Perceptions of Racial and Gender Inequality in the Video Game Industry and Community
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In this study, the questions regarding the perspectives of people about the video game industry and community will be explored. Prior literature has shown that disparities of sex and gender, along with race and ethnicity, exist prevalently through the video game industry and community. This study focuses on the presence or absence of diversity in gaming groups and the lack of representation or misrepresentation of women and minorities. The study also looks at the effects on those groups regarding perception of the community and personal impact. Using an online survey, this study seeks to investigate any correlation between sexist and racist attitudes and and their perception by different groups. This is to obtain information relating to the perpetuation of stereotypes and negative views of the video game industry and community, and possible losses because of that. The possible losses to the industry could be lack of diverse applications from these critical populations due to their experiences and perceptions, and the lack of perception from the dominant population.