

Sexy Video Game Characters

Laura L. Finley

Video Games and Gender Assemblages Sian Tomkinson, 2025-04-17 In this book, Sian Tomkinson examines why, despite around half of gamers being female, highly-gendered stereotypical assumptions pervade the video game industry and communities of play, leading to toxic attitudes and events such as Gamergate and beyond. Tomkinson utilizes a Deleuzoguattarian lens through critique of categories to encourage a shift away from the binary oppositions that often lie at the root of this tension. Through the use of concepts including the assemblage, faciality, and the refrain, the book argues that the increased diversity of games, producers, and players have challenged traditional gamer identities. Gamers faced with this challenge, Tomkinson posits, can either embrace new experiences and affects – deterritorialising this identity – or become destructively reactionary by reterritorializing and refusing to meaningfully engage with difference. Ultimately, this book demonstrates how video game cultures and communities have a unique assemblage of influences while also functioning as a microcosm of broader social, cultural, and political tensions. Scholars of media studies, video game studies, women's and gender studies, philosophy, and sociology will find this book of particular interest.

Sex in Video Games Brenda Brathwaite, 2007 Sex in games has been around almost as long as the medium itself. With the release of games like *Playboy: The Mansion*, *Leisure Suit Larry: Magna Cum Laude*, and *The Singles*, sexual content gained a firm foothold and for the first time, ventured into the mainstream. Even casual games like the *Sims* started to rev things up a bit, and in on-line games, tales of 'cybering' have become common place. Seeking to understand this emerging trend, developers, publishers, retailers and consumers are asking themselves: when is sex appropriate in a game? how far is too far? what will it mean for the product? for its distribution? for my company? for me? do sexual content games sell better? are they generally profitable? And so far, there are no definitive answers. *Sex in Video Games* seeks to provide insight into this issue and provide guidelines and answers by exhaustively studying the history of sexual content in games and the games industry as well as public and political reaction to it. In addition, the book considers ethical issues, parental and retailer responsibility, and explores the industry attempts at self-regulation and the growing issue of censorship.

The Video Games Guide Matt Fox, 2013-01-17 The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design--from the very earliest (1962's *Spacewar*) through the present day releases on the PlayStation 3, Xbox 360, Wii and

PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.

Women in Historical and Archaeological Video Games Jane Draycott, 2022-06-06 This volume focuses on the depiction of women in video games set in historical periods or archaeological contexts, explores the tension between historical and archaeological accuracy and authenticity, examines portrayals of women in historical periods or archaeological contexts, portrayals of female historians and archaeologists, and portrayals of women in fantastical historical and archaeological contexts. It includes both triple A and independent video games, incorporating genres such as turn-based strategy, action-adventure, survival horror, and a variety of different types of role-playing games. Its chronological and geographical scope ranges from late third century BCE China, to mid first century BCE Egypt, to Pictish and Viking Europe, to Medieval Germany, to twentieth century Taiwan, and into the contemporary world, but it also ventures beyond our universe and into the fantasy realm of Hyrule and the science fiction solar system of the Nebula.

100 Greatest Video Game Characters Jaime Banks, Robert Mejia, Aubrie Adams, 2017-06-23 Though in existence for only a few decades, video games are now firmly established in mainstream culture all around the planet. Every year new games are produced, and every year new favorites emerge. But certain characters have become so iconic that they withstand both time and the shifting interests of players. Such creations permeate other elements of popular culture—from graphic novels to film—and are known not only to dedicated gamers but to the general public as well. In *100 Greatest Video Game Characters*, readers can learn about some of the most popular and influential figures that have leapt from computer monitors and television screens and into the public consciousness. The entries in this volume provide general facts about the characters as well as explore their cultural significance. The entries include the following information: Game developer Year character was established Video game franchise In addition, the book examines the commonalities of various video game characters to help readers better understand their popularity and how they operate within the video games and the industry itself. Whether casually looking up information on video game characters or researching what these icons say about society, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, *100 Greatest Video Game Characters* will appeal to fans and scholars alike.

