



BOOKS, MUSIC AND MOVIES

From Barbie To Mortal Kombat Gender And Computer Games

Simon Bacon



From Barbie To Mortal Kombat Gender And Computer Games:

From Barbie® to Mortal Kombat Justine Cassell, Henry Jenkins, 2000-02-28 Girls and computer games and the movement to overcome the stereotyping that dominates the toy aisles Many parents worry about the influence of video games on their children's lives The game console may help to prepare children for participation in the digital world but at the same time it socializes boys into misogyny and excludes girls from all but the most objectified positions The new girls games movement has addressed these concerns Although many people associate video games mainly with boys the girls games movement has emerged from an unusual alliance between feminist activists who want to change the gendering of digital technology and industry leaders who want to create a girls market for their games The contributors to *From Barbie to Mortal Kombat* explore how assumptions about gender games and technology shape the design development and marketing of games as industry seeks to build the girl market They describe and analyze the games currently on the market and propose tactical approaches for avoiding the stereotypes that dominate most toy store aisles The lively mix of perspectives and voices includes those of media and technology scholars educators psychologists developers of today's leading games industry insiders and girl gamers Contributors Aurora Dorothy Bennett Stephanie Bergman Cornelia Brunner Mary Bryson Lee McEnany Caraher Justine Cassell Suzanne de Castell Nikki Douglas Theresa Duncan Monica Gesue Michelle Goulet Patricia Greenfield Margaret Honey Henry Jenkins Cal Jones Yasmin Kafai Heather Kelley Marsha Kinder Brenda Laurel Nancie Martin Aliza Sherman Kaveri Subrahmanyam *From Barbie to Mortal Kombat* Justine Cassell, Henry Jenkins, 1998

Beyond Barbie and Mortal Kombat Yasmin B. Kafai, Carrie Heeter, Jill Denner, Jennifer Y. Sun, 2011-02-25 Girls and women as game players and game designers in the new digital landscape of massively multiplayer online games second lives modding serious games and casual games Ten years after the groundbreaking *From Barbie to Mortal Kombat* highlighted the ways gender stereotyping and related social and economic issues permeate digital game play the number of women and girl gamers has risen considerably Despite this gender disparities remain in gaming Women may be warriors in *World of Warcraft* but they are also scantily clad booth babes whose sex appeal is used to promote games at trade shows Player generated content has revolutionized gaming but few games marketed to girls allow modding game modifications made by players Gender equity the contributors to *Beyond Barbie and Mortal Kombat* argue requires more than increasing the overall numbers of female players *Beyond Barbie and Mortal Kombat* brings together new media theorists game designers educators psychologists and industry professionals including some of the contributors to the earlier volume to look at how gender intersects with the broader contexts of digital games today gaming game industry and design and serious games The contributors discuss the rise of massively multiplayer online games MMOs and the experience of girl and women players in gaming communities the still male dominated gaming industry and the need for different perspectives in game design and gender concerns related to emerging serious games games meant not only to entertain but also to educate persuade or

