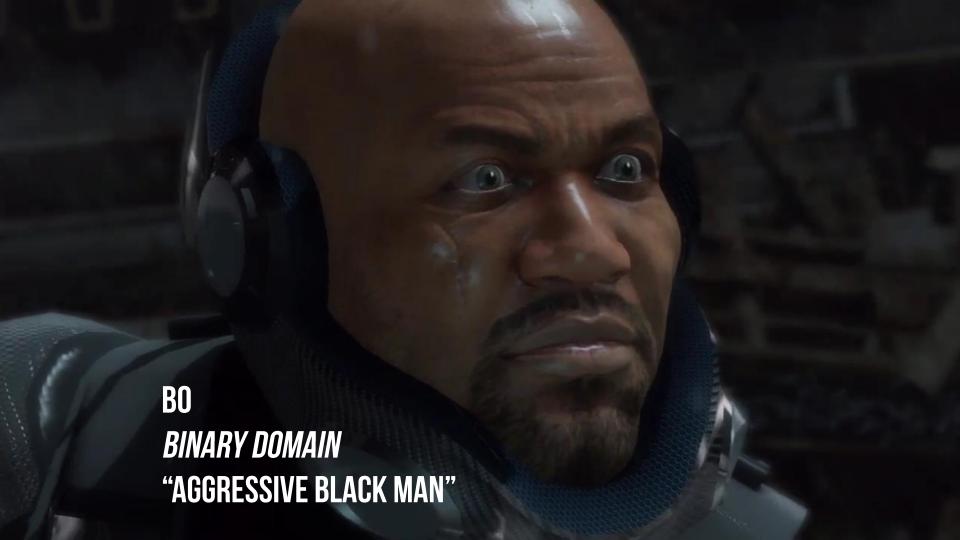




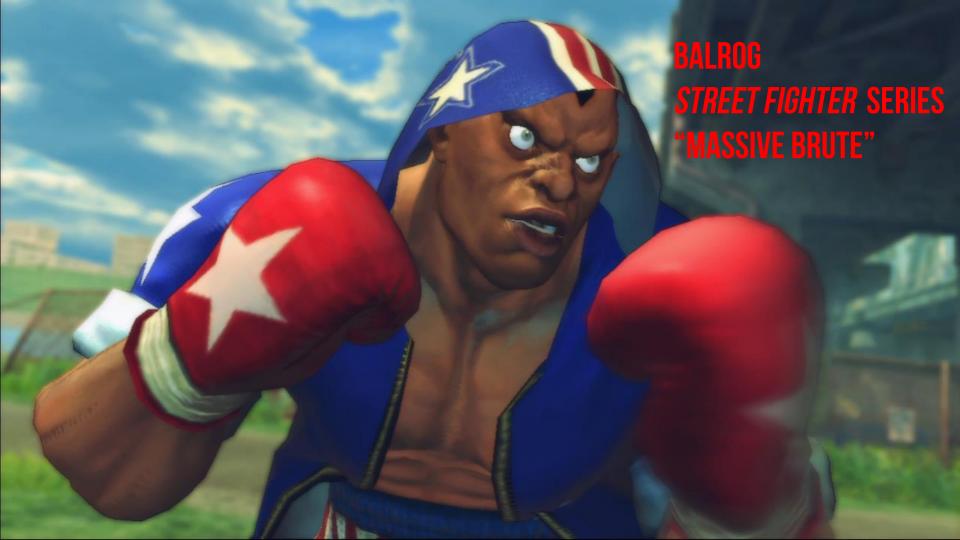




















# PLAYING WITH PREJUDICE: THE PREVALENCE AND CONSEQUENCES OF RACIAL STEREOTYPES IN VIDEO GAMES

MELINDA C.R. BURGESS, KAREN E. DILL, S. PAUL STERMER, STEPHEN R. BURGESS, BRIAN P. BROWN
MEDIA PSYCHOLOGY 2011

### IT'S NOT PERCEPTION









### REJECTING STEREOTYPES

### IT'S LAZY AND BORING

#### **SOCIAL RESPONSIBILITY**

### THE SALES FALLACY

#### WE DON'T KNOW

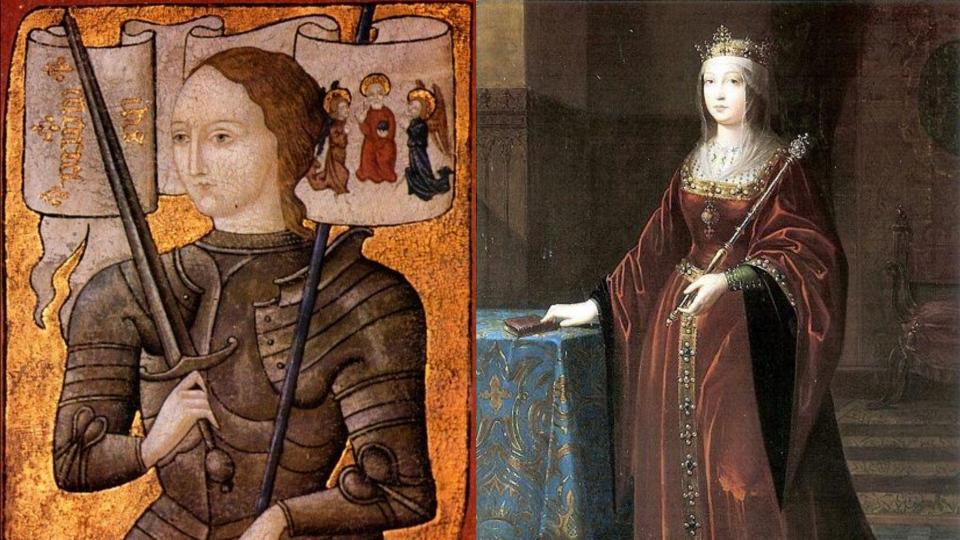


#### **PUSH BACK**

#### IT STARTS WITH US

### **REALISM**

#### POOR ASSUMPTIONS











"ABIDING BY THE HISTORICAL FACT OF SEXISM IN A FICTIONAL UNIVERSE THAT IS OTHERWISE NOT BOUND BY HISTORICAL FACT, I'D SAY, ACCOMPLISHES NOTHING AS MUCH AS REINFORCING THE IDEA THAT IT'S THE DEFAULT ORDER OF THINGS... THAT'S A PROBLEM BECAUSE OF THE WAYS IT STILL IS THE DEFAULT ORDER OF THINGS."

DAN WOHL

AN ANALYSIS OF SEXISM IN HISTORICAL FANTASY

