

“Women speak because they wish to speak, whereas a man speaks only when driven to speech by something outside of himself – like, for instance, he can't find any clean socks.”

Jean Kerr, *The Snake Has All the Lines*, 1960

News organizations are writing headlines about how outspoken offensive males players are worse gamers than female players.

All the articles are about a new study that returns to a 2013 Miami University (M.U.) study that used the game *Halo 3* to test and recorded the reactions players have with each other and the differing of the responses between the sexes. The new study, in contrast, charted players skills, performance, and status using the same resources used for the 2013 study. The results from the new study showed there isn't much difference between the response the male and female player received, except for when skill is taken into account. In this instance, it is found that players of poorer performance often delivered more negative responses and players of higher performance delivered more positive responses.

However, news organizations like *The Washington Post*, *Wired UK*, and *UK Business Insider* took the results of the study and twisted it to say that all offensive men are terrible at games such as the opening paragraph in the *Wired UK* article stating:

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 harass women when they're being beaten by them.

The *Washington Post* also furthers the false narrative by referencing a Pew report from 10 months prior, and claimed the report stated that women are harassed much worse than men. 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%.

However, to contrast with this narrative, a different study, based in the same subject, came out a few months prior in Germany. In this study it is stated:

Enlisting a 3 year longitudinal design, the present study assessed the relationship between video game use and sexist attitudes, using data from a representative sample of German players aged 14 and older (N=824). 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 outline between this study and M.U. study. First of all. The German study used just a sampling of just over 7600 people ages 14 and up over a three year period, meanwhile the M.U. study took a sampling of 189 random players on Microsoft's Xbox Live service for an unprecedented amount of time. Second, the games used in the M.U. study remained exclusively to the six year old title *Halo 3*, while the German study went into detail about each person's gaming habits, including which genres they do play.

The German study does highlight at the end that these results are not to be applied to every instance because of the study only happening in Germany, and applied to people over such a small amount of time.

However, we'll let you, the viewers, decide what you choose to believe. Thank you for your time.

References:

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- **Wired UK:** *Skilled female gamers at risk of harassment from inferior men* - <https://archive.is/qjy7Y>