change behavior In today s game packed digital landscape there is an even greater need for games that offer motivating challenging and enriching contexts for play to a more diverse population of players Contributors Cornelia Brunner Shannon Campe Justine Cassell Mia Consalvo Jill Denner Mary Flanagan Janine Fron Tracy Fullerton Elisabeth Hayes Carrie Heeter Kristin Hughes Mimi Ito Henry Jenkins III Yasmin B Kafai Caitlin Kelleher Brenda Laurel Nicole Lazzaro Holin Lin Jacki Morie Helen Nissenbaum Celia Pearce Caroline Pelletier Jennifer Y Sun T L Taylor Brian Winn Nick Yee Interviews with Nichol Bradford Brenda Braithwaite Megan Gaiser Sheri Graner Ray Morgan Romine **Handbook of New Media** Leah A Lievrouw, Sonia M. Livingstone, 2006-01-17 Praise for the First Edition A landmark volume that provides a foundation stone for a new subject the study of new media It is stunningly well edited offering a very high standard of original contributions in a skilfully orchestrated and organised textbook James Curran Goldsmiths University of London The first major review of interactive technologies and their cultural and social context This is more than a welcome addition to one s library it is the authoritative overview of international research perspectives on interactive media technologies by leading scholars around the world Ellen Wartella University of Texas Austin A landmark for the study of information and communication technologies within the field of communication Its international team of editors and authors has brought together insights gained from over two decades of scholarly research This indispensable reference demonstrates an increased maturity and stature for new media research within the field William H Dutton University of Southern California A truly comprehensive and authoritative volume This Handbook will be an absolutely essential text for anyone concerned with social aspects of the new media Kevin Robins Goldsmiths University of London Thoroughly revised and updated this Student Edition of the successful Handbook of New Media has been abridged to showcase the best of the hardback edition It stakes out the boundaries of new media research and scholarship and provides a definitive statement of the current state of the field Features new to the student edition include Improved organization of material to make it more accessible for students and easier to incorporate into course design An introduction by the editors which clearly lays out the main themes in new media studies as well as providing instructors with a guide to how to get the most out of the handbook in the classroom All chapters are updated to combine classic studies and background material with latest developments in the field The first edition of the Handbook immediately established itself as the central reference work in the field This new revised edition offers students the most comprehensive and up to date introduction to the area **Gender Divide and the Computer Game Industry** Prescott, Julie, Bogg, Jan, 2013-09-30 This book takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry Provided by publisher *Gender Considerations and Influence in the Digital Media and Gaming Industry* Prescott, Julie, McGurran, Julie Elizabeth, 2014-06-30 Occupational segregation is an important issue and can be detrimental to women There is a strong need for more women in science engineering and information technology which are traditionally male dominated fields Female representation in the computer

gaming industry is a potential way to increase the presence of women in other computer related fields Gender Considerations and Influence in the Digital Media and Gaming Industry provides a collection of high quality empirical studies and personal experiences of women working in male dominated fields with a particular focus on the media and gaming industries Providing insight on best methods for attracting and retaining women in these fields this volume is a valuable reference for executives and members of professional bodies who wish to encourage women in their career progression The Routledge Companion to Video Game Studies Mark J.P. Wolf, Bernard Perron, 2014-01-03 The number of publications dealing with video game studies has exploded over the course of the last decade but the field has produced few comprehensive reference works The Routledge Companion to Video Game Studies compiled by well known video game scholars Mark J P Wolf and Bernard Perron aims to address the ongoing theoretical and methodological development of game studies providing students scholars and game designers with a definitive look at contemporary video game studies Features include comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as art form and cultural phenomenon explorations of the technical and creative dimensions of video games accounts of the political social and cultural dynamics of video games Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading Together they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student scholar and designer alike **Encyclopedia of Gender and Information Technology** Trauth, Eileen M., 2006-06-30 This two volume set includes 213 entries with over 4 700 references to additional works on gender and information technology Provided by publisher *Gaming Lives in the Twenty-First Century* G. Hawisher, C. Selfe, 2016-06-07 This volume examines the claim that computer games can provide better literacy and learning environments than schools Using case studies in the US at the beginning of the twenty first century and the words and observations of individual gamers the book offers historical and cultural analyses of their literacy development practices and values Digital Culture, Play, and Identity Hilde Corneliussen, Jill Walker Rettberg, 2008 This book examines the complexity of World of Warcraft from a variety of perspectives exploring the cultural and social implications of the proliferation of ever more complex digital gameworlds The contributors have immersed themselves in the World of Warcraft universe spending hundreds of hours as players leading guilds and raids exploring moneymaking possibilities in the in game auction house playing different factions races and classes conducting interviews and studying the game design as created by Blizzard Entertainment the game s developer and as modified by player created user interfaces The analyses they offer are based on both the firsthand experience of being a resident of Azeroth and the data they have gathered and interpreted The contributors examine the ways that gameworlds reflect the real world exploring such topics as World of Warcraft as a capitalist fairytale and the game s construction of gender the cohesiveness of the gameworld in terms of geography mythology narrative and the treatment of death as a

temporary state aspects of play including deviant strategies perhaps not in line with the intentions of the designers and character both players identification with their characters and the game s culture of naming characters BOOK JACKET

