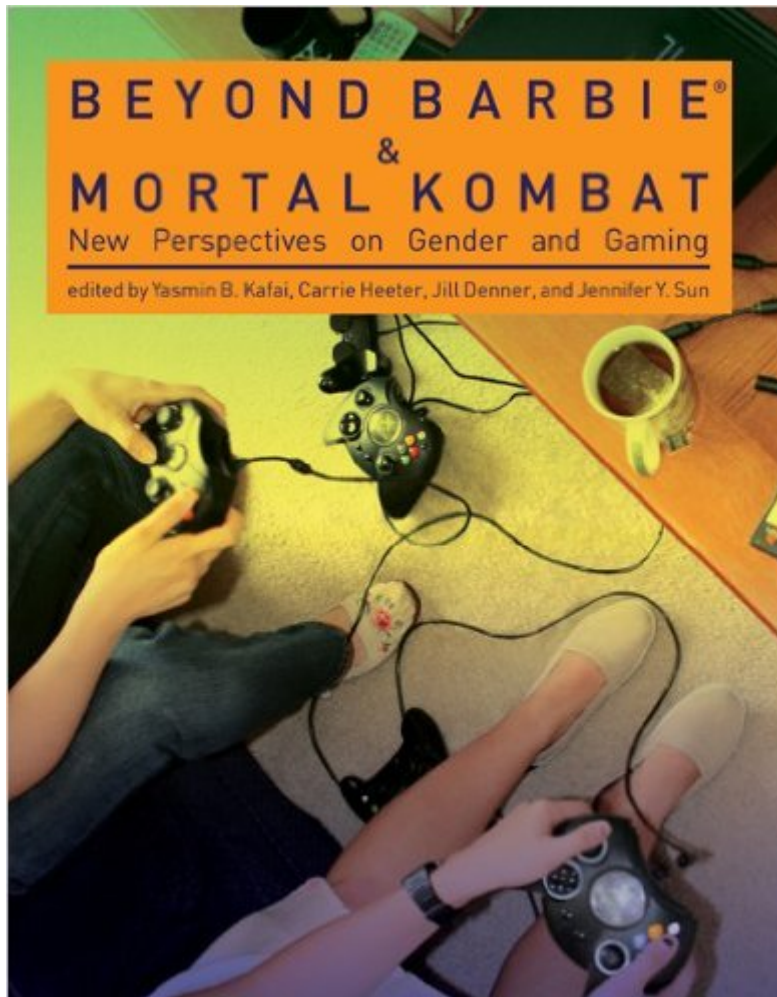


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# Beyond Barbie And Mortal Kombat: New Perspectives On Gender And Gaming (MIT Press)



## Synopsis

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

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## Customer Reviews

There is a lot of comprehensive research behind this book by ground-breakers in female coding and gaming. The person who wrote about "pennis [sic] envy" is missing the point. If you want to read about the latest research and suggestions concerning gender equity in the gaming industry, this is the book to buy. If you want to read about penis envy, head over to the self-help or psychology section and have a field day.

Great writing on an Important topic

The book documents the attempts to make women play wargames that have now been going on for about twenty years. Almost all, however, have ended in failure. Reading the author's desperate attempts to show that this is not so and that women play the games just as men do, one can only wonder whether Freud, in claiming that what drives women is pennis envy, did not have right on this side.

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