# Fewer Tifas, or More Sephiroths?

#### Male sexualization in games

#### **Michelle Clough**

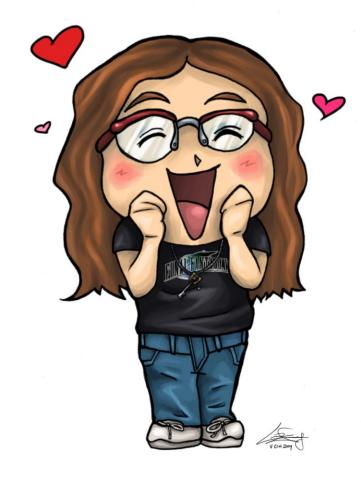
#### Freelance



SAN FRANCISCO, CA MARCH 17-27, 2014 EXPO DATES: MARCH 19-27

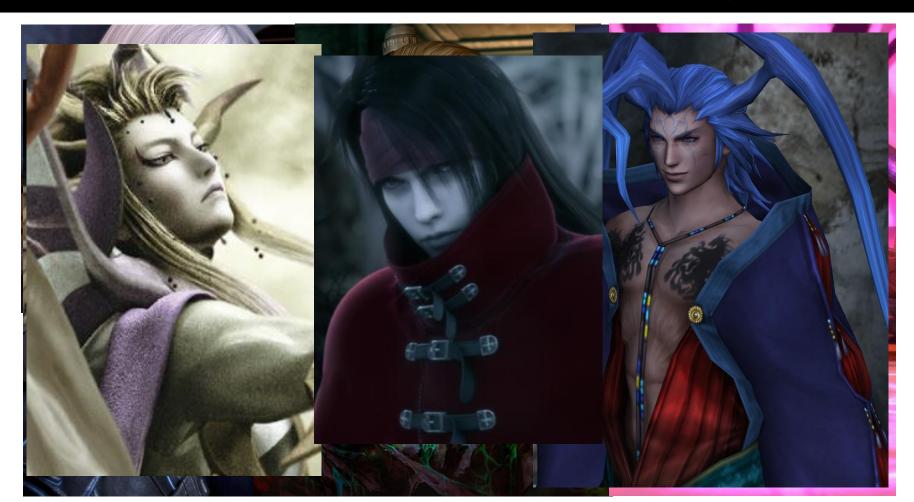
### Introduction







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# We're bringing sexy... uh... back?



### Dating sims are doing it...



"Everlove" by Silicon Sisters



"Shall we Date? Ninja Love" by NTT Solmare

# But core games?



# A missed opportunity...

- For more diverse male characters
- For creating a sex-positive industry
- To reach out to a "new" audience





# The presentation

- 1. Why it's important
- 2. Why we're failing to do it
- 3. Who's doing it "right"?
- 4. How to write sexy male characters?

# Why is it important?



# Like I was saying...

- For more diverse male characters
- For creating a sex-positive industry
- To reach out to a "new" audience



# Sexualization = bad?



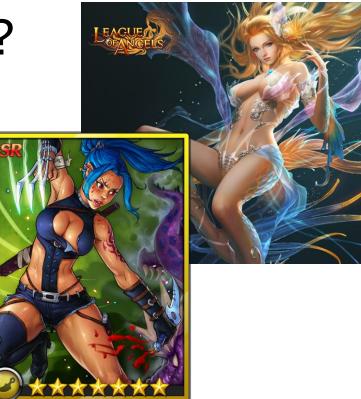
# Sexualization = bad?

