The topic might be sexism (or mental health). What I did noticed from the subtle forms of sexism like benevolent sexism is actually not aware by public that much. Like the hostile sexism is easier to noticed and response to it. And it is important for public to know about it since the situation is still happening right now even the fact the voice is shouting out there.

But I still not sure how to relate this topic to some kind of game in actually world.

I feel like it could be a game about experiencing this type of sexism in daily life -- like, I'm thinking of a dating game but instead of needing a man to protect you and to care for, you're having to fend them off. Or maybe show a woman in the role of the protector

I know what you mean by the fact that it might be hard to create something out of it in the real world, maybe you could do some type of game where a female protagonist goes against those stereotypes and expectations and rises to the top? Something like men keep looking down on her and she keeps surpassing their expectations of being soft and submissive