The Bloomsbury Handbook of Sex and Sexuality in Game Studies Matthew Wysocki, Steffi Shook, 2025-01-09 The

Bloomsbury Handbook of Sex and Sexuality in Game Studies consists of a comprehensive collection of essays that review and supplement current work focusing on sex and sexuality in games. The chapters provide insight into sexual content in games, representation of various sexualities, and player experience. Together they contribute to a growing field of work concerning two, difficult to define, phenomena: the borders of sex and sexuality and video games. As we frequently see debates and discussions over who gets to love whom and who gets to exist in their true self, this handbook plays a part in outlining the parameters of crucial issues within the games that we play.

Games Girls Play Carolyn M. Cunningham, 2020-07-06 Games Girls Play examines the role that video games play in girls' lives, including how games structure girls' leisure time, how playing video games constitutes different performances of femininity, and what influences girls to play or not play video games. Through interviews, focus groups, and qualitative content analyses, this book analyzes girls' involvement with video games. It also examines different contexts in which discourses of girls and video games occur, including girl-oriented video games, activist efforts to change the video game industry, and informal education programs that teach girls video game design.

The Video Games Textbook Brian J. Wardyga, 2023-06-13 The Video Games Textbook takes the history of video games to the next level. Coverage includes every major video game console, handheld system, and game-changing personal computer, as well as a look at the business, technology, and people behind the games. Chapters feature objectives and key terms, illustrative timelines, color images, and graphs in addition to the technical specifications and key titles for each platform. Every chapter is a journey into a different segment of gaming, where readers emerge with a clear picture of how video games evolved, why the platforms succeeded or failed, and the impact they had on the industry and culture. Written to capture the attention and interest of students from around the world, this newly revised Second Edition also serves as a go-to handbook for any video game enthusiast. This edition features new content in every chapter, including color timelines, sections on color theory and lighting, the NEC PC-98 series, MSX series, Amstrad CPC, Sinclair ZX Spectrum, Milton Bradley Microvision, Nintendo Game & Watch, gender issues, PEGI and CERO rating systems, and new Pro Files and quiz questions, plus expanded coverage on PC and mobile gaming, virtual reality, Valve Steam Deck, Nintendo Switch, Xbox Series X|S, and PlayStation 5. Key Features Explores the history, business, and technology of video games, including social, political, and economic motivations Facilitates learning with clear objectives, key terms, illustrative timelines, color images, tables, and graphs Highlights the technical specifications and key titles of all major game consoles, handhelds, personal computers, and mobile platforms Reinforces material with market summaries and reviews of breakthroughs and trends, as well as end-of-chapter activities and quizzes

Women in Popular Culture Laura L. Finley, 2023-03-24 Including more than 300 alphabetically listed entries, this 2-volume set presents a timely and detailed overview of some of the most significant contributions women have made to

American popular culture from the silent film era to the present day. The lives and accomplishments of women from various aspects of popular culture are examined, including women from film, television, music, fashion, and literature. In addition to profiles, the encyclopedia also includes chapters that provide a historical review of gender, domesticity, marriage, work, and inclusivity in popular culture as well as a chronology of key achievements. This reference work is an ideal introduction to the roles women have played, both in the spotlight and behind it, throughout the history of popular culture in America. From the stars of Hollywood's Golden Age to the chart toppers of the 2020s, author Laura L. Finley documents how attitudes towards these icons have evolved and how their influence has shifted throughout time. The entries and essays also address such timely topics as feminism, the #MeToo movement, and the gender pay gap.

Sex in Advertising Tom Reichert, Jacqueline Lambiasi, 2014-04-04 A volume of scholarly research & viewpoints on how sexual appeals function in the current advertising environment. Offers answers as to why the use of sex is so prevalent. For scholars & students in advertising, media studies, mass comm, rhetoric.

