DATAVORES

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PROJECT SPONSOR
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INSTITUTION
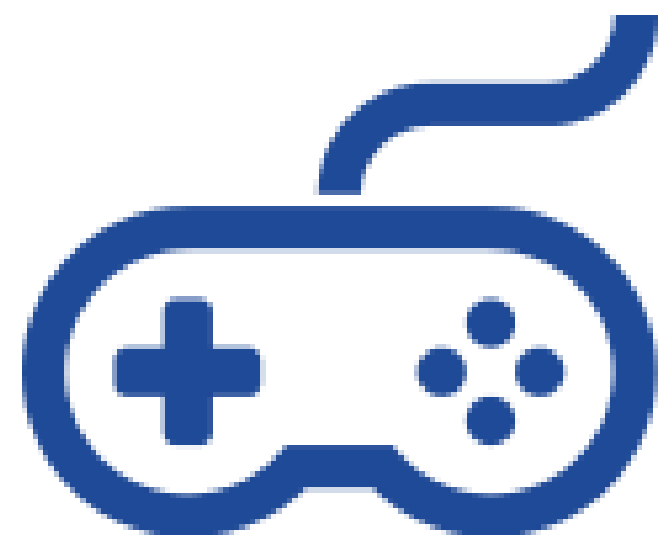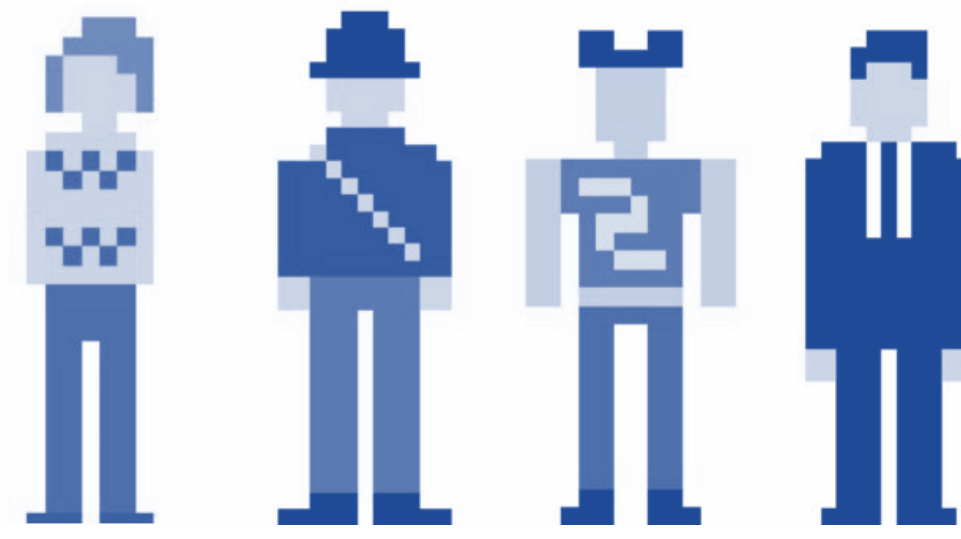Information School
UNIVERSITY *of* WASHINGTON

