Fewer Tifas, or More Sephiroths?

Male sexualization in games

Michelle Clough

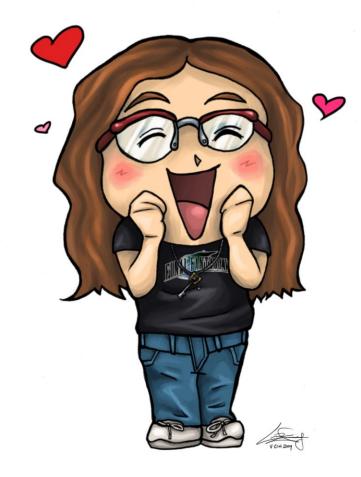
Freelance



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

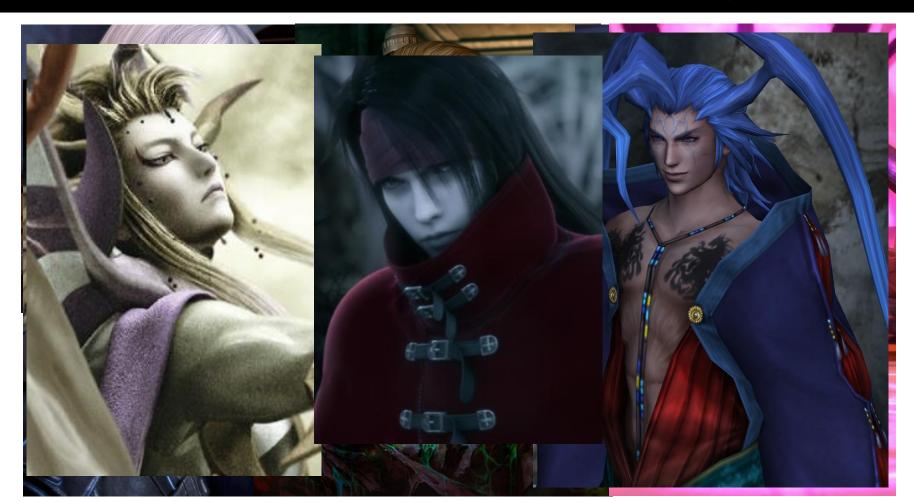
Introduction







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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?



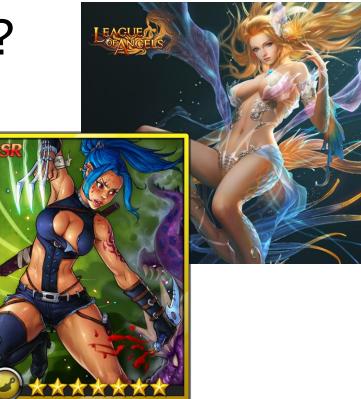
Sexualization = bad?

 Sexualization – character intentionally designed to evoke sexual or romantic interest



Sexualization = bad?

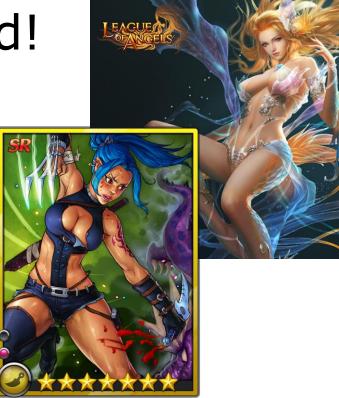
- Sexualization character intentionally designed to evoke sexual or romantic interest
 - Objectification when that's all there is to them



Artwork from Spirit Stones

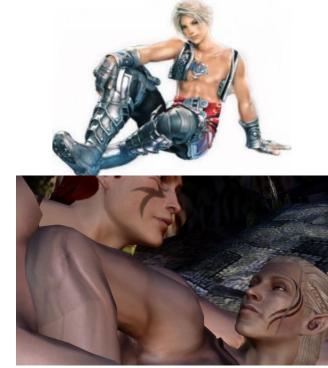
Objectification = bad!