 Sexualization – character intentionally designed to evoke sexual or romantic interest



# Sexualization = bad?

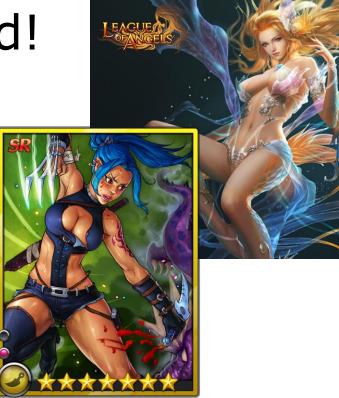
- Sexualization character intentionally designed to evoke sexual or romantic interest
  - Objectification when that's all there is to them



Artwork from Spirit Stones

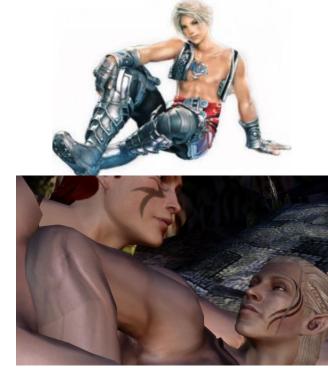
# **Objectification** = bad!

- Sexualization character intentionally designed to evoke sexual or romantic interest
  - Objectification when that's all there is to them
    - •Extremely problematic
    - •Bad writing



Artwork from Spirit Stones

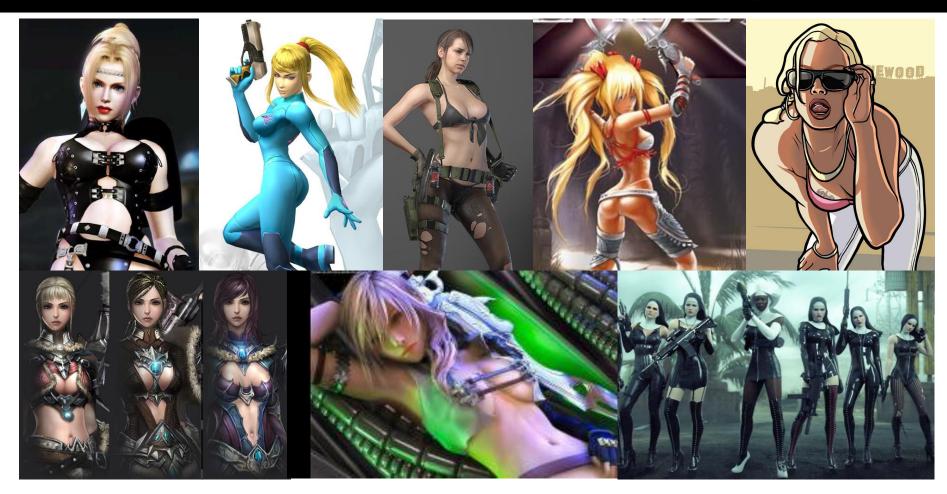
# Sexualization is okay(ish)



- Sexual desire and interest is part of life!
- As writers, let's
  - Explore
  - Evoke
  - Satisfy

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# Some statistics to consider...

- 45% of gamers are women (ESA)
- College age women think of sex 10 times a day (Journal of Sex Research)
- Erotic imagery causes women's neurons to fire 20% faster than any other imagery (Brain Research)

# "Sex? Yes please!"

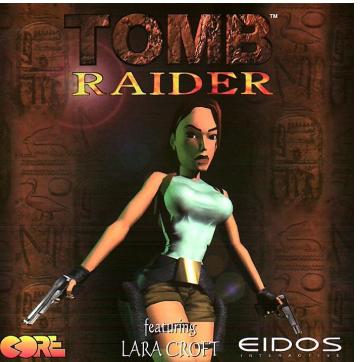


# Message of inclusivity

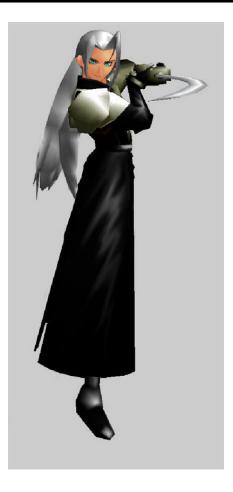
- "We know you're playing."
- "We like that you're playing."
- "We acknowledge your desires."
- "Here's something to fulfill those desires."