Media and the Sexualization of Childhood Barrie Gunter, 2014-04-29 Media and the Sexualization of Childhood examines the on-going debates surrounding the prominence of sexual themes in children's lives, from clothes and accessories, toys and games, to music, entertainment media, advertising, and new media platforms. Parents, educators and politicians around the developed world have raised concerns about the effects all these experiences can have on the socialisation and psychological development of children and the extent to which the premature introduction of sexuality into their lives can place them at risk of unwanted attention. This book explores these issues using an evidence based approach that draws on research findings from around the world, representing the most comprehensive single account of the field. The book will be invaluable to students studying topics surrounding children and the media and childhood studies, as well as students of communication, media, cultural studies, sociology, psychology and health science.

Video Gaming in Science Fiction Jason Barr, 2018-09-11 As video gaming and gaming culture became more mainstream in the 1970s, science fiction authors began to incorporate aspects of each into their work. This study examines how media-fueled paranoia about video gaming--first emerging almost fifty years ago--still resonates in modern science fiction. The author reveals how negative stereotypes of gamers and gaming have endured in depictions of modern gamers in the media and how honest portrayals are still wanting, even in the forward thinking world of science fiction.

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.

Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives Valentine, Keri Duncan, Jensen, Lucas John, 2016-06-20 With complex stories and stunning visuals eliciting intense emotional responses, coupled with opportunities for self-expression and problem solving, video games are a powerful medium to foster empathy, critical thinking, and creativity in players. As these games grow in popularity, ambition, and technological prowess, they become a legitimate art form, shedding old attitudes and misconceptions along the way. *Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives* asks whether videogames have the power to transform a player and his or her beliefs from a sociopolitical perspective. Unlike traditional forms of storytelling, videogames allow users to immerse themselves in new worlds, situations, and politics. This publication surveys the landscape of videogames and analyzes the emergent gaming that shifts the definition and cultural effects of videogames. This book is a valuable resource to game designers and developers, sociologists, students of gaming, and researchers in relevant fields.

Feminist Perspectives on Building a Better Psychological Science of Gender Tomi-Ann Roberts, Nicola Curtin, Lauren E. Duncan, Lilia M. Cortina, 2016-10-15 This timely and thought-provoking collection explores the ways in which psychological science interacts with and addresses gender across varied subdisciplines in the field, from a feminist viewpoint. A particular aim of this volume is to move the conversation of gender in psychology beyond a difference-only paradigm. Veteran and emerging feminist scholars survey the handling of sex and gender issues across psychology, and describe how feminist perspectives and methodologies can and should be applied to enhance the field itself, but also in the service of social justice in the various cultures of corporations, academia, and the global stage. Contributions span theoretical advances, latest empirical findings, and real-world advocacy, with instructive and illuminating first-person accounts detailing challenges and rewards of feminist scholarship and practice in psychology. Throughout the volume, chapters document a dynamic field in its evolution from the traditional, two-dimensional study of gender-based differences to concerted multidisciplinary approaches, to cutting edge feminist theoretical and methodological advances such as intersectionality to understand gender in context. The volume is divided into three distinct sections. The first covers current theory and research in psychological science that considers gender beyond a difference-only paradigm. Then, leading feminist scholars reflect upon their own experiences in their respective subdisciplines. Finally, the third section explores innovative best practices and applications for feminist psychological science. Highlights of the coverage: • Beyond difference: Gender as a quality of social settings. • Adventures in feminist health psychology: Teaching about and conducting feminist psychological science. • Mind the thigh gap? Bringing feminist psychological science to the masses. • Feminist psychologists

and institutional change in universities. With its stimulating compilation of theories, research, and applications, *Feminist Perspectives On Building A Better Psychological Science of Gender* is one of the most forward-thinking and innovative treatments of the field in recent years. It is a significant and important text for all psychologists, women's and gender studies specialists, social science researchers, and all those interested in using evidence-based psychological science to create a more just and equitable world.