DIGITAL PROTAGONIST RESEARCH TOOLKIT

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

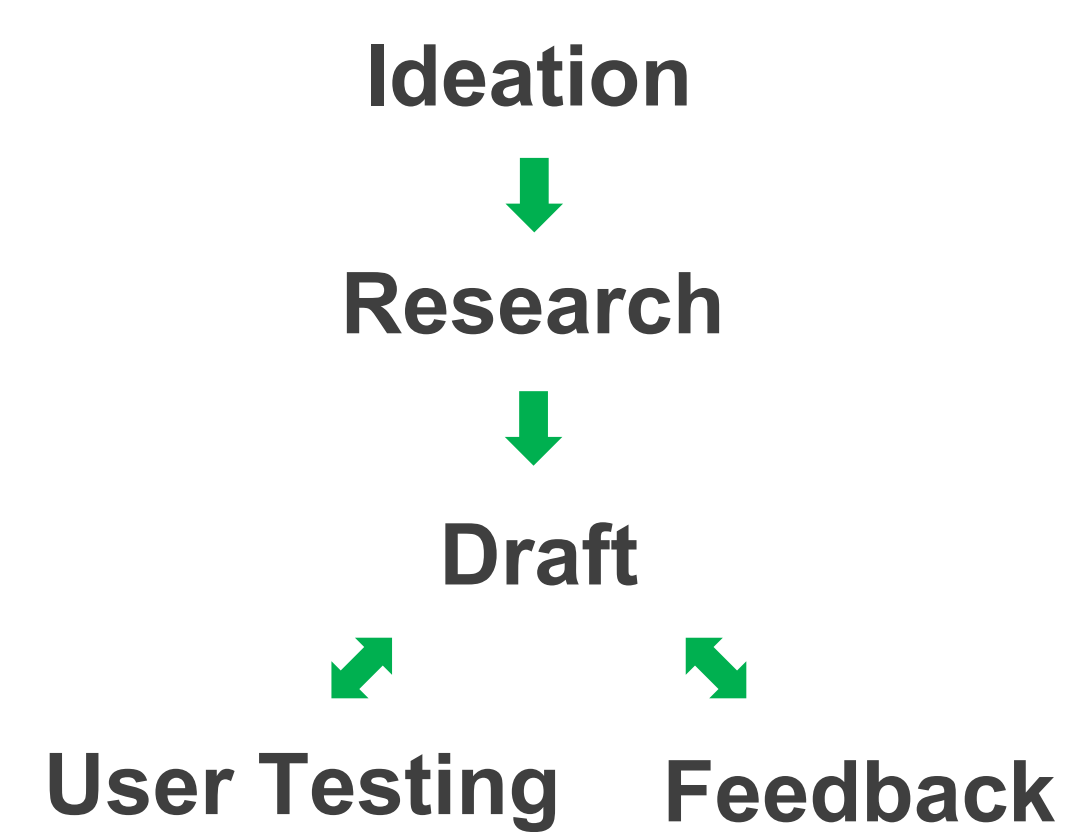**3** Inform public discourse about representation in video games

TOOLKIT
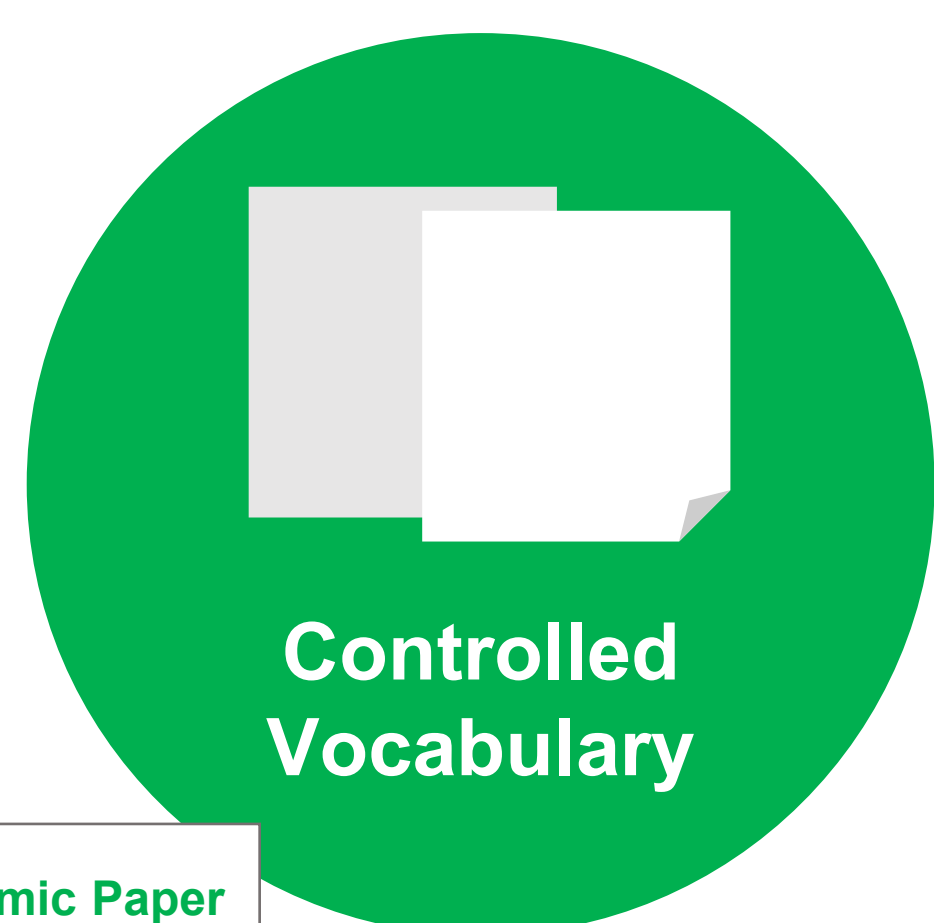
Controlled Vocabulary
+ Academic Paper

