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ABSTRACT

The function of videogames as technologies of gender.

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This study is concerned with the function of videogames as technologies of gender. Because playing videogames is historically considered to be a masculine activity and the culture that surrounds videogames still is very male-dominated, the question arises how this could affect the gender positions gamers take up when they play or discuss their games. To study these subject postings by male and female gamers on online message boards considering the videogame Final Fantasy X-2 were analyzed. The particular videogame was chosen because it includes a lot of 'girl game factors' - features that could make a videogame appealing to girls. The method that was developed to select the postings is described in the paper as well. It is concluded that videogames can function as technologies of gender and that on certain message boards concerning Final Fantasy X-2, the issue of male dominance is no longer as strict as in other fields of videogame culture.