Female Gamer Representation
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Summary:
In the article, "'Gamers' Don't Have to be Your Audience. 'Gamers' Are Over", the author, Leigh Alexander, makes the argument that gaming communities have become known for their bad behavior. She explains that there are some gamers who do not know how to properly socialize. Alexander tells us that the industry leaders are angry and embarrassed about this behavior. The entire gaming industry is being blamed for the misbehavior of a few, however, communities associated with these types of people aren't doing much to help. Alexander points out that they make excuses and deflect blame, but those people are representing the gaming community. She then goes on to explain that, in the past, games were made just to make money, but now, there are new players and developers; the gaming community is changing. They want new, creative games by and about new people. Alexander's main point is that "gamers" have gotten a bad image and it's a dated label; The gaming community is growing to include everyone.
If you want to read more, click o the link to see the full article:
www.gamasutra.com/...
/Gamers_dont_have_to_be_your_audience_Ga....

Richards, Gabrielle; "Female Gamer Representation"; *Facebook*, 20 Feb. 2020, www.facebook.com/Female-Gamer-Representation-100817108185252.