- 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!"

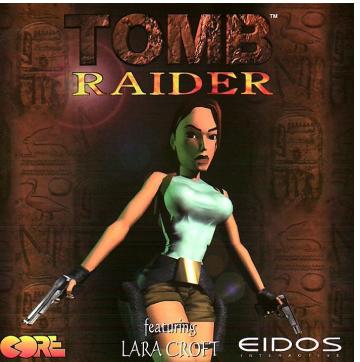


Message of inclusivity

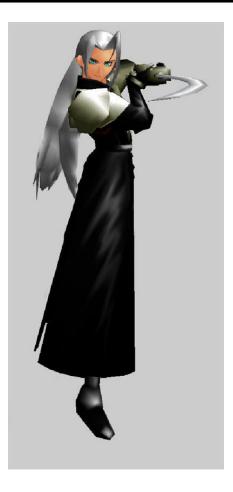
- "We know you're playing."
- "We like that you're playing."
- "We acknowledge your desires."
- "Here's something to fulfill those desires."



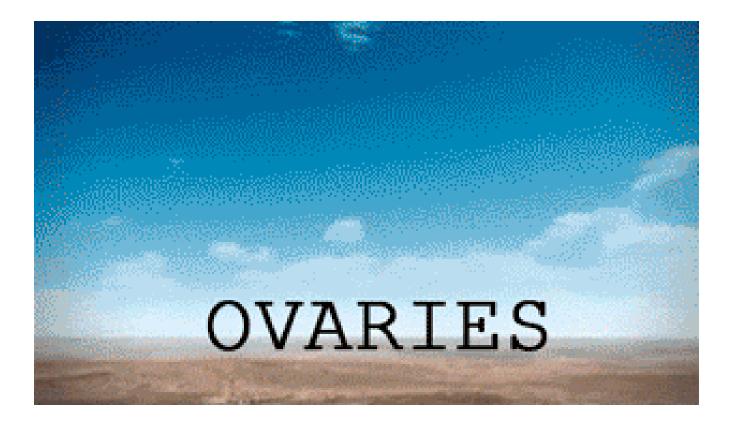




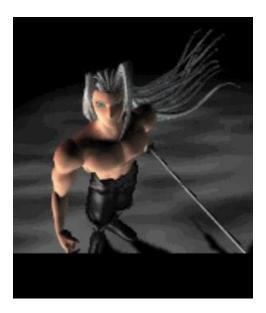








The takeaway?



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

Why are we failing?