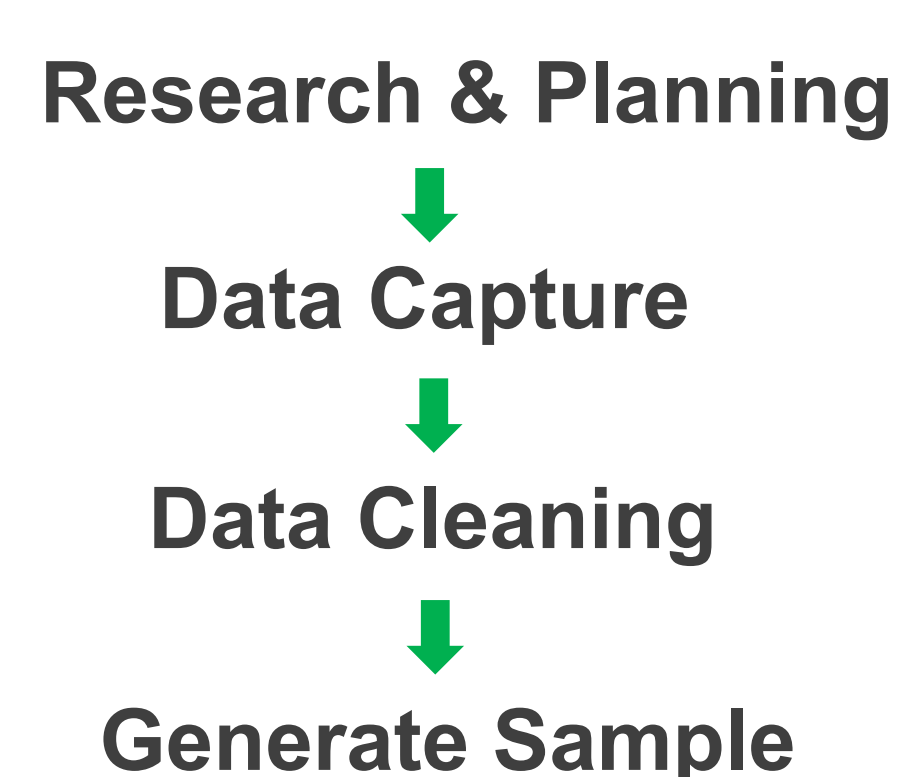| TOOL FUNCTION	METHOD	IMPACT
The Controlled Vocabulary provides a systematic way of describing protagonists	**Ideation** ↓ **Research** ↓ **Draft** ↓ **User Testing** **Feedback**	Our Controlled Vocabulary has been integrated into UW Gamer Group's existing schemas, and they will continue to iterate the document and promote its use in the academic community

Representative Game Sample
+ Documentation

TOOL FUNCTION	METHOD	IMPACT
The Representative Game Sample provides a foundational set of titles over time for study	**Research & Planning** ↓ **Data Capture** ↓ **Data Cleaning** ↓ **Generate Sample**	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