Interacting With Computers
Application to Barbie Fashion Designer
Gender Stereotypes
Is Barbie Fashion Designer a Game?
What Works?
Girls Games versus Androgynous Games
Conclusion
Notes
References
Girl Games and Technological Desire
Gender and Technological Desire
Implications for the Design of Girl Games
References
Video Game Designs by Girls and Boys: Variability and Consistency of Gender Differences
Introduction
Review of Research
Research Context and Methodology
Results
Game Genres
Game Worlds
Development of Game Characters
Design of Game Feedback
Design of Game Narrative
Discussion
Conclusions
Notes
References
Interviews
An Interview
An Interview
An Interview
Interviews
An Interview
An Interview
Rethinking the Girls’ Games Movement
Retooling Play: Dystopia, Dysphoria, and Difference
Playing with Gender: What Does a Woman Want?
Dysphoria
Conclusion
Dystopia
Differences