

Girls Guide To Gaming

Women and Games: Support and Useful Information

www.womengamers.com

This site is great. It is dedicated to encouraging young women to take an interest (or to develop a current interest) in the games industry. It communicates on a mature level to its audience, while at the same time the language is simple to understand and follow. Although directed primarily toward women, the site is not 'girly' and is careful not to exclude people from any age, experience or gender group. The site is for anyone interested in the industry. It is easy and fun to browse, and contains an absolute wealth of information on every subject you could possibly think of. The layout is fresh and not too busy and dispels any myths that the industry is run by geeks. I would recommend this website to anyone of any age who is interested in games and the gaming industry.

The site includes: Healthy interesting articles, great topical interviews, a resident psychologist, game reviews/previews, hardware q&a, jobs, careers advice, a discussion forum and downloads.

e.g. A free downloadable emulator and programming software that enables a child to build their own Game Boy Advance game. It also points to a hardware add-on that makes it possible to burn the game onto a ram card and therefore play your very own game on your personal GBA.

www.gbadev.org

For people who are interested in making their own game for Game Boy Advance (as mentioned above). There is demo software that can be downloaded for free, and space to post the game you have made along with comments so others can read about it and download it to play on their GBAs.

This site includes: Games demo's, sources and reference material (to use to make your games), mailing list, comprehensive hardware reviews, competitions, forum and a help desk.

Although the site ideally requires some prior knowledge of game building, it can be followed easily enough by the average layman. This site is perfect for the budding game designer/programmer.

www.sloperama.com/advice.html

Do NOT go past this website.

A website maintained by Tom Sloper, a versatile and prolific game producer/designer/consultant/author and speaker who has developed games and toys selling over 5.5 million units, written articles for books, held speeches and taught classes in games at various high profile universities. Drawing on his extensive experience, he offers advice and encouragement, and training on just about every subject to do with the Games Industry. He has lessons covering subjects from Getting a Game Idea off the Ground and **Useful Study For Game Designers**, to **Types of Jobs in the Games Industry**, to Things You Can Do On Your Own to Prepare for a Game Career, to Lessons on How to Get Your Foot in the Door and What to Expect from the Industry. He even has the most comprehensive list of Game Related sites I have ever seen. There is no topic left uncovered and this site is a must read for anyone thinking about joining, or has a general interest in the games industry.

www.igda.org/women/

The IGDA is the International Games Developers Association. They run a comprehensive website www.igda.com covering all aspects of the industry. The site dedicated to women (as listed above) was formed to create a positive impact on the game development industry with respect to gender balance and equality. It is led by Sheri Graner Ray from Sony Online and Heather Kelley from Ubisoft. The site includes a women_dev mailing list, Women GDC sessions, recourse lists, reference guides and a discussion forum, and is one of the pioneers of the girl game movement.

www.gamegirladvance.com

This site is a girl oriented weblog and online journal that brings alternative perspectives to videogame culture. This site is dedicated to keeping up to date on the girl game movement and related topics and to passing on information. The site covers important gender issues in regards to the game industry, comprehensive discussion forums, it has a literary journal, and shop for all your game related needs. This site is an easy way to retrieve information and keep up abreast of the game market, and all the pros and cons that come with it as witnessed from a female point of view, in a fun and friendly environment.

Like Minded People and Industry:

www.womeningames.org.au

Only just starting up, this is a local joint initiative set up by the AIE and Women In Industry to provide a space to network, and to grant women who are interested in game development an opportunity for mentorship.

www.gamasutra.com

An industry based website that covers everything game related from the inside out. News, companies, jobs, resumes, education, product guide, a store for industry related products, projects, even salary comparisons. A must for industry professionals as well as interested parties.

www.girlsingames.com

Initially the Women In Games Development Virtual Development Team, they have renamed themselves to be better aligned with the organization's mission. It is a volunteer-based project aiming to encourage women to join the game making world in order to bring a fresh viewpoint to this growing industry. They provide ongoing mentorship and guidance to aspiring women while creating an independent game.

