intellectual production #5:
hegemonic play:
gatekeeping game
culture

After examining all the research materials in this task, it's clear that the data points towards **several common themes**. Considering these repeating patterns and the open-ended nature of the task, it directed to the use of a methodology similar to grounded theory (in 3 stages) – a systematic approach widely used in qualitative research. This method aids in developing predictions and theories as data is analyzed and collected. It takes an inductive approach, starting from specific ideas and progressing toward more general themes (Cohen et al, 2018).

#1

Five sources were carefully examined, extracting notes and quotes that depicted the current state of gaming among females. Subsequently, the notes were revisited to identify initial codes and discern themes.

THE THREE STAGES OF GROUNDED THEORY ARE:

1. OPEN CODING: GENERATING INITIAL CODES FROM THE DATA.
2. AXIAL CODING: ORGANIZING CODES INTO CATEGORIES AND EXPLORING RELATIONSHIPS
3. SELECTIVE CODING: REFINING AND INTEGRATING THE THEORY AROUND A CORE CATEGORY

#2

AXIAL CODE THEMES

DEEP STRIKE PLAYING GENDER IN THE WORLD OF OVERWATCH AND THE CASE OF GEGURI (CHOI ET AL, 2020)

- SURVEILLANCE AND GENDER DISPARITIES IN GAMING
- GENDER INEQUALITY AND DISCRIMINATION
- GEGURI'S CASE AND FEMINISM IN GAMING
- SEXISM AND OBJECTIFICATION IN GAMING
- POST-FEMINIST AND MERITOCRATIC NARRATIVES
- MISOGYNY, DISCRIMINATION, AND ONLINE HARASSMENT
- BODY AND TECHNOLOGICAL SURVEILLANCE IN GAMING CULTURE
- THE COMPLEXITY OF FEMININE REPRESENTATION
-

LEVELLING UP THE GAMING GENDER GAP (CHEN, 2023)

- GENDERED GAMING EXPERIENCE
- MOTIVATIONS FOR SUPPORT ROLES
- OBLIGATION AND RESENTMENT
- FEMINIZATION OF SUPPORT ROLES
- SOCIALIZATION PRESSURES AND STEREOTYPES
- PERCEIVED THREAT IN MALE-DOMINATED SPACES
- UNDERVALUATION OF SUPPORT ROLES
- ADVOCACY FOR CHALLENGING NORMS
- GAMING ENVIRONMENT MODERATION
- LIMITATIONS OF THE STUDY
- CALL FOR FUTURE RESEARCH
- INCREASED REPRESENTATION OF WOMEN
- PROGRESS IN GENDER INCLUSION
- ELEMENTS FOR CONTINUED CHANGE
- WORKPLACE EMPOWERMENT
- AWARENESS AND SUPPORT
- ACKNOWLEDGING THE ROLE OF WOMEN
- STATISTICAL INSIGHTS
- ROOM FOR IMPROVEMENT
- CONTINUED ADVOCACY

DOING UNDOING GENDER WITH THE GIRL GAMER AND HIGH-PERFORMANCE PLAY (WITKOWSKI, 2018)

- GENDER AND GAMING
- SURVEILLANCE AND IDENTITY
- PROFESSIONAL GAMING AND SEXISM
- FEMININITY IN GAMING
- IDENTITY PRODUCTION
- INSTITUTIONAL CHALLENGES
- ONLINE HARASSMENT

"I SUPPOSE I'LL BE PATCHING YOU UP, AS USUAL": WOMEN'S ROLES AND NORMATIVE FEMININITY IN A TEAM-BASED VIDEO GAME (AUSTIN, 2022)

- GENDER IN GAMING
- DATA AND STATISTICS
- SOCIETAL REACTIONS
- ONLINE GAMING CULTURE
- HISTORICAL PERSPECTIVE
- DEFENSIVENESS AND INCLUSIVITY

ARE WOMEN AND VIDEO GAMES REALLY A PROBLEM WILLOBEEZ, (2022)

