

Women's Efforts against Harassment in Online Videogames

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Research Question

- How do women respond to and cope with the abuses they face in Videogames?
- What are the consequences of exposure to abuse?

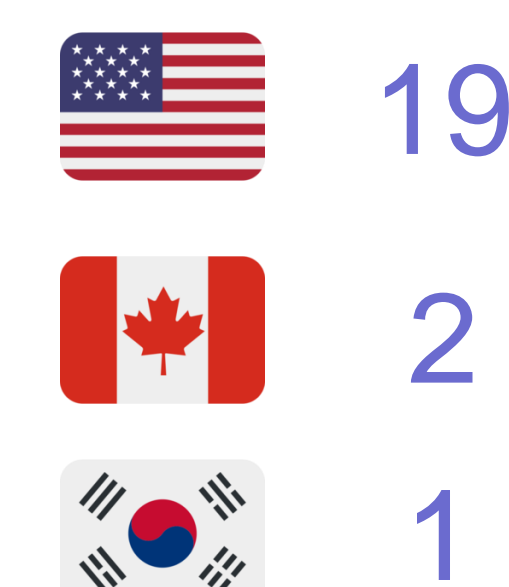
Methods & Data

In-Depth interviews with women age 18+ who play Online Multiplayer Videogames

Recruited through 1) an online forum, 2) distribution of flyers and 3) Snowball

22 Participants

Age: 19-30 (Mean = 23.57, STD = 2.42)
12 Black, 6 White,
4 Asian, 1 American Indian



Abbreviated Bibliography

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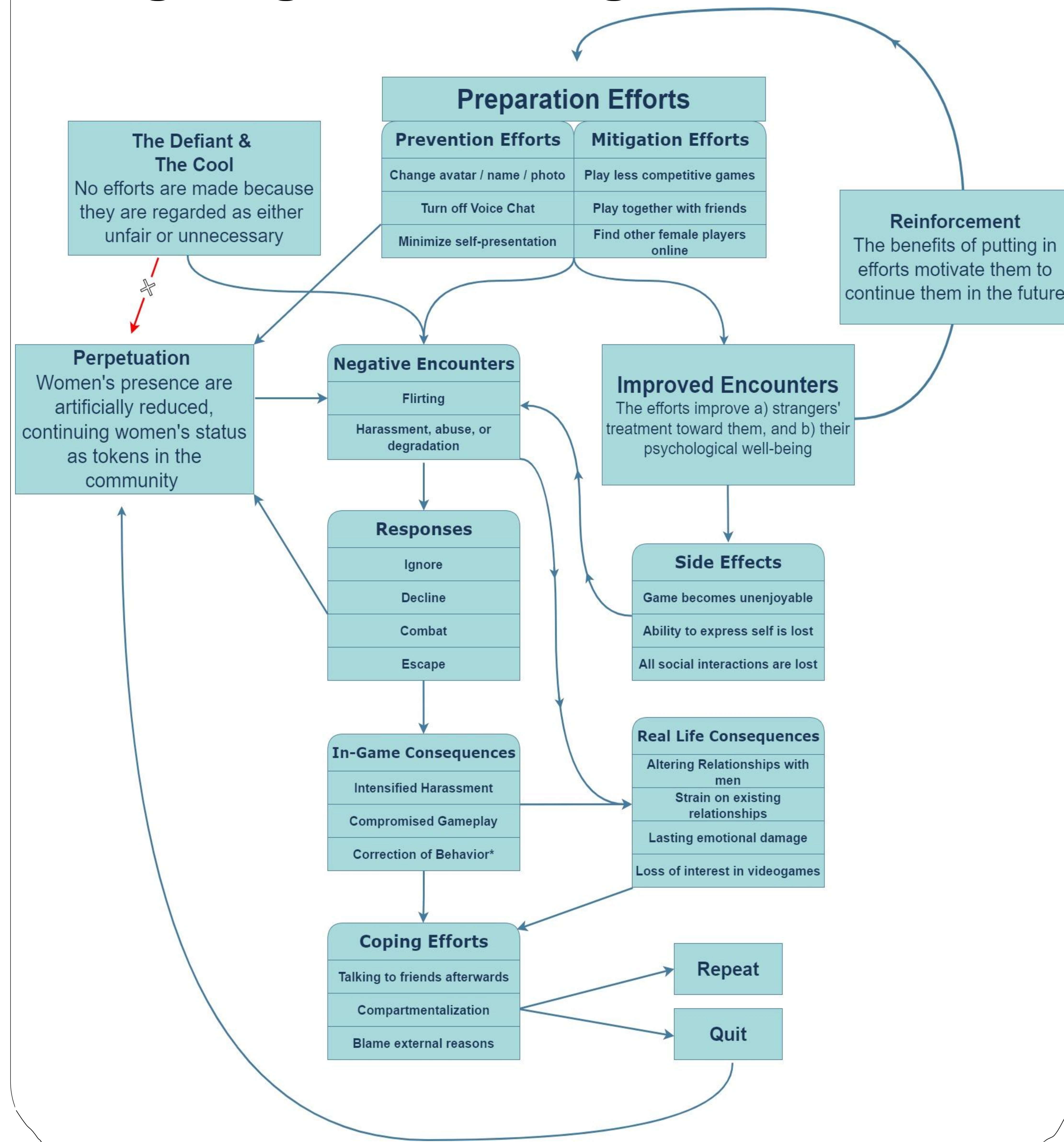
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Navigating around Negative Encounters



Findings

- Women are subject to significant abuse online, but do not passively accept their subjugation as previous research suggests. Rather, they engage in numerous strategies to cope with and mitigate abuse
- Some women actively refuse to put in efforts, citing complicity to injustice
- Others tolerate harassment to conserve other positive components of the videogame
- Negative encounters in videogames lead to negative consequences in real life

Implications

- Women's actions influence, and are influenced by, the gaming and real-life environment
- Much of the discrimination in videogames are not insulated. Rather, they are replications of those from real-life; combating videogame violence against women requires real-life progress