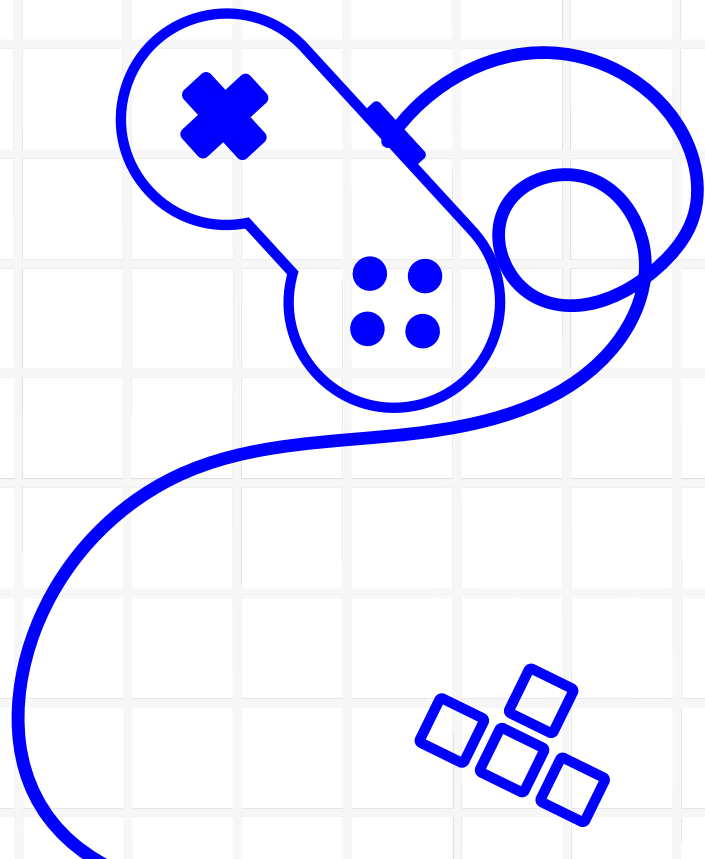
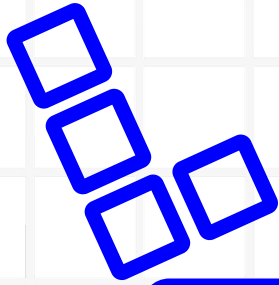


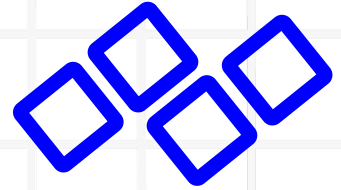
Final Project Progress Presentation

Jade Tang





What am I doing for my final project?



Creating 2 League of Legends Champions

Champions is the term for the characters/avatars that the player controls. They each have their own backstory and abilities specific to them.

A 4-6 page paper

It focuses on the gender roles in video games and the ESports Community.

What is League of Legends?

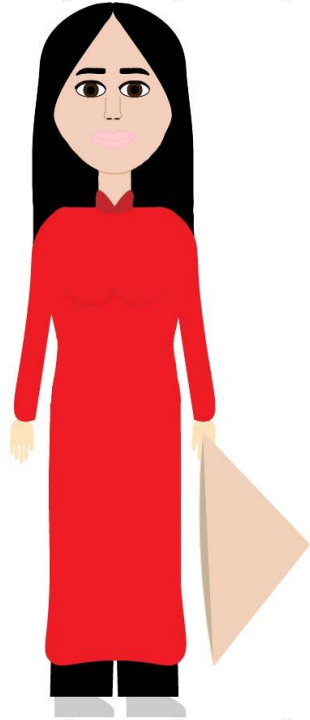
- Also known as LoL or League
- Released in 2009 by Riot Games
- MOBA (multiplayer online battle arena video game)
- 159 champions, ~58 female champions



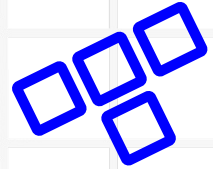
Introducing...

