

Man's Plane

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Abstract

A feminist critique of mansplaining in video games.
Link: <https://mansplane.com>

This project was created collaboratively with digital media artist Kit Emma Kirby. It is currently in alpha release, with known bugs and desiderata.

In the world of video games, developers are constantly pushing the boundaries of what is possible in terms of storytelling and gameplay mechanics. However, there are still many issues in the industry that need to be addressed, one of which is the prevalence of mansplaining.

Enter "Man's Plane," a conceptual feminist video game that brings this issue to the forefront in a unique and powerful way. The game starts with a tutorial area, where a soldier mansplains the instructions of the game to the player without stopping. The player is frustrated by being constantly interrupted and not being able to proceed with the game.

This is a commentary on the real-life problem of mansplaining, where a man explains something to a woman in a condescending or patronizing manner, assuming that she is less knowledgeable on the subject. This experience is all too common for women in male-dominated fields, and it serves as a reminder of the ongoing struggles for gender equality.

In "Man's Plane," the player is unable to progress until the mansplaining soldier finally stops talking. This emphasizes the impact that mansplaining can have on a person's ability to succeed and move forward in their goals. It also highlights the need for people to be more aware of their communication and to listen to others without assuming their superiority.

The game serves as a powerful reminder that mansplaining is not just a harmless act, but a manifestation of systemic gender inequality that needs to be addressed. It also demonstrates the potential for video games to be used as a medium for social commentary and activism.

"Man's Plane" is a unique and impactful game that sheds light on the issue of mansplaining in a creative and thought-provoking way. It serves as a reminder of the ongoing struggles for gender equality and the need for everyone to be more mindful in their communication. The game demonstrates the potential for video games to be used as a powerful tool for social change, and we can only hope that more developers will follow in its footsteps.

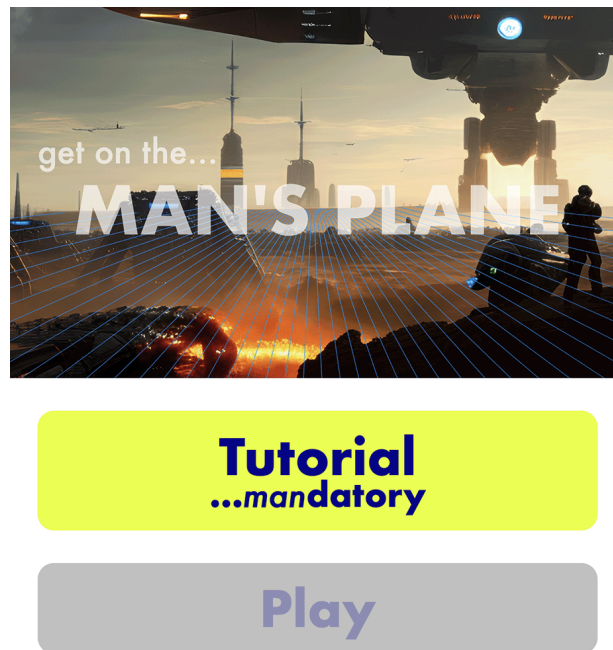


Figure 1: The homepage interface, requiring players to participate in the "tutorial."



Figure 2: The Plane character speaks at length.

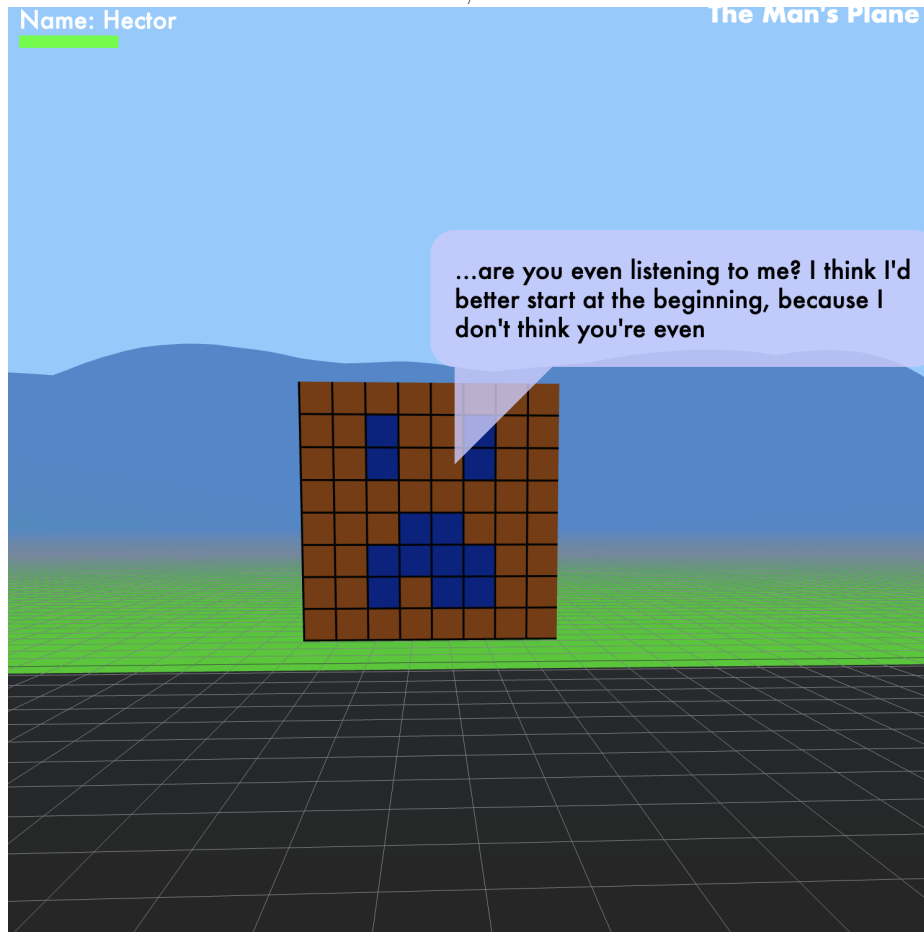


Figure 3: If the player responds naturally to being lectured — by looking away, standing without moving, or trying to leave — the Plane will respond negatively.