"WOMEN AND GIRLS DESERVE TO FULLY PARTICIPATE IN ALL FANTASY CONSTRUCTS, INCLUDING THE MOST TRADITIONAL HISTORICALLY INSPIRED ONES."

DAN WOHL

AN ANALYSIS OF SEXISM IN HISTORICAL FANTASY

#### THERE'S A PLACE FOR THIS CONTENT

### DYNAMICS

#### WHAT IF?









#### LET THE PLAYER EXPERIENCE IT

GLORY TO ARSTOTZKA!



### The Truth of Arstotzka

Sunday, December 5, 1982

No Charge

#### Another Bomber Slips Through!

Immigrant Screening Falls Short

#### M.O.A. Gets New Director

Stricter Protocols Promised at Border

Sports

**Politics** 





#### ENABLED THROUGH INTERACTION

#### DYNAMIC PROBLEMS

#### **AVOID OVERSIMPLIFICATION**

#### **SUMMARY**

#### **CLOSING THOUGHTS**

## STEP 1 UNDERSTAND THERE IS A PROBLEM

# STEP 2 SPREAD THE MESSAGE

# STEP 3 DON'T GET DISCOURAGED

# STEP 4 CREATE THE GAME

### LET'S START TODAY

#### **ACTION NOT WORDS**

#### IMPACT THE WORLD

### THANK YOU!

#### **SPECIAL THANKS**

CLINT HOCKING
MEGGAN SCAVIO
JILL MURRAY
MATTHEW BURNS

**@MANVEERHEIR**