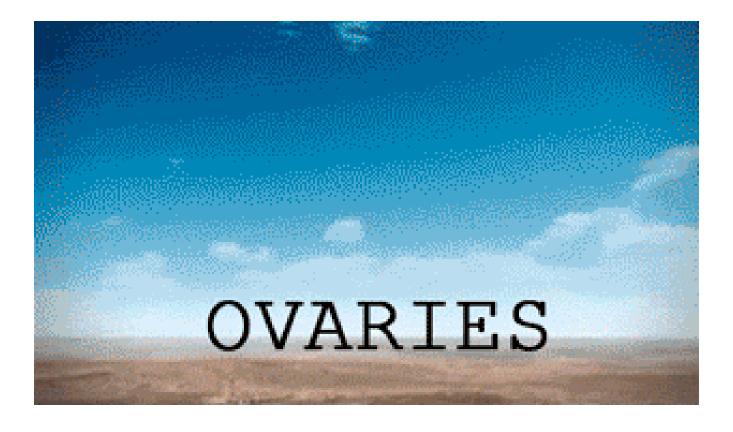




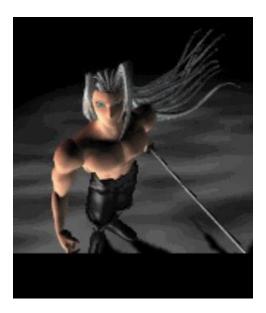








# The takeaway?



- Goddamn, that man is hot
- And that was deliberate
  - Writing and art
  - Assumed there were
    - straight women/gay men playing!

