Sample Synthesis Post

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Teaching Resources

Female Gamer Representation
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Synthesis:
Top 12 Most Influential Game Designers

When looking for the top designers in the gaming industry, you will often find lists like "The 6 Most Influential Game Designers in the World". These lists include a lot of influential men, however, it is very rare to find any women on these lists. In order to find the top women in game design, you would have to look for lists of women, like "6 Women Who Made a Significant Impact on the Gaming Industry". Clearly, there is still sexism in the gaming community.

Lists like "6 Women Who Made a Significant Impact on the Gaming Industry" want to represent women, but they are still excluding them. Women should be included in the top ten lists, not added to a new one. The criteria for these lists needs to change. Most lists look at games from the past to find their most influential game developers. Some look at current games, but they still exclude females.

I have made a list that includes both males and females; there shouldn't be a distinction between any of the top ten lists. It is okay to have a distinction and look at each gender exclusively, however, the female lists are the only ones that specify that they are exclusive.

Lists like "The 6 Most Influential Game Designers in the World" mainly look at developers from the US and Japan, but they give the false impression that they are not exclusively male. If top ten lists can expand their criteria to include people from around the world, then they can expand it to include women as well.

Shigeru Miyamoto
Popular for: Donkey Kong, Mario, and The Legend of Zelda
Shigeru Miyamoto's childhood influenced how he made games. Growing up, he loved to draw, explore, and watch Disney movies. After graduating college, he started working for Nintendo, and later made Donkey Kong, the game that started Nintendo on it's road to success.

Kim Swift
Popular for: Portal series
Kim Swift first started her career working on Narbacular Drop for DigiPen Institute of Technology. She later worked on Portal for Valve.

Sid Meier
Popular for: Sid Meier's Pirates, Civilization, and Railroad Tycoon
Sid Meier founded MicroPros and worked on strategic games. After making several successful games there, he went on to found Firaxis Games studio.

Jade Raymond
Popular for: Assassin's Creed
Jade Raymond has worked for Sony and Electronic Arts. She didn't start playing games until she was a teenager, but she soon after decided to make her own video games.

Ken Levine
Popular for: System Shock 2 and Bioshock
Ken Levine first started working for Looking Glass Studios, and later founded his own company called Irrational Games studio. He was awarded the Golden Joystick Award for his contributions to the gaming industry.

Jane McGonigal
Popular for: EVOKE, Superstruct, World Without Oil, Cruel 2 B Kind, Find the Future, and The Lost Ring
Jane McGonigal got a concussion in 2009 that didn't heal properly. This resulted in suicidal thoughts, so her friends would make "quests" to keep her distracted. She later turned these into games that made millions of dollars.

Todd Howard
Popular for: The Elder Scrolls and Fallout 3
After college, Todd Howard started working for Bethesda Softworks. He is currently the director and executive producer of Bethesda Game Studio.

Carol Shaw
Popular for: Atari and Activision, inspiring games like River Raid
As a child, Carol Shaw loved technology. She worked for Atari and Activision, bringing a lot of inspiration to their games. She is thought to be the first female computer game designer.

Hideo Kojima
Popular for: Metal Gear series
Hideo Kojima loved writing and cinema as a child, so he loved to make stories. He worked for Konami and, after a few failed ideas, made Metal Gear.

Kellee Santiago
Popular for: Flow, Flower, and Journey
Kellee Santiago started making video games in college. The success of her game, Cloud, encouraged her to make her own company called thatgamecompany. Her goal is to create unique games that everyone can enjoy.

Chris Avellone
Popular for: Fallout 2 and Planescape: Torment
Chris Avellone first worked for Interplay Studio where he made games like Fallout 2 and Planescape: Torment, which made him famous. Later he left Interplay Studio and co founded Obsidian Entertainment.

Amy Hennig
Popular for: Uncharted series
Amy Henning was the creative director for and helped write the script for the Uncharted series. She received several awards for her accomplishments on the series, including two from Writers Guild of America.

Avery. "The 6 Most Famous and Influential Game Designers: Zoyastreet." 22 Aug. 2018
Avery. "6 Female Game Designers and Their Remarkable Careers: Zoyastreet.", 22 Aug. 2018