- MISREPRESENTATION OF WOMEN IN GAMING
- SEXUALIZATION OF FEMALE CHARACTERS
- LIMITED ROLES FOR WOMEN IN STORYLINES
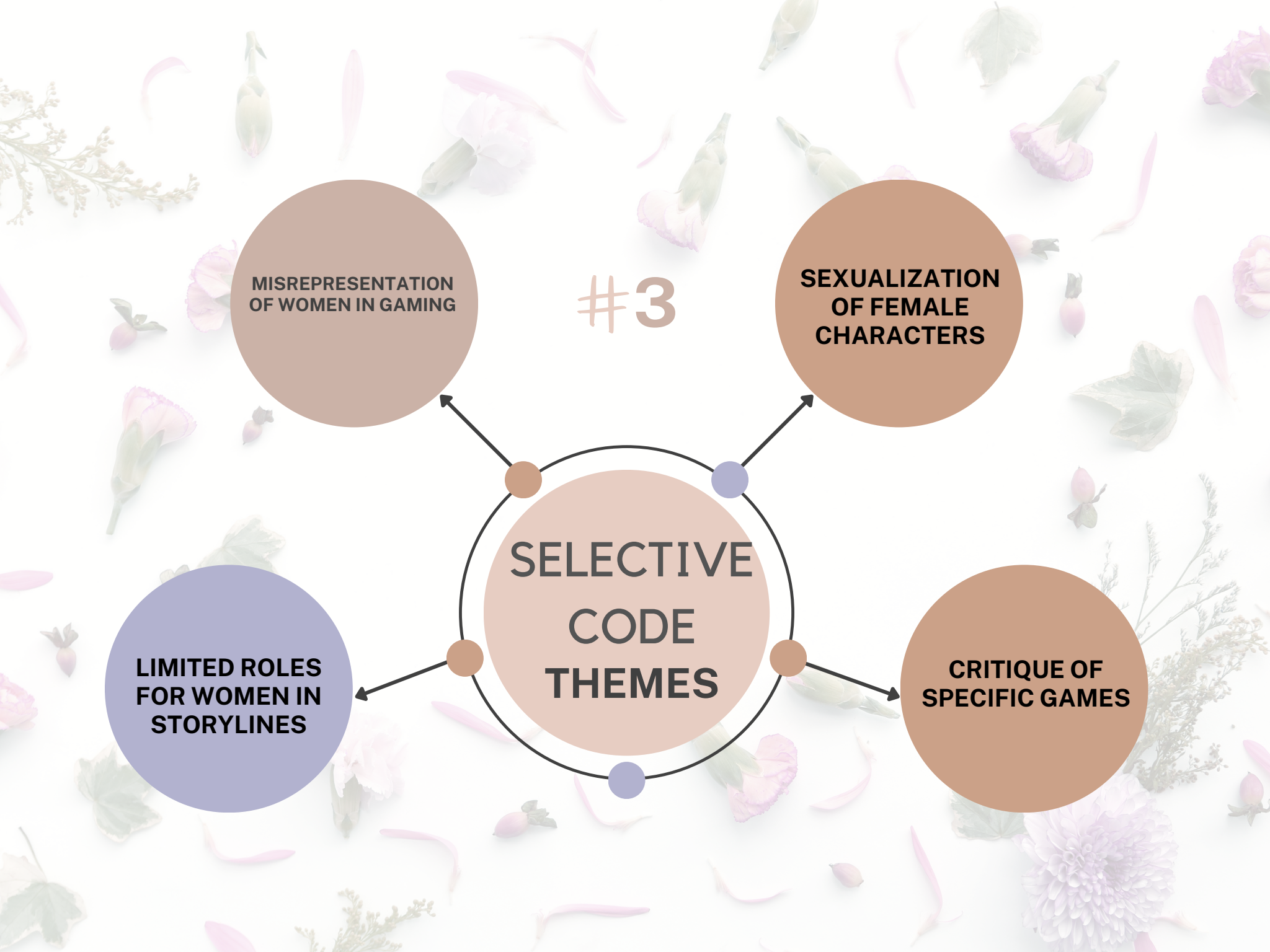- CRITIQUE OF SPECIFIC GAMES (E.G., GTA)

#3

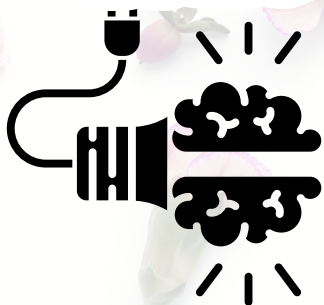MISREPRESENTATION OF WOMEN IN GAMING

SEXUALIZATION OF FEMALE CHARACTERS

SELECTIVE CODE THEMES

LIMITED ROLES FOR WOMEN IN STORYLINES

CRITIQUE OF SPECIFIC GAMES

final

NOTES

The persistent **misrepresentation of women in gaming**, exemplified by the **sexualization of female characters** and the confinement of women to **limited roles in storylines**, raises critical concerns within the gaming industry. The examination of **specific games** highlights the need for a thorough reevaluation of character portrayals and narrative structures. As the gaming community continues to advocate for inclusivity and diversity, addressing these issues is crucial for fostering an environment that is respectful and has accurate female representation. Research also attests that moving forward, it is essential for developers and players alike to actively engage in dialogue, challenge stereotypes, and work collaboratively towards a gaming landscape that promotes equality and authentic representation for all espeically in gaming companies.

REFERENCES

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