a 1998 study conducted at the University of Central Florida found that of the 33 games sampled, 41% do not feature female characters, 28% portrayed women as sex objects, 21% depicted violence against women, and 30% did not represent the female population at all. Furthermore, characterizations of women tended to be stereotypical: highly sexualized ('visions of beauty with large breasts and hips'), dependent ('victim or as the proverbial 'Damsel in Distress''), opposed ('evil or as obstacles to the goal of the game'), and trivial ('females depicted [..] in fairly non-significant roles') [REF