Discrimination and Diversity: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources,2017-05-17 The growing presence of discrimination and isolation has caused negative changes to human interactions With the ubiquity of these practices there is now an increasingly urgent need to close this divide *Discrimination and Diversity Concepts Methodologies Tools and Applications* provides a critical look at race gender and modern day discrimination and solutions to creating sustainable diversity across numerous contexts and fields Including innovative studies on anti discrimination measures gender discrimination and tolerance this multi volume book is an ideal source for professionals practitioners graduate students academics and researchers working in equality as well as managers and those in leadership roles

Encyclopedia of Gender in Media Mary Kosut,2012-05-01 The media strongly influences our everyday notions of gender roles and our concepts of gender identity The *Encyclopedia of Gender in Media* critically examines the role of the media in enabling facilitating or challenging the social construction of gender in our society The work addresses a variety of entertainment and news content in print and electronic media and explores the social construction of masculinity as well as femininity In addition to representations of gender within the media we also analyze gender issues related to media ownership and the media workforce Despite an abundance of textbooks anthologies and university press monographs on the topic of gender in media until now no comprehensive reference work has tackled this topic of perennial interest in student research and papers Features and benefits 150 signed entries each with Cross References and Further Readings are organized in A to Z fashion to give students easy access to the full range of topics within gender in media A thematic Reader s Guide in the front matter groups related entries by broad topical or thematic areas to make it easy for users to find related entries at a glance with themes including Discrimination Media Effects Media Modes New Media Media Portrayals Representations Biographies and more In the electronic version the Reader s Guide combines with a detailed Index and the Cross References to provide users with robust search and browse capacities A Chronology in the back matter helps students put individual events into broader historical context A Glossary provides students with concise definitions to key terms in the field A Resource Guide to classic books journals and web sites along with the Further Readings accompanying each entry helps guide students to further resources for their research journeys An Appendix provides users with a number of reports related to gender in media

Videogames James A. Newman,2013 James Newman s lucid and engaging introduction guides the reader through the world of videogaming providing a history of the videogame from its origins in the computer lab to its contemporary status as a global entertainment industry with characters such as Lara Croft and Sonic the Hedgehog familiar even to those who ve never been near a games console Topics covered include classifications game theory and interactivity what is a videogame the videogame audience the videogame

industry videogame structure narratives and play approaches to the study of videogames videogames avatars and virtual worlds social gaming and the culture of videogames This second edition updates the book to include recent developments such as the popularity of the wii and the increase in non traditional gamers and more physical gaming the development of MMOGs massively multiplayer online games such as World of Warcraft games being downloaded as apps or accessed via mobile phones iPods and social networking sites

Handbook of Sports and Media Arthur A. Raney,Jennings

Bryant,2009-03-04 This distinctive Handbook covers the breadth of sports and media scholarship one of the up and coming topics bridging media entertainment sports management and popular culture Organized into historical institutional spectator and critical studies perspectives this volume brings together the work of many researchers into one quintessential volume defining the full scope of the subject area Editors Arthur Raney and Jennings Bryant have recruited contributors from around the world to identify and synthesize the research representing numerous facets of the sports media relationship As a unique collection on a very timely topic the volume offers chapters examining the development of sports media production coverage and economics of sports media sports media audiences sports promotion and race and gender issues in sports and media Unique in its orientation and breadth the Handbook of Sports and Media is destined to play a major role in the future development of this fast growing area of study It is a must have work for scholars researchers and graduate students working in media entertainment media psychology mass media mass communication sports marketing and management popular communication popular culture and cultural studies

Woke Gaming Kishonna L. Gray,David J. Leonard,2018-11-13 From Gamergate to the 2016 election to the daily experiences of marginalized perspectives gaming is entangled with mainstream cultures of systematic exploitation and oppression Whether visible in the persistent color line that shapes the production dissemination and legitimization of dominant stereotypes within the industry itself or in the dehumanizing representations often found within game spaces many video games perpetuate injustice and mirror the inequities and violence that permeate society as a whole Drawing from groundbreaking research on counter and oppositional gaming and from popular games such as World of Warcraft and Tomb Raider Woke Gaming examines resistance to problematic spaces of violence discrimination and microaggressions in gaming culture The contributors of these essays seek to identify strategies to detox gaming culture and orient players and gamers toward progressive ends From Anna Anthropy s Keep Me Occupied to Momo Pixel s Hair Nah video games can reveal the power and potential for marginalized communities to resist and otherwise challenge dehumanizing representations inside and outside of game spaces In a moment of MeToo BlackLivesMatter and efforts to transform current political realities Woke Gaming illustrates the power and potential of video games to foster change and become a catalyst for social justice