NHI

The Prosperous Idol



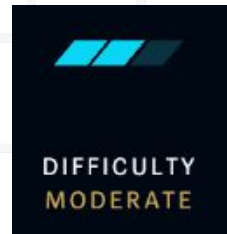
Born in Ho Chi Minh City in 3021, Nhi grew up in poverty where her parents were distant and did not care for her much. The odds seemed stacked against her and made her feel helpless and inferior, but one fateful night changed everything. Running away from her family, she wished for a better life at the lantern festival to end the lunar new year. She follows her lantern into a cave where she sees a portal. Letting her curiosity lead her, she walks through and finds herself in Demacia. Finding her escape and safe haven, she trains everyday to be a fearless attacker that can be proud of her culture and shed the toxicity of tradition.



Passive
Natural talent
Every three consecutive hit deals bonus damage



Role
Assassin



Traditional Throw

Nhi throws her straw hat and it returns to her after a 15 second cooldown

Heart of Dragon

Swiftly circling around her target opponent, Nhi causes them to drain health over a period of time



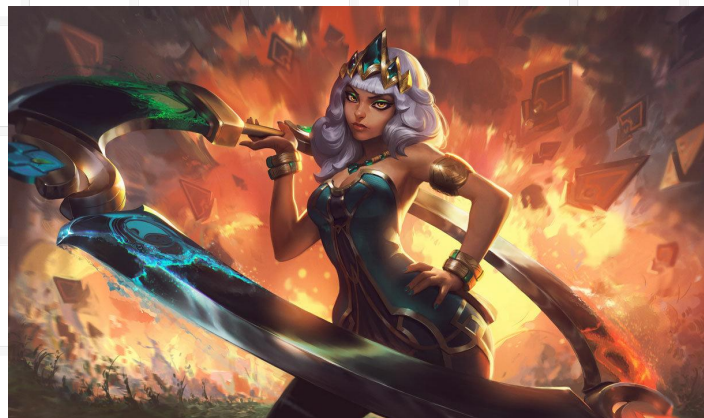
Dignified Stride

Gliding to a location, Nhi deals more magic damage on her next 5 auto hits

No Shade

Nhi calls down a ray of sunshine to blind and slow down the target opponent for 5 seconds

Inspired by Qiyana,
Empress of the Elements

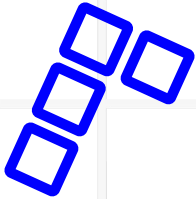
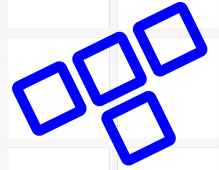


Introducing...

Fuerta

The Renowned Warrior

Training as a sumo wrestler and growing up with two older brothers that got more recognition for their achievements, she is often overlooked because of her gender and societal standards. Women traditionally aren't allowed to enter or touch the sumo wrestling ring, but with everything to prove, she defies everyone's expectations and definitions of what a woman is.



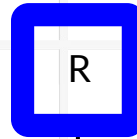
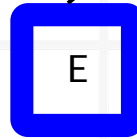
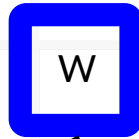
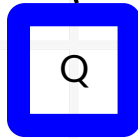
Passive

Climbing Ranks

Gain extra experience points (XP) every 5 minutes

Sumo Strike

Solda punches the target opponent dealing physical damage



Headlock

Wrapping her arms around the target opponent's head, this will disarm and suppress them for 5 seconds

Bravery

Shielding themselves and a nearby ally, they block incoming magic damage

Final Takedown

Solda slams the target opponent into the ground, knocking them up and rooting them for 10 seconds