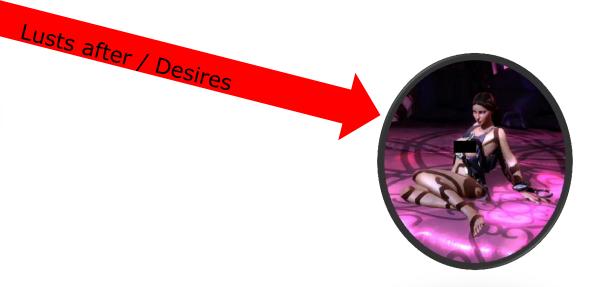


Male Gaze



Male Gaze

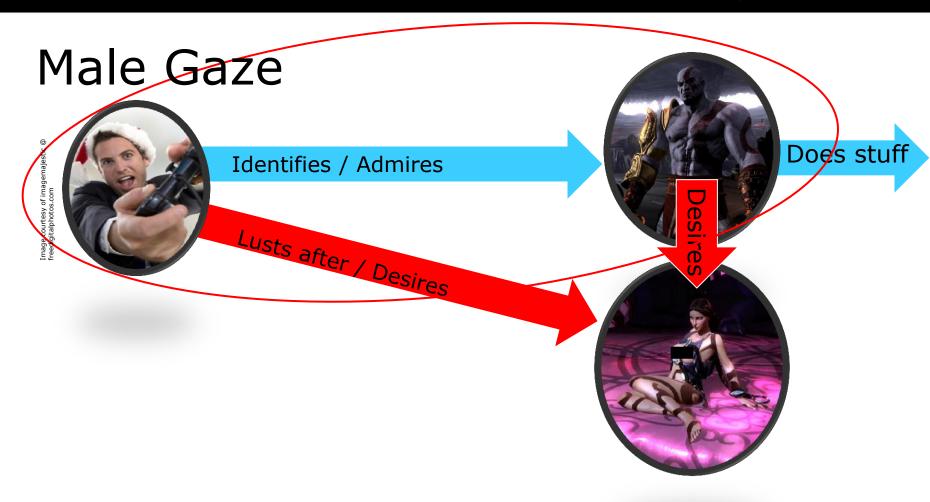




Does stuff

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

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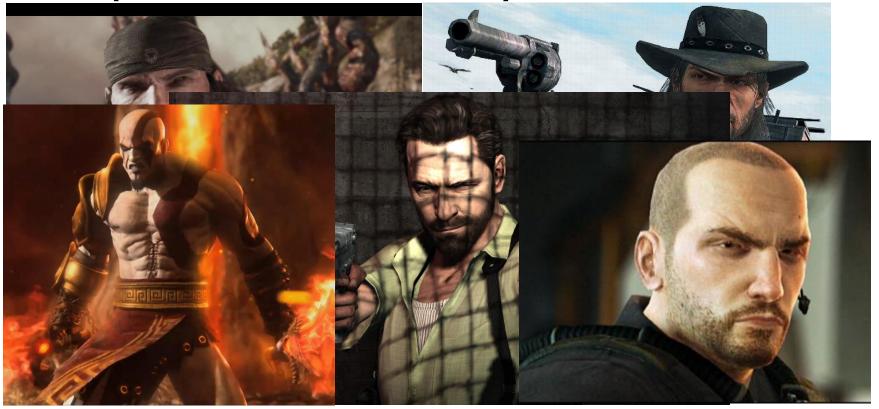


Emphasis on "manly" traits

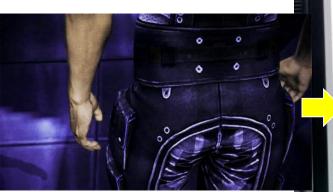


Alexander Nels Elofson Winner of the "Art of Manliness" Put Up Your Dukes Contest

Emphasis on "manly" traits



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

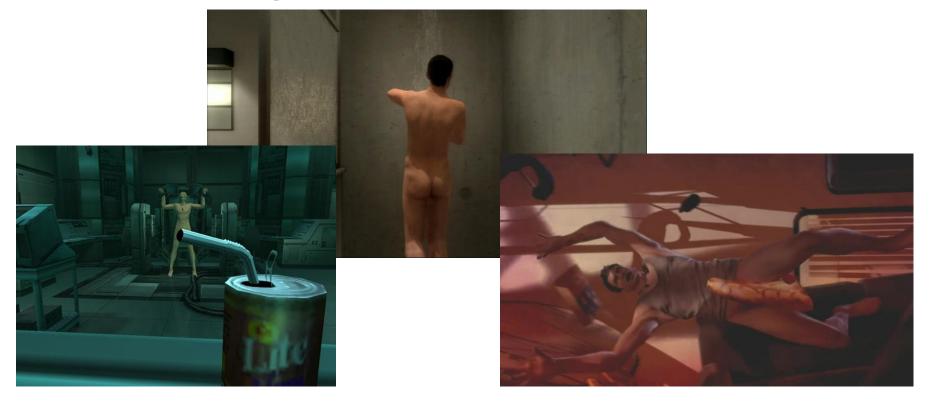




 "The male figure cannot bear the burden of sexual objectification. Man is reluctant to gaze at his exhibitionist like."

