

ECGBL 2019

13th European Conference on Games Based Learning 3 - 4 October 2019, Odense, Denmark

Mini Track on Gender Sensitive GBL

Mini Track Chair: **Dr Bernadette Spieler**, BSc MSc, Graz University of Technology / Institute for Software Technology, Austria



The aim of this track is to investigate the role of women and girls in games and GBL environments. Studies have indicated that many developed games exclude female gamers, that there are less successful games available for female teenagers than for their male counterparts, and there is less motivation for girls to become gamers (only 30% consider themselves gamers). Moreover, a gender bias in games has a negative impact on women who play and gender stereotyping in games can be damaging (e.g., a princess who needs a male hero to rescue her may serve as a trophy).

Video games with female protagonists are in the minority and according to a study conducted in 2017 by Quantic Foundry, female gamers rated female protagonists as “very” or “extremely” important. This was more than three times higher than the number of answers from male gamers. However, most characters in games are male, are not inclusive at all, and women still occupy secondary roles, or are objectified more often for several reasons (like marketing, lack of female game developers, or game developers who are not aware of gender issues).

This track will cover many aspects surrounding actively engaging female gamers, similarities and differences in gaming choices, motives, play behaviour, or performance of female and male gamers in GBL games. There is a need for more research to examine these topics and (GBL-) game developers have to rethink their strategies in order to target all cultures, genders, and interests. We are also interested in research investigating the barriers to female game developers and what this means for women and girl gamers.

Suggested topics include but are not limited to:

- Gender and Gaming
- Gender and Diversity in GBL
- Gender-Stereotyping and Roles of Women in Educational Games
- Creation of gender-inclusive GBL Games: The Responsibility of Game Developers
- Gender Inclusive Game Patterns, Genres, Platforms
- Gender Differences/Similarities in the Gaming Behavior/Performance



Dr Bernadette Spieler has a PhD in Engineering Sciences. She is a University Assistant/Lecturer at Graz University of Technology, Institute for Software Technology. Her work is focused on how to encourage female teenagers in particular with playful coding activities and Pocket Code (a tool developed at TU Graz). Moreover, her recent work is related to gender and diversity, gender-inclusive learning environments, gender sensitive (informatics)-didactics, game based/mobile

learning, and constructionist gaming. During her research, she considered gender differences in interest, self-belonging, and self-efficacy towards coding and gaming. As a gender and diversity expert, she performs workshops and trainings on gender-related topics.

Submission details

In the first instance a 300 word abstract is required, to be received by **14 March 2019**. Please read the guidelines at <http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/>

Submissions must be made using the online submission form at <http://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submission/>

If you have any questions about this track please email the mini track chairs:
bernadette.spieler@ist.tugraz.at

See more about ECGBL at <http://www.academic-conferences.org/conferences/ecgbl>