# Why are we failing?







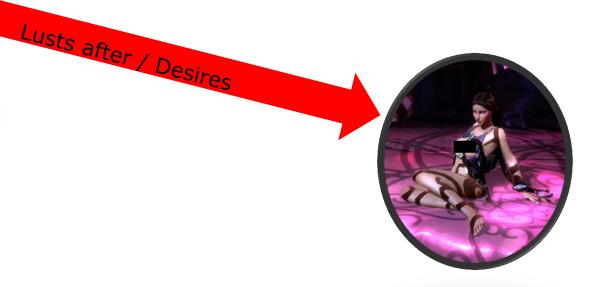


## Male Gaze



## Male Gaze

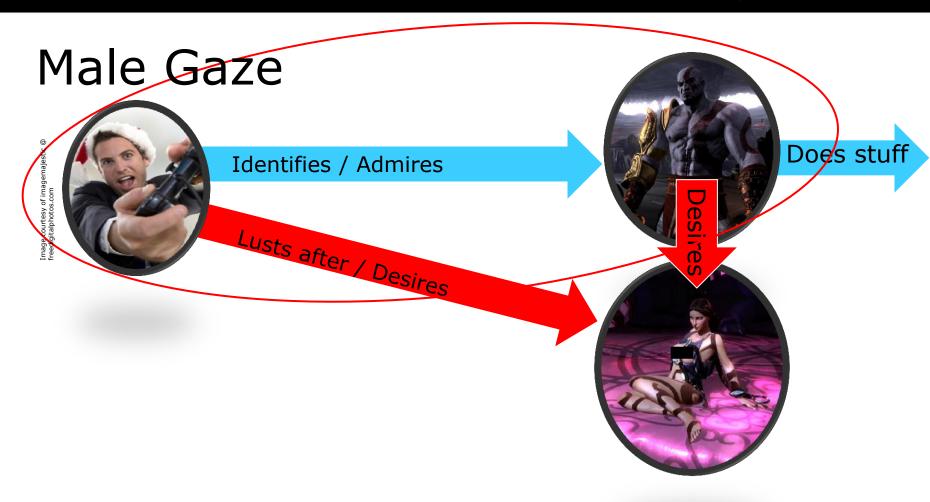




Does stuff

# Male Gaze Image courtesy of imagemajestic @ freedigitalphotos.com Identifies / Admires )esires Lusts after / Desires

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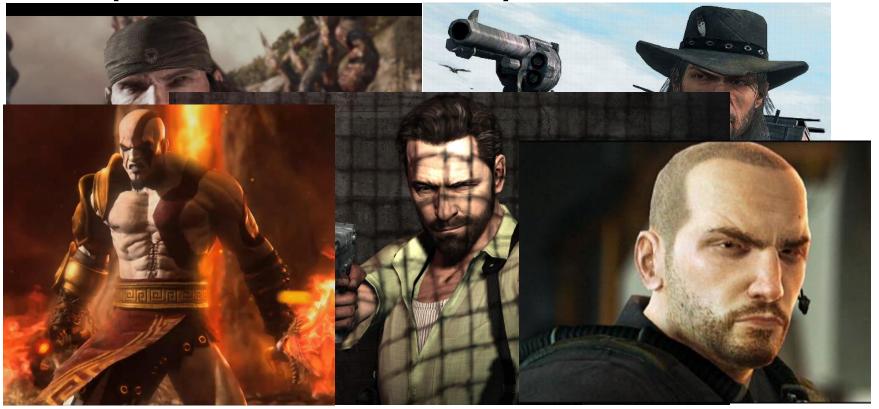


### Emphasis on "manly" traits

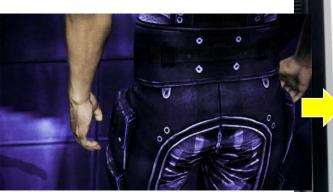


Alexander Nels Elofson Winner of the "Art of Manliness" Put Up Your Dukes Contest

### Emphasis on "manly" traits



### "No sex, please, we're men."

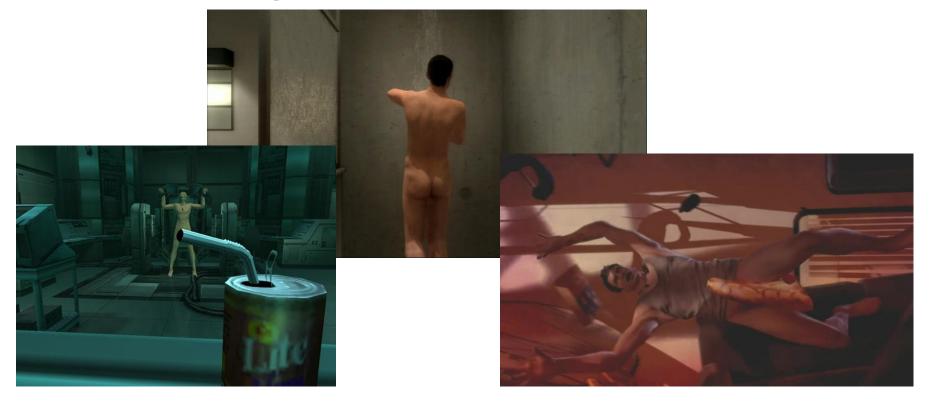




 "The male figure cannot bear the burden of sexual objectification. Man is reluctant to gaze at his exhibitionist like."

> •Laura Mulvey, Visual Pleasure and Narrative Cinema

### "No sex, please, we're men."



### Player agency

- Male characters
  - "the man's role as the active one of forwarding the story, making things happen."
  - "the bearer of the look of the spectator"
- Applies doubly to male player characters
  - The PC must act and do





### Player agency



Does stuff

# Male Gaze Image courtesy of imagemajestic @ freedigitalphotos.com Identifies / Admires )esires Lusts after / Desires

### Male Gaze



Images courtesy of imagemajestic @ freedigitalphotos.com

### Hooray for agency!

Image courtesy of imagemajestic @ freedigitalphotos.com

> Image courtesy of imagemajestic @ freedigitalphotos.com

# Hooray for desire!

Image courtesy of imagemajestic @ freedigitalphotos.com

Image courtesy of imagemajestic @ freedigitalphotos.com

### Who's getting it right?



Image courtesy of Gamersroute

### Games from East Asia



Image courtesy of Tera Wiki

### Games from East Asia



### The bishonen archetype

- Translation: "beautiful boy"
- A man or boy whose beauty and sexual appeal transcends gender and sexuality
- Identify as male but with "feminine" or "androgynous" elements
  - Long hair
  - Affinity with flowers
  - Elegant costuming / body language



