

Introduction

Gender inequality has spread like a plague in the video gaming community, most targets being girls. This inequality has been voiced as stereotypes, the most prime of which would be that only boys play video games or that girls can't beat boys in video games.

With thorough research, however, it can be seen that about 47 percent of girls play video games while 52 percent are boys. Clearly, a stereotype is out that isn't up to par with the gaming community.

Hypothesis: Boys losing in a video game against a girl will create tension with the boy getting more tensed.

Methods

In order to show the flawed perception that girls can't be good at video games, an experiment was constructed. The experiment consists of two rounds. In the first round, a group of 20 boys would take turns playing *Persona 4 Arena Ultimax* against each other in groups of two. After they play the game, they take a survey, in which we secretly try to find out how stressed the person is. This is where the deception comes in. In the second round, the boy will play against an experienced girl, with the hopes that he ends up losing. All of the boys will go against the same girl. After the boy plays the girl, he will take another survey. This survey will show if the boy is more stressed or upset after losing against the girl.

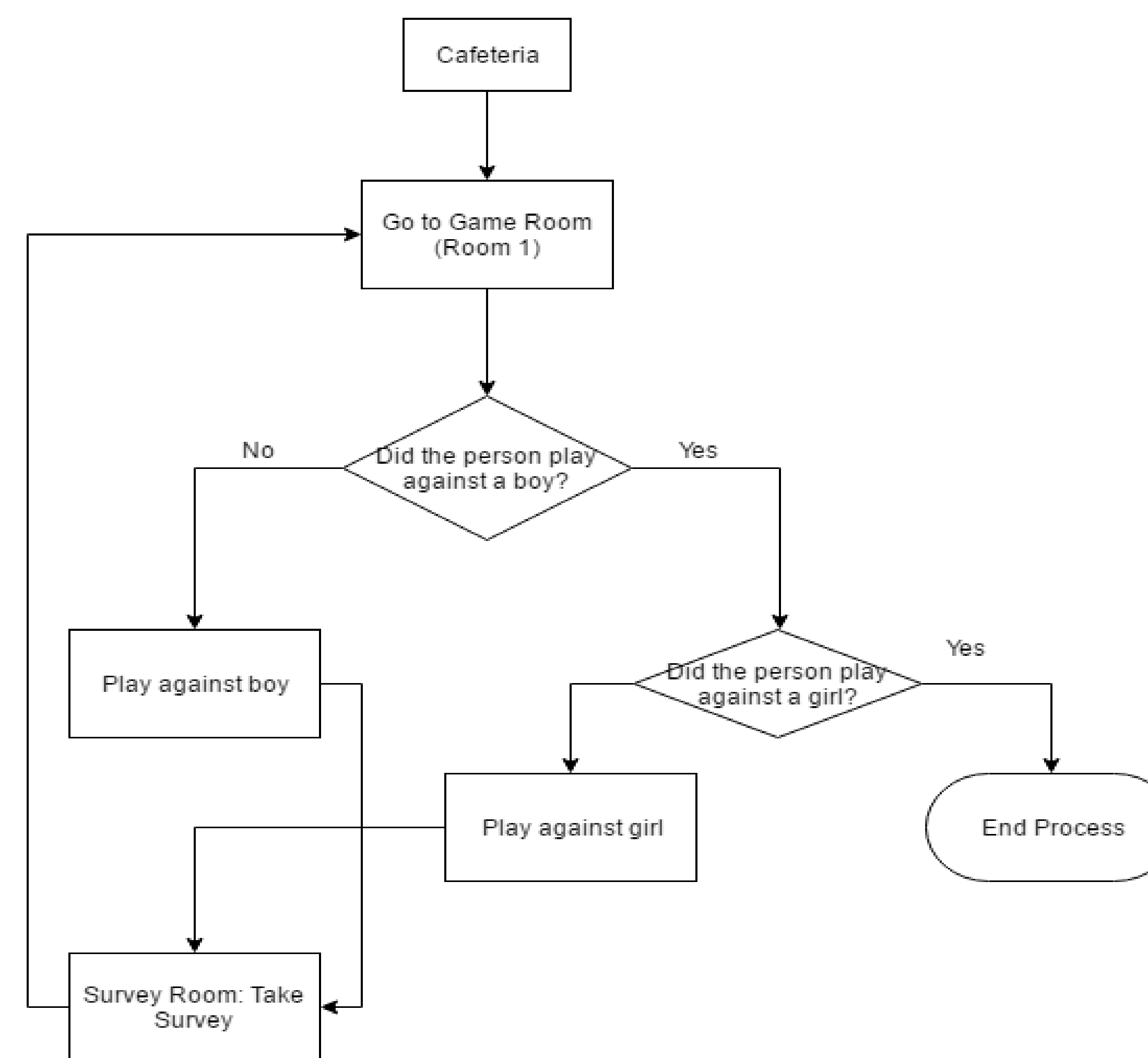


Fig. 1: Flowchart showing how the experiment would have been run.

