**COMM 105G READING WORKSHEET**

Author, publication date, title: \_“Where the Women Are.” T.L. Taylor, 2006. Play Between Worlds: Exploring Online Game Culture, pp. 93-124.\_

What is this reading’s topic? Where and when was the research done?

\_This reading’s topic is about women in gaming, and how underrepresented they are in the gaming community and when games are made, they aren’t kept in mind besides for “pink games”. The research was done in the mid 2000’s (2006) in Massachusetts.\_

What is the author(s)’s argument? Try to find it in the reading—noting the page number—and then restate it in your own words:

\_The author’s argument is that the stereotypes surrounding women in gaming is just that, a stereotype and that is not truly why women play games. Yes, women do like to socialize, but that is not the sole purpose for them to play games. Women, along with men, play games for the achievements they can gain, for the dominance, and to socialize.\_

Which methods did the author(s) use to collect data?

\_The author used research done on this topic before and cited it as well as interviewing and observing women who play games.\_

What pieces of evidence help support the argument? Note page numbers:

\_“It is clear that designers and their companies need to rethink not only who their users are but what is at stake in the artifacts they provide.” (Pg. 122)\_

\_Figure 4.3 where there is a woman in revealing clothing promoting *EverQuest*.\_

What did this reading make you think about? Is there anything that you are still confused about/would like to know more about?

\_When I was a little kid, I loved playing dress up games and giving make overs, but I never realized this type of game was specifically targeted for me because of my gender. Coming from a family that couldn’t buy me all of the clothing and toys that I wanted when I was young, I played these games as a way to compensate for that. Since I didn’t have the clothes I wanted, I would dress avatars up in games with stuff I would wear if I had it. Now that I’m older, I would still play these kinds of games just because I like fashion. That being said, I also love other games like FPS’s or strategy games that make you think. It is sad to see how games are being advertised, more towards boys and sexualizing women at our expense. People advertising games should really reconsider how they advertise their games.\_