

Operation: Collaborative Downfall is here to talk about the headlines stating how offensive males players are worse gamers than female players.

All the articles are about a 2015 Miami University (M.U.) study that returns to a previous 2013 study that tested and recorded player reactions when encountering the opposite sex in a game's multiplayer mode. In this new study, the players are instead charted based on their actions and responses using the same resources from the 2013 study. The results from the new study show that player reactions only change when skill is factored, which results in differing positive and negative responses.

However, news organizations like *The Washington Post*, *Wired UK*, and *UK Business Insider* took the results of the study and twisted the narrative. The opening paragraph in the *Wired UK* article states:

Men are bullies -- at least online, in games, and disproportionately towards women, an international study has found. The kicker though, is that men are most likely to harrass women when they're being beaten by them.

The *Washington Post* also furthers this false story by stating that women receive harsher online harassment than men while referencing a Pew report from 10 months prior. In the actual Pew report itself, the report states:

Overall, men are somewhat more likely than women to experience at least one of the elements of online harassment, 44% vs. 37%.

In addition, it should be mentioned that this isn't the only gender study to be appear during the same year. A few months prior, a different report came out of Germany stating:

Controlling for age and education, it was found that sexist attitudes—measured with a brief scale assessing beliefs about gender roles in society—were not related to the amount of daily video game use or preference for specific genres for both female and male players.

There are a few differences to highlight between this study and M.U. study. First of all, the

German study used a sampling of 7600 people over a three year period, meanwhile the M.U. study based their results off of 189 random players over an unknown amount of time. Second, the games used in the M.U. study remained exclusively to *Halo 3*, while the German study went into extensive detail about each person's gaming habits and tastes.

Lastly, the German study does take time highlight that these results are not to be applied to every instance because of the limited placement and length. However, we'll let you, the viewers, decide what you choose to believe. **Operation: Collaborative Downfall** thanks you for your time.

References:

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- **Gamasutra:** *Wai Yen Tang's Blog - Reactions to a woman's voice in an FPS game: The moderating role of status and skill* - <https://archive.is/ylODg>
- **Pew Research Center:** *Online Harassment – 40% of internet users have personally experienced online harassment, from mild to severe; 73% have witnessed it occur to others.* - http://www.pewinternet.org/files/2014/10/PI_OnlineHarassment_102214_pdf1.pdf
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- **Wired UK:** *Skilled female gamers at risk of harassment from inferior men* -

<https://archive.is/qjy7Y>