> •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

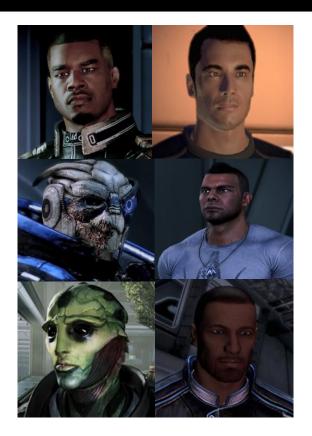




Any western developers?



- Diverse array of attractive character types
 - Romancable!



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



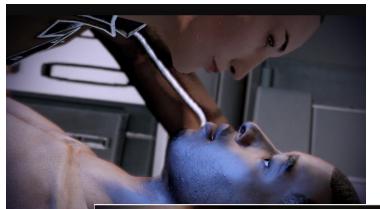
- Diverse array of attractive character types
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- Sex scenes which showcase male body / pleasure / nudity
- Using sexualization to inform other characters







- Diverse array of attractive character types
 - Romancable!
- 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...

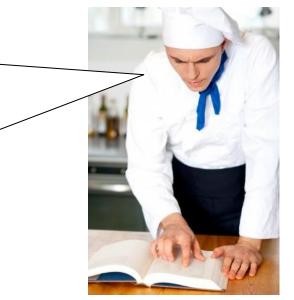


Image courtesy of imagemajestic @ freedigitalphotos.com

The golden rule...

Write good characters!



Two halves

• Get into the mindset – a general toolbox



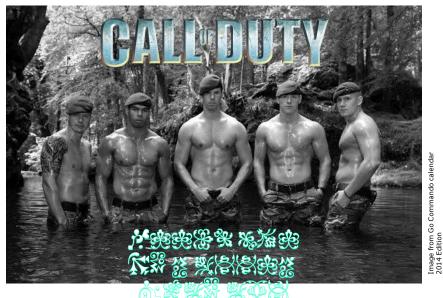
Two halves

- 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?

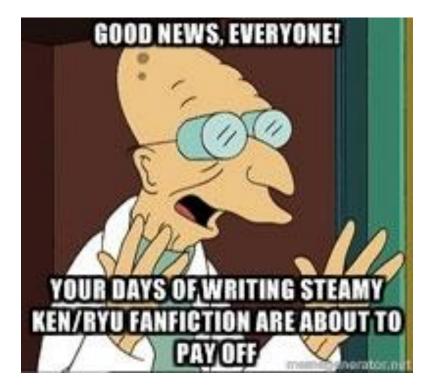


• Is it appropriate for your game?





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



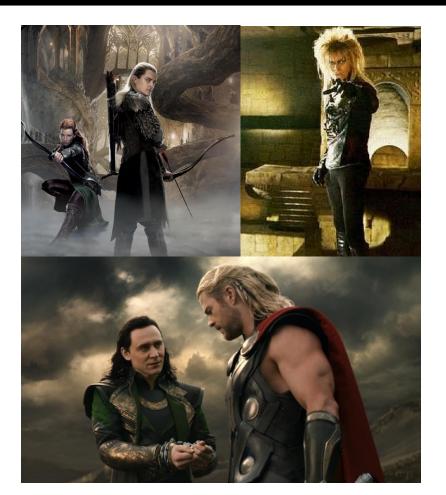
- See what works
 - Traditional games
 - Dating sims



- See what works
 - Traditional games
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- See what works
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 - Geek movies



- See what works
 - Traditional games
 - Dating sims
 - Anime / manga
 - Geek movies
 - Geek TV shows



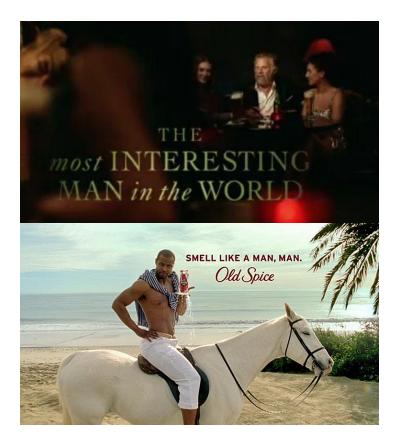
- See what works
 - Traditional games
 - Dating sims
 - Anime / manga
 - Geek movies
 - Geek TV shows
 - Fandom



