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Abstract

This paper looks at the changes in gender-representation in the distribution of female and male gamers and professionals in the video game industry. Based on historical figures and current information, the reasons for the disparities are described. The impact the 2020 pandemic will have on the economy is still very unclear, but the video game industry is thriving at this time. Additionally, the advancement for gender diversity has been greatly affected by the #MeToo movement. Research in the field as well as journal and magazine articles to include current events and describe the prevailing state of the industry, are used as sources. In the early years of video games, a stereotypical image of a gamer was sold to the public by big companies. Nowadays the proportion of female gamers is on the brink of reaching 50% of the total users. However, the representation of women in the workforce is much lower. Gender-bias and the specificities of the industry give rise to high entry barriers for potential female workers. Conclusions and recommendations have been drawn based on data available for Europe and North America. The booming industry has a lot to offer but must make changes if it wants to keep up with the developments in society. The burden not only lies on employers, but also teachers, parents, and government. Everyone can help make gaming an inclusive activity.