The site includes: an appeal for sponsors, applications for volunteers, information on their game project, and a comprehensive forum covering a range of topics from Leadership, to Technology, to Music and Sound Effects. This site is a great way to meet similar minded people and learn about the industry at the same time.

Where To Begin:

www.igda.org/breakingin/resource_schools.php

A comprehensive list of games related schools around the world.

Interesting Research on the Girl Game Movement: ...and practical solutions.

www.teacherlibrarian.com/tlmag/v_31/v_31_3_feature.html

This site, aimed at Teachers and Librarians, features a page titled: Girls and Gaming: A summary of the Research with Implications for Practice. It examines computer game use among girls and suggests how teacher-librarians can encourage girls to become equal players in the male dominated world of gaming. The site is aimed more toward the Primary and Secondary School educators rather than Tertiary institutions, as it focuses on trying to avoid the gender split by tackling it in its early stages. However, it is an important and relevant article for anyone who is aware of the gender gap, and interested in finding practical solutions to the problem.

www.girlstech.douglass.rutgers.edu

A research site that explains and demonstrates a framework for use by teachers, parents, and youth group leaders to evaluate electronic resources (web sites, CD-ROMs, software, and games) that will encourage and increase young women's interest and participation in the sciences and technologies.

www.gamestudies.org

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The international journal of game research. Lots of interesting articles covering the aesthetic, cultural and communicative aspects of computer games.

Related Fun:

www.joystickjunkies.com

This is an amazingly cool site for game inspired fashion, parties, music, and artwork etc. In fact, everything except games. It brings a totally hip aspect to game image and the burgeoning pop culture that surrounds it

Careers Advice and Potential Job Market:

<http://www.3drender.com/jbirn/Info/career.html>

This is a fantastic sight with lots of useful information on what the market is, what it is looking for, and demo reel advice. Have a look at this, it is enlightening.

<http://www.siggraph.org/conferences/reports/s2004/sessions/CGcareers.html>

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An insight into what companies are looking for when recruiting new employees. Some tips on demo reels.

<http://www.3drender.com/jobs/top10.htm>

Top 10 Tips for Landing a Job In 3D.

One of the best advice columns on getting into the industry around. Jeremy Birn offers some gems... take note.

www.sumea.com

Worth a look for the sheer fun factor. Sumea is a game development and publishing company specializing in downloadable mobile phone games. A fun looking site that features products, goodies (past accomplishments, experiments and fun), news and press, and FAQ's. Most importantly it is a great source of available jobs.

www.dlf.org.au

The Digital Labourers Federation is a non profit organization which acts as a contact group for people working in the digital arts industry. It is mostly for film and television, but applies across the board to reach games as well. The site contains: News, events, online gallery, industry links, job listings, salary survey and 3D diagnostic.

Worth a look:

Further Reading and Research: games and girls

http://spacepioneers.msu.edu/girls_and_games_lit_review.htm

Girls And Games Literature Review. Collaborative effort.

<http://www.scu.edu/sts/communityofscholars/gendergap.cfm>

Closing The Gender Gap In Computing By Design. By Chad Raphael.

http://www.scils.rutgers.edu/~kvander/gender_project/litreview.htm

Review Of Literature: Content Organization Preference Evaluation

<http://www.k12.de.us/science/dcet/vault2004/presentationnotes.pdf>

Girls and Computers: How To Raise The Comfort Level. By Denise E. Agnosto, Ph. D

http://news.zdnet.com/2100-1040_22-5409612.html

What do women game designers want? By Katie Hafner

http://girlstech.douglass.rutgers.edu/gt_summary.html

A study of Girls' and Young Women's Electronic Information Design and Content Preferences. By Denise E. Agosto Ph.D

http://webzone.k3.mah.se/kit01039/doc/aslong_jacobsson.doc

As Long As It's Pink: Girls and Computer Games. By Sara Jacobsson

<http://www.gamestudies.org/0202/kennedy/>

Lara Croft: Feminist Icon or Cyberbimbo? By Helen W. Kennedy

<http://www.msnbc.msn.com/id/5113554>

Gaming tries to shed boys' club image.

<http://tinyurl.com/2fu2q>

Game conference to focus on untapped female audience.