Terry Flew writes that generally representations of gender in digital games are stereotyped. In many games, male characters are portrayed as hard bodied, muscled men, and female characters are portrayed as soft bodied, nearly naked women with large breasts. In addition, Flew also believes that female characters in games are usually portrayed in a narrowly stereotypical manner. Females are usually constructed as visual objects who wait for male rescue and need to be protected, whereas men are portrayed with more power. Such depiction of females in games reflects underlying social ideas of dominance of male over female and themes of masculinity. Although not all video games contain such stereotypes, there are enough to make it a general trait. Ultimately, Flew ends with the statement of the broad demographic's excessive demands, in that '..different genders have different gaming.'[REF