Heroic Girls as Figures of Resistance and Futurity in Popular Culture Simon Bacon,2024-04-09 Heroic Girls looks at the recent proliferation of young girl heroes in many recent mainstream films and books These contemporary final girls do not just survive but rather suggest that in doing so they have fundamentally changed

something about themselves and or the world around them seeing them become the First Girls of this altered reality The collection brings together a wide range of perspectives and cultural viewpoints that describe many recent narratives that explore the idea of a Final Girl and her after story The essays are divided into four sections beginning with more theoretical approaches cross cultural examples the ways in which fictional narratives bear strong relation to real world circumstances examples that more strongly depict themes of resistance survival and individual agency and finally those that describe something more fundamental and transformative Films and television shows covered in the collection include The Girl with All the Gifts The Witcher The Hunger Games Star Wars The Fear Street and Pan's Labyrinth This book will be of interest to researchers and students of film studies gender studies and media studies

Theorizing Digital Rhetoric Aaron Hess, Amber Davisson, 2017-07-20 Theorizing Digital Rhetoric takes up the intersection of rhetorical theory and digital technology to explore the ways in which rhetoric is challenged by new technologies and how rhetorical theory can illuminate discursive expression in digital contexts The volume combines complex rhetorical theory with personal anecdotes about the use of technologies to create a larger philosophical and rhetorical account of how theorists approach the examinations of new and future digital technologies This collection of essays emphasizes the ways that digital technology intrudes upon rhetorical theory and how readers can be everyday rhetorical critics within an era of ever increasing use of digital technology Each chapter effectively blends theorizing between rhetoric and digital technology informing readers of the potentiality between the two ideas The theoretical perspectives informed by digital media studies rhetorical theory and personal professional use provide a robust accounting of digital rhetoric that is timely personable and useful

Gender and Sexuality in Online Game Cultures Jenny Sundén, Malin Sveningsson, 2012-03-12 How do gender and sexuality come to matter in online game cultures Why is it important to explore straight versus queer contexts of play And what does it mean to play together with others over time as co players and researchers Gender and Sexuality in Online Game Cultures is a book about female players and their passionate encounters with the online game World of Warcraft and its player cultures It takes seriously women's passions in games and as such draws attention to questions of pleasure in and desire for technology The authors use a unique approach of what they term a twin ethnography that develops two parallel stories Sveningsson studies straight game culture and makes explicit that which is of the norm by exploring the experiences of female gamers in a male dominated gaming context Sundén investigates queer game culture through the queer potentials of mainstream World of Warcraft culture as well as through the case of a guild explicitly defined as LGBT Academic research on game culture is flourishing yet feminist accounts of gender and sexuality in games are still in the making Drawing on feminist notions of performance performativity and positionality as well as the recent turn to affect and phenomenology within cultural theory the authors develop queer feminist studies of online player cultures in ways that are situated and embodied

Gender and Contemporary Horror in Comics, Games and Transmedia Robert Shail, Samantha Holland, Steven Gerrard, 2019-09-19 Despite the constant changes in

contemporary popular media the horror genre retains its attraction for audiences of all backgrounds This edited collection explores modern representations of gender in horror and how this factors into the genre's appeal

The Video Game Theory Reader Mark J.P. Wolf, Bernard Perron, 2013-10-08 In the early days of Pong and Pac Man video games appeared to be little more than an idle pastime Today video games make up a multi billion dollar industry that rivals television and film The Video Game Theory Reader brings together exciting new work on the many ways video games are reshaping the face of entertainment and our relationship with technology Drawing upon examples from widely popular games ranging from Space Invaders to Final Fantasy IX and Combat Flight Simulator 2 the contributors discuss the relationship between video games and other media the shift from third to first person games gamers and the gaming community and the important sociological cultural industrial and economic issues that surround gaming The Video Game Theory Reader is the essential introduction to a fascinating and rapidly expanding new field of media studies

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