

Questions for Panel Discussion on Games for Women, and Women Gameplayers

1. Are there actual differences in tastes between women and men in the games they like to play? Is this answer the same for all age groups?
2. Do women prefer games that place greater emphasis on social interaction (like the Sims), or do both sexes like these games equally?
3. Is harassing behavior a common experience for women MMO players? How do you think this affects women's desire to play these games?
4. When designing games for women, is it enough to just take the basic gameplay, and change the characters so they are more feminine? Is it enough to just color everything pink and put in lots of fuzzy kittens?
5. What do you think are the key elements of creating a game for women/girls?
6. What are common characteristics of women portrayed in video games? Do you think this affects women's interest in the games, or is the use of stereotypes acceptable?
 - a. Lara Croft
 - b. Princess to be rescued (Zelda, Eco)
 - c. April Ryan in "The Longest Journey"
7. Do women prefer games that feature negotiation, diplomacy and compromise instead of games that feature direct conflict?
8. Is there a common perception that women don't know anything about games? Do you think this affects women's desire to play games?