Hot Tubs and Pac-Man Anne Ladyem McDivitt, 2020-10-12 This work looks at the gendered nature of the US video gaming industry. Although there were attempts to incorporate women into development roles and market towards them as players, the creation of video games and the industry began in a world strongly gendered male. The early 1980s saw a blip of hope that the counter-cultural industry focused on fun would begin to include women, but after the video game industry crash, this free-wheeling freedom of the industry ended along with the beginnings of the inclusion of women. Many of the threads that began in the early years continued or have parallels with the modern video game industry. The industry continues to struggle with gender relations in the workplace and with the strongly gendered male demographic that the industry perceives as its main market.

Living Dolls Natasha Walter, 2011-05-26 I once believed that we only had to put in place the conditions for equality for the remnants of old-fashioned sexism in our culture to wither away. I am ready to admit that I was wrong.' Empowerment, liberation, choice. Once the watchwords of feminism, these terms have now been co-opted by a society that sells women an airbrushed, highly sexualised and increasingly narrow vision of femininity. Drawing on a wealth of research and personal interviews, *LIVING DOLLS* is a straight-talking, passionate and important book that makes us look afresh at women and girls, at sexism and femininity - today.

Children, Media, and Technology Erica Scharrer, 2025-04-02 An accessible introduction to children, media, and technology that centers questions of access, diversity, equity, and inclusion to provide a timely and much-needed text for communication and media studies students and scholars. This book covers several long-standing as well as contemporary issues and controversies pertaining to media and youth, such as violence, cyberbullying and online harassment; body image disturbances and beauty norms; and responses to increasingly sophisticated marketing strategies. It also fully explores the ways in which media and technology use enriches the lives of children and teens and empowers them, with positive implications for their sense of self; learning and education; sociality, friendships, and respect for others; and knowledge of and action in the world around them. In each of these lines of inquiry, up-to-date theory and research findings relevant to diverse young media users and questions of access, equity, representation, and inclusion make this a distinct approach to enhance students' understanding of children, media, and technology. This is an essential text for students of Media and Communication Studies taking courses such as Children and Media; Children, Teens, and Media; and Children, Adolescents,

and Media, as well as similar classes being taught in related departments.

Media Today Joseph Turow, 2019-08-28 This seventh edition of Joseph Turow's pathbreaking media textbook uses convergence as a lens that puts students at the center of the profound changes in the 21st century media world. It teaches students to think critically about the role of media, and what these changes mean for their lives. The book's media systems approach helps students to look carefully at how media content is created, distributed, and exhibited in the new world that the digital revolution has created. The first part examines the media world as a whole, while the second delves deep into key media industries, such as the movie, book, and video game industries. This new edition includes critical expanded coverage of social media, as well as updated figures, tables, and pedagogy, including key terms and further activities. Media Today is an excellent introduction to the world of media in the digital age. From news media to video games and social networking to mobile platforms, it provides students with the tools they need to understand and critique the media they encounter and consume. Extensive pedagogical materials also make this a highly teachable book, well suited to the classroom. The accompanying website has also been updated with new student and instructor resources, including chapter recaps, recommended readings, and instructor's manual.

Gaming Representation Jennifer Malkowski, Trea Andrea M. Russworm, 2017-07-03 Recent years have seen an increase in public attention to identity and representation in video games, including journalists and bloggers holding the digital game industry accountable for the discrimination routinely endured by female gamers, queer gamers, and gamers of color. Video game developers are responding to these critiques, but scholarly discussion of representation in games has lagged far behind. Gaming Representation examines portrayals of race, gender, and sexuality in a range of games, from casuals like Diner Dash, to indies like Journey and The Binding of Isaac, to mainstream games from the Grand Theft Auto, BioShock, Spec Ops, The Last of Us, and Max Payne franchises. Arguing that representation and identity function as systems in games that share a stronger connection to code and platforms than it may first appear, the contributors to this volume push gaming scholarship to new levels of inquiry, theorizing, and imagination.

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