### Anime and manga



### Anime and manga



### Asian courtly narratives



- Example: Tale of Genji
- Environment where beauty, elegance, etc prized for all genders
- Male heroes = noblemen with "peerless" beauty and deep emotions
  - Informs the larger culture

### European courtly narratives



### European courtly narratives



### European courtly narratives



### North American frontier narratives



### North American frontier narratives



### East vs West?



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### Example: Crisis Core



• Approx 2.5 million sales

- 830,000 in Japan
- 710,000 in North America
- 270,000 in Europe

### Example: Crisis Core

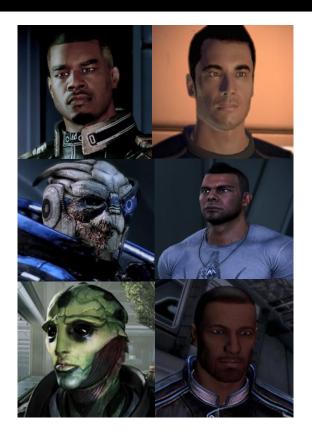




### Any western developers?



- Diverse array of attractive character types
  - Romancable!



- Diverse array of attractive character types
  - Romancable!
- Sex scenes which showcase male body / pleasure / nudity



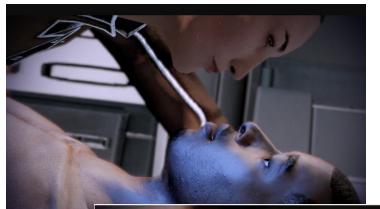
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- Using sexualization to inform other characters







- Diverse array of attractive character types
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- Sex scenes which showcase male body / pleasure / nudity
- Using sexualization to inform other characters





### How to write sexy male characters



### No single recipe

Let's see, that's one shirtless scene, two smouldering gazes, five paragraphs of angsty backstory, and three leather jackets...

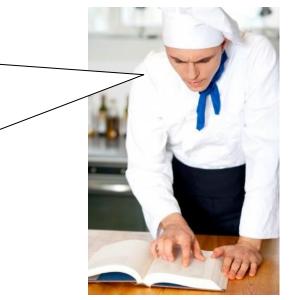


Image courtesy of imagemajestic @ freedigitalphotos.com

### The golden rule...

## Write good characters!



# Two halves

#### • Get into the mindset – a general toolbox



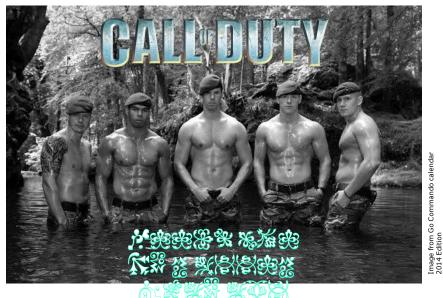
# Two halves

- Get into the mindset a general toolbox
- Traits and scenarios a character toolbox



• Is it appropriate for your game?

#### • Is it appropriate for your game?

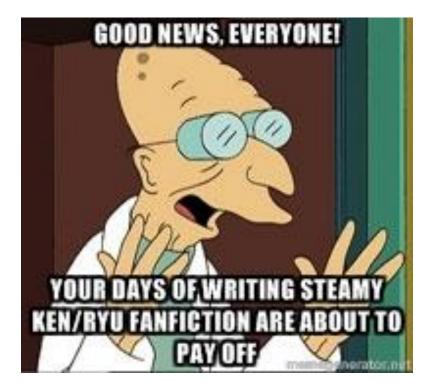


#### • Is it appropriate for your game?





Consult your audience



- Consult your audience
  - If you already like
    - guys...
      - •Own it!



