

How Characters are treated in Video Games

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Declaration by Candidate

I hereby declare the working appearing in this dissertation is my own work to be submitted to the University of Wales Trinity Saint David in order to be marked. All research, studies, quotes and other materials created by other people used in this dissertation have been acknowledged as such and referenced correctly.

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Abstract

This dissertation explores how characters are treated in video games and mostly focuses on the issue of how characters are sexualised. It uses a variety of sources including news articles, video games and primary sources. It looks at different approaches on how to handle male and female characters. How females are represented in the gaming community. The differences between how male and female game characters are sexualised.

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Introduction

Video games serve as a unique form of entertainment where you are often able to participate in a narrative. There are a large variety of characters both human and inhuman, male and female. Recently however there has been a debate about how female game characters are treated, that they are oversexualised and created almost purely for the pleasure of the male audience. So throughout this dissertation there will be a direct comparison between characters, looking at approaches for having a choice of gender, conducting a survey on how females believe they are represented, looking at certain cultural events and various articles containing statistics about video games.

Character Comparisons

Comparing how two characters are represented in two separate games is difficult as they have different gameplay mechanics, different story goals and different supporting characters. So for this comparison this paper will be looking at Isaac Clark from the *Dead Space* series and Kait Diaz from the *Gears of War* series. The series will be narrowed down the games to *Dead Space 3* and *Gears of War 5* since this is when the games and the characters are closest at least in *Dead Space 3*'s coop mode where Isaac has Carter to interact with and Kait as Del regardless if you are playing coop or solo. In addition to this we will be specifically looking at these characters' cold weather gear as a point of visual comparison since they should be the most functionally and thematically similar.

Why were these characters chosen?

The characters of Isaac Clark and Kait Diaz were chosen because they are both characters' third person shooters that fight against a mysterious enemy that converts humans into monsters that they both have some kind of connections to essentially making them a "chosen one" type character. Another reason why Kait was chosen is because she is a good example of female representation.

Isaac Clarke was an engineer whose life was changed when he became involved in one of the first Necromorph outbreaks leading to lots of dismembered corpses a feeling of isolation breaking up with his girlfriend and several other mental illnesses that lead us to the beginning of *Dead Space 3* which has swayed away from its slow and suspenseful roots in favour of a faster pace shooter. In this game Isaac is begrudgingly helping to attempt to stop the necromorph threat once and for all.

Background

Isaac is shown to be extremely intelligent and resourceful able to make weapons and other useful items out of scavenged materials. He is also deemed an expert on everything Marker related due to previous exposure to other markers which also left him withdrawn and can leave him in a trance when in contact with marker related materials. However throughout the contents of the game he is shown to be able to overcome this with the help of his friends and is even able to rekindle his relationship with his ex girlfriend Ellie.

Kait Diaz grew up as part of a group called the outsiders who chose to live outside of the Coalition of Ordered Governments more commonly known as