**Reception Studies**

**The Sims modding as a way for women to approach and learn IT**

# Abstract

Modding represents an important part of many well-known video games and it is often used as a way to teach, or self-teach, IT and coding to kids, especially to young girls, and the EA’s The Sims franchise makes no exception.  
This paper will analyse how game modding, with a particular attention to The Sims, can be used as a precious mean to make the technical aspect of IT more approachable for young girls and women.  
Different observations and self-observations will be conducted, including an analysis of which skills are needed to engage into modding.

# Introduction

# Self-Observations

# References

El-Nasr, M. S. & Smith, B. K., 2006 . Learning Through Game Modding. *Computers in Entertainment (CIE) - Theoretical and Practical Computer Applications in Entertainment,* pp. Volume 4 Issue, Article No. 7.

Gee, J. P. & Hayes, E. R., 2010. *Women and Gaming: The Sims and 21st Century Learning.* New York: Palgrave Macmillan.

Hayes, E., 2011. The Sims as a Catalyst for Girls’ IT learning. *International Journal of Gender, Science and Technology,* pp. Vol.3, No.1.

Hayes, E. R. & King, E. M., 2009. Not just a dollhouse: what The Sims2 can teach us about women's IT learning. *On the Horizon,* pp. Vol. 17 Issue: 1, pp.60-69.

Krotoski, A., 2004. *Chicks and Joysticks: An Exploration of Women And Computer.* London: Entertainment and Leisure Software Publishers.

Werner, L., Campe, S. & Denner, J., 2005. *Middle school girls + games programming = information technology fluency.* Newark, s.n., pp. 301-305.

Yucel, I., Zupko, J. & El-Nasr, M. S., 2006. *IT Education, Girls, and Game Modding,* College of Information Sciences and Technology, Penn State University: s.n.