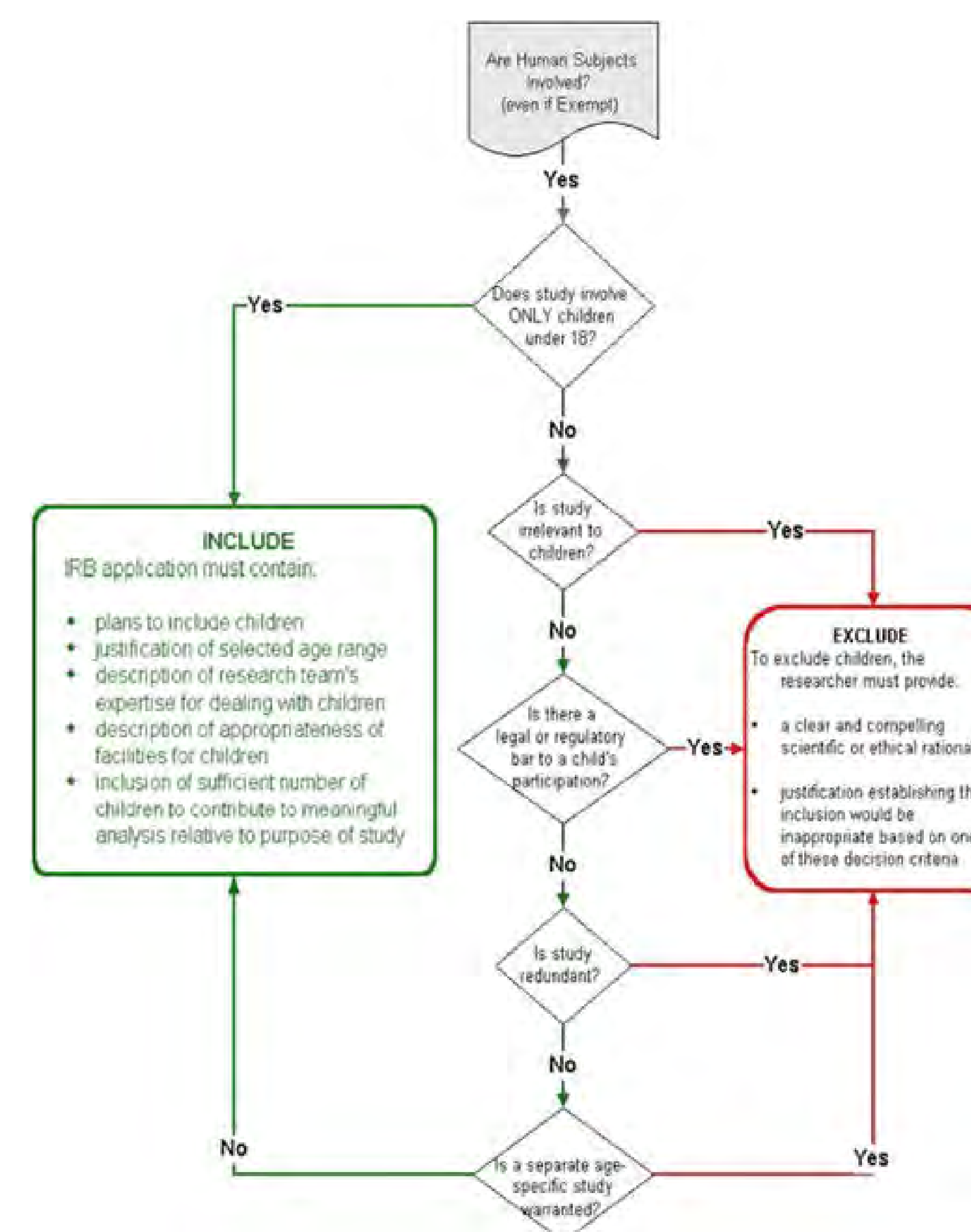


Fig. 2: Flowchart showing the IRB process taken to get our approval

Outsourced from:

<http://www.udc.edu/images/irb/research2.jpg>

IRB Approval

Upon completing the construction of the experiment, Institutional Review Board (IRB) approval was needed to run it. This is because certain aspects of the experiment, such as it being a deception experiment that involves the personal feelings of people that shouldn't be disclosed. The goal of the experiment is to get reliable results while, maintaining the confidentiality of the experiment's subjects.

Because IRB approval was needed to run the experiment, the experiment has not been conducted yet. If all goes well, the experiment will be run next year because the IRB will approve the experiment.

Future Directions

Once applicable results are available, the results will be posted online for everyone to view. It will hopefully strike this stereotype, giving people a new outlook on video games in terms of who plays them and who doesn't.

If the hypothesis is correct, it could disprove yet another stereotype. It will show that girls can play video games just as well as boys.