These closed-ended response choices

Objectification Survey, Clothes or Body Type

Goal: To determine weather or not in video games the Body Type or Amount of clothes worn effect a player’s perception of female objectification on the games avatar.

Hypothesis: Lack of clothes is not the primarily contributor to the objectification of a female avatar,

Hypothesis: Having a hyper sexualised body type may be the primary contributor.

During this survey you will be looking at female avatars chosen from a variety of games, these avatars will have a varying amount of clothing and body types and possibly pose

KEY:

Amount of clothing: this will range from wearing very little to maximise skin exposure without being nude, to fully dresses with little skin shown.

Body Type: 1) Hyper sexualised i.e. exaggerated body parts – Wide Hips, thin waist, enlarges breasts and longer legs.

2) Average Body Type – needs definition

3) Pose: Provocative -

Normal -

**SURVEY**

Gender?

Gamer: Console, mobile, pc

If you were to choose an avatar to play as in a game from the following choose one.

Pictures A, B

Need to define the pictures to allow me to know exactly which ones that fit into the variables.

Body type

Clothes

Pose

Comments.