#### Consult your audience

- If you already like guys...
  - •Own it!
- If you don't...
  - •Talk to those that do

mage courtesy of iGGVogue @ :lickr.com - NYC Girl Gamers Meetu

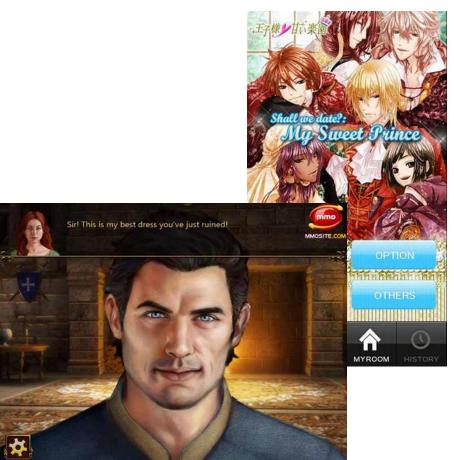


- Consult your audience
  - If you already like
    - guys...
      - •Own it!
  - If you don't...
    - •Talk to those that do
    - •HIRE those that do!

- See what works
  - Traditional games



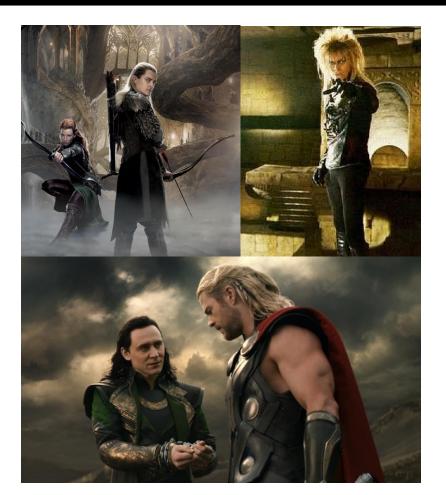
- See what works
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- See what works
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- See what works
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- See what works
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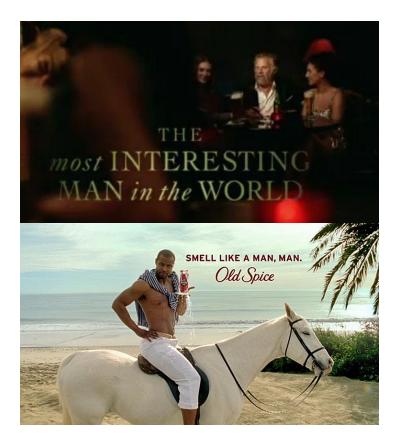
- See what works
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  - Geek movies
  - Geek TV shows
  - Fandom



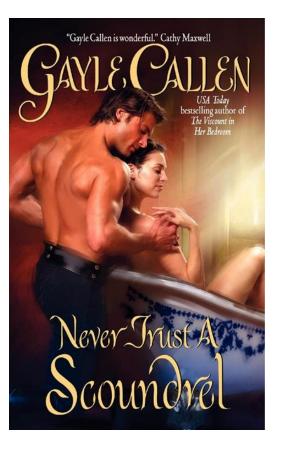
- See what works
  - Non-geeky media

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Advertisements



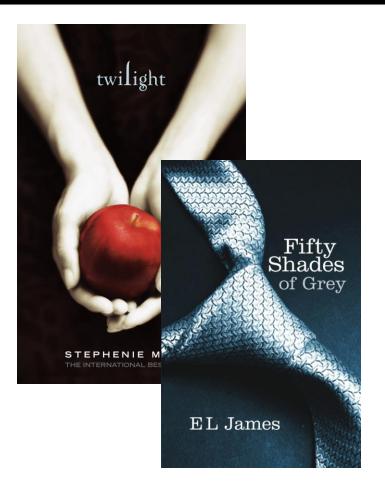
- See what works
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    - Advertisements
    - •Romance novels / erotica



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- See what works
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    - Romantic movies
    - •Twilight / 50 Shades of Grey



#### • Restrain your inner eye roll



- Restrain your inner eye roll
  - "Ugh, teenage girls!"
  - "Ugh, anime!"
  - "Ugh, emo pretty boys!"
  - "Ugh, fanfic!"
  - "Ugh, Sephiroth!"



