Annotated Bibliography

"Essential Facts about the Computer and Video Game INdustry." The Entertainment Software Association, n.d. Web. 28 Feb. 2014.

"Expanded Information on Voices of Women in Smash." Melee It On Me. N.p., n.d. Web. 01 May 2014.

"Game Development 1001." N.p., n.d. Web. 28 Feb. 2014.

"Gamer Demographics Dispel Stereotypes | Gaming | ADANAI." ADANAI. Tyler F.M. Edwards, 4 June 2013. Web. 01 May 2014.

"Growing up in the Super Smash Brothers Melee Community as a Girl." Ramblings of a Retired Gamer —. \_milktea, 17 Oct. 2013. Web. 01 May 2014.

"How to Tackle Gaming's Lack of Racial Diversity." Polygon. Colin Campbell, 16 Sept. 2013. Web. 01 May 2014.

"MIT Press Journals - Presence: Teleoperators and Virtual Environments - Abstract." MIT Press Journals - Presence: Teleoperators and Virtual Environments - Abstract. N.p., n.d. Web. 01 May 2014.

"State of Online Gaming Report." Spill Games, n.d. Web. 28 Feb. 2014.

"Virtual Worlds: The Rise of E-Sports." Online Game Design Degrees and Schools. N.p., n.d. Web. 01 May 2014.

"Voices of Women in Smash – Competitive Super Smash Bros. Player Lilo Shines a Light on Sexism in the Community." Shoryuken. Julius Vissing, 10 Mar. 2014. Web. 01 May 2014.

"Why the Fighting Game Community Is Color Blind." Polygon. Mitch Bowman, 6 Feb. 2014. Web. 01 May 2014.

"Worldwide Video Game, Internet and Smartphone Usage Statistics." Margaret Wallace. N.p., n.d. Web. 01 May 2014.