PROBLEM

Video Games are played by a diverse population but who gets represented as game characters is understudied.

49% of American adults play games and this proportion of players is consistent across gender and race/ethnicity.

Study of game characters has been impeded by a lack of key definitions and reliable, integrated data resources.

SOLUTION

We created data products to enable data-driven academic discourse and public discussion around the topic of diversity and representation within video games, focusing on game Protagonists.

Solution Requirements:

1. Provide a standard way to describe video game protagonists
2. Resolve the lack of representative sample of video games
3. Inform public discourse about representation in video games

TOOLKIT

TOOL FUNCTION

The Controlled Vocabulary provides a systematic way of describing protagonists

METHOD

- Ideation
- Research
- Draft
- User Testing
- Feedback

IMPACT

Our Controlled Vocabulary has been integrated into UW Gamer Group’s existing schemas, and they will continue to iterate the document and promote its use in the academic community.

TOOL FUNCTION

The Representative Game Sample provides a foundational set of titles over time for study

METHOD

- Research & Planning
- Data Capture
- Data Cleaning
- Generate Sample

IMPACT

The Representative Game Sample and documentation has been made available to the public on GitHub; a project is underway to show how this sample can be used to study game representation.