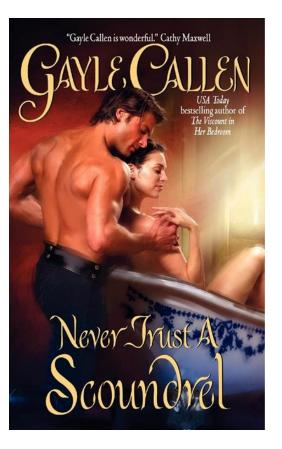
- See what works
 - Non-geeky media

- See what works
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Advertisements



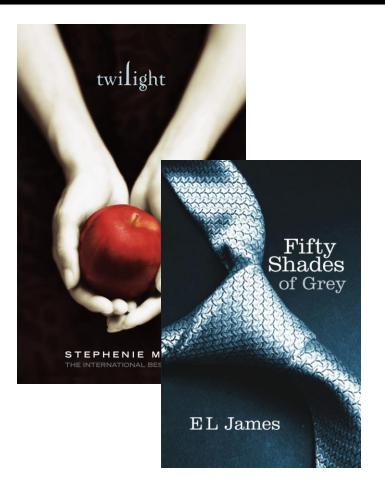
- See what works
 - Non-geeky media
 - Advertisements
 - •Romance novels / erotica



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- See what works
 - Non-geeky media
 - Advertisements
 - •Romance novels / erotica
 - 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



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



- 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







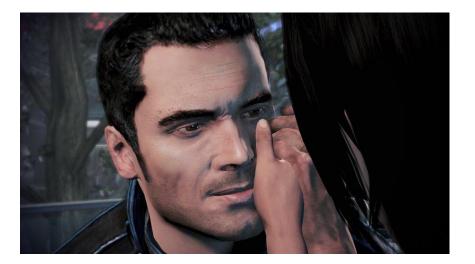


• "A _____ in the eyes"

• "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

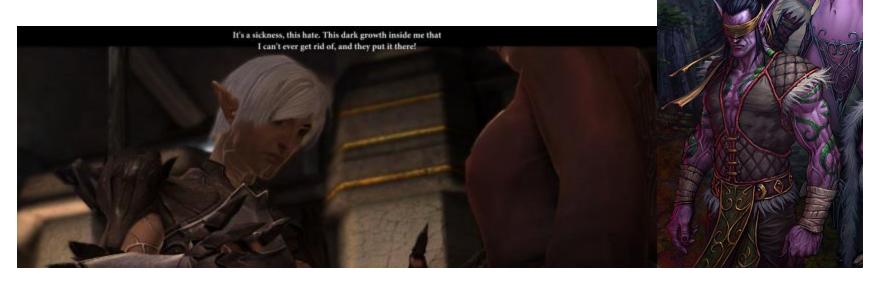
Emotional vulnerability



• Intrigue and mystery



• An "edge"



• Sense of Humor



Dialogue from *Dragon Age Awakening*

• Intelligence and eloquence





• Brooding



• Brooding

• Beauty

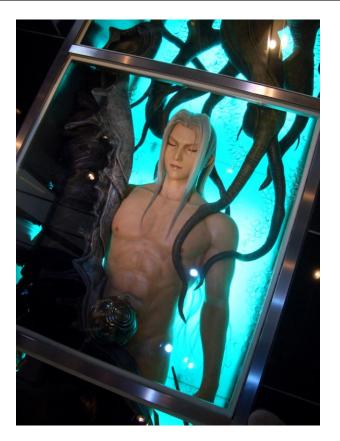


Sensuality



• 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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- Twitter: @michelle_clough
- 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