#### • If the men are desired... who's desiring?



- If the men are desired... who's desiring?
  - Character gaze



• If the men are desired... who's desiring?



Image courtesy of imagemajestic ( reedigitalphotos.com

- If the men are desired... who's desiring?
  - Player gaze



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- If the men are desired... who's desiring?
  - Player gaze



#### • Diversify



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# General toolbox

#### • Diversify



#### • Don't be hamstrung by MANLINESS



#### • Get good voice actors







• NEED to get your art team onboard



#### • NEED to get your art team onboard



What you wrote

## General toolbox

• NEED to get your art team onboard



What you wrote









• "A \_\_\_\_\_ in the eyes"

#### • "A twinkle in the eyes"



• "A tenderness in the eyes"



• "A sadness in the eyes"



• "A predatory gleam in the eyes"





#### • Charisma

 "Charisma is a by product of confidence, energy, creativity, and self-assurance."

Mark Tyrell, Uncommon Help



#### Charisma

- "Charisma is a by product of confidence, energy, creativity, and self-assurance."
  - Mark Tyrell, Uncommon Help

 Confidence •Swagger

- Confidence
  - SwaggerHonesty



Gifs from salikawood.tumblr.com

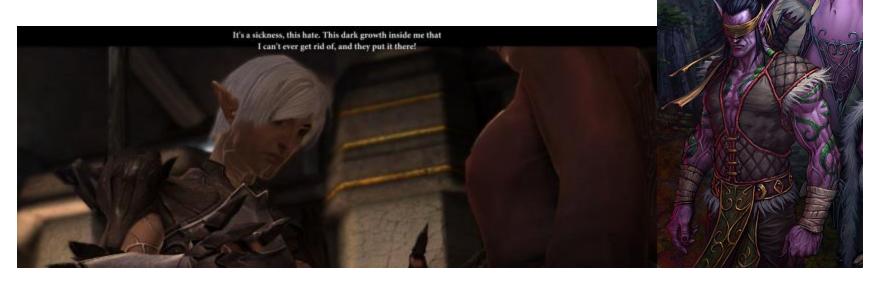
#### Emotional vulnerability



• Intrigue and mystery



• An "edge"



#### • Sense of Humor



Dialogue from *Dragon Age Awakening* 

• Intelligence and eloquence





#### • Brooding



#### • Brooding

#### • Beauty



#### Sensuality



• Nudity





Statue installation at the Square Enix Store in Tokyo

#### • Shirtless scenes





Mesphit from Loren Amazon Princess

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#### Character toolbox

- Heidi McDonald
  - Attractive traits in romanceable NPCs
  - Great ideas for attractive male characters

Writing the Romance-able NPC: ICING on the Content Cake

Heidi McDonald Game Designer, Schell Games LLC

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# Conclusion



#### Conclusion

- Male sexualization rarely dealt with or portrayed...
- Yet appeals to large segments of population and offers different approach to character
- As writers, we can and should – explore this

# Conclusion



# Contact info

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- Website: <u>www.michelle-clough.com</u>
  - <u>www.8bitbeefcake.com</u> launching soon!

## Awesome sources

- Laura Mulvey, Visual Pleasure and Narrative Cinema
- Mattie Brice, On Men's Sexualization in Video Games
- Malin Lövenberg, Male Sexualization in Video Games
- Kate Cox, The Gamer's Gaze
- Paul Tassi, The One-Sided Problem of Oversexualization in Games
- TV Tropes articles: Eating the Eye Candy, Female Gaze, Bishonen

