

Department of Computer Science, Clemson University

CPSC 481/681, Hand Held Game Platforms

Contract Description

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1 General Overview:

The goal of the paper will be to discuss the current gender bias that exists among video games. I believe the biases of those who create video games is depriving an entire demographic of the fun and learning of video games. I will begin with an overview of the most popular video games today and the characteristics that they share. I will then go deeper into how these games have characteristics that prevent them from being popular with a female audience as well as how these games teach important skills and facts. From here I will be able to show how girls are missing on a great tool for learning because of the biases of the game creators. Finally, I will overview some ways to fix these biases and create games that will appeal to a female audience and thus a great tool for girls to learn.

2 Milestones:

The five milestones will be:

- Come up with a list of today's top video games and find papers to backup my thesis.
- Reveal the bias of game designers by pointing out the characteristics of these top games and which characteristics make them unappealing to a female audience
- Discuss how these top games subtly teach important skills and facts throughout the game.
- Discuss possible solutions to the bias and ways to make games appeal to a female audience.
- Write introduction and conclusion and revise and edit paper.