Role
Tank

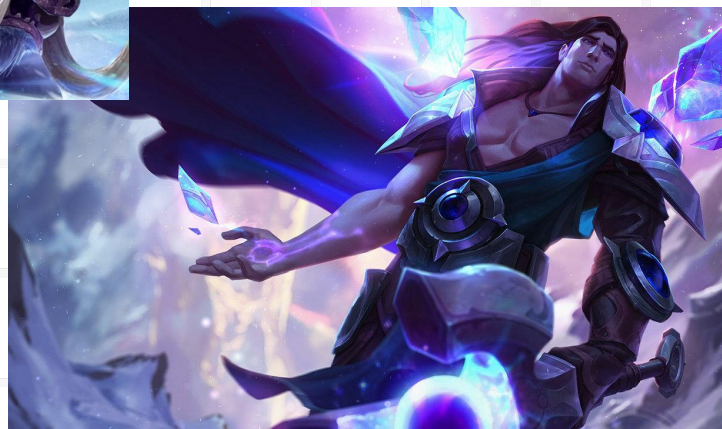
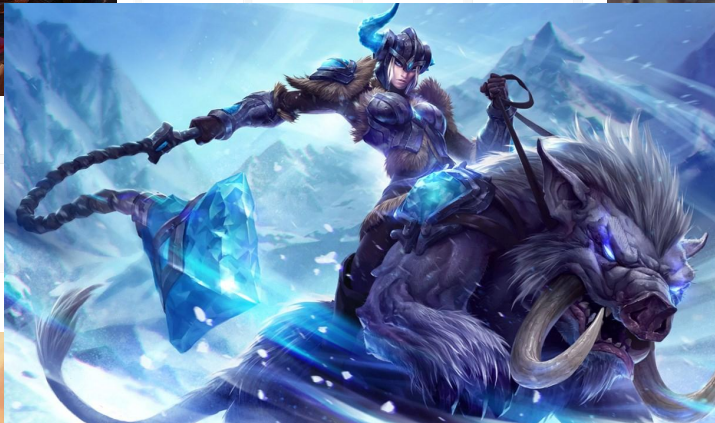


Gragas,
The Rabble Rouser





20 tanks, 4 female





Research Paper



“The Virtual Census: Representations of Gender, Race and Age in Video Games” by Dmitri Williams, Nicole Martins, Mia Consalvo, and James D. Ivory

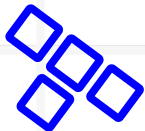
Focuses more on using statistics to highlight the under and misrepresentation of gender, race, and age in video games.

“Female Gaming, Gaming Addiction, and the Role of Women Within Gaming Culture: A Narrative Literature Review” by Olatz Lopez-Fernandez, A. Jess Williams, Mark D. Griffiths, and Daria J. Kuss

It is a comprehensive overview of “empirical and theoretical studies concerning female gaming and the position of women within gaming culture from an individual and cultural perspective.”

“Gender Representations in Video Games” by Anqi Liu

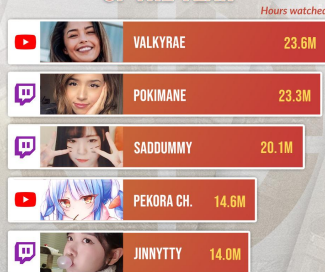
Goes more in-depth about female representation in gaming and stereotypes that follow them.



Highest earning female Twitch streamer is earning almost £1 million annually from subscriptions alone



TOP 5 FEMALE STREAMERS OF THE YEAR



Source: Stream Hatchet



2.5 billion gamers in the world

Via <https://techcrunch.com/2020/06/21/confronting-racial-bias-in-video-games/?guccounter=1>

MOBA genre has a 90% male player-base

Via <https://amt-lab.org/blog/2019/10/gender-amp-ethnic-diversity-in-video-games-exploring-core-games-inclusivity-problem>

67% of the gaming population identifies as white/Caucasian

Via <https://amt-lab.org/blog/2019/10/gender-amp-ethnic-diversity-in-video-games-exploring-core-games-inclusivity-problem>

The Gaming Market was valued at \$198.40 billion in 2021, and it is expected to reach a value of USD 339.95 billion by 2027

Via

<https://www.mordorintelligence.com/industry-reports/global-gaming-market#:~:text=The%20Gaming%20Market%20was%20valued,platforms%20to%20pass%20the%20time.>

In 2021, 45% of gamers in the US are female (Average age of woman gamer is 34, male gamer 32)

Via <https://www.statista.com/statistics/232383/gender-split-of-us-computer-and-video-gamers/>





Thank you for your time

Any questions?

CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon** and infographics & images by **Freepik**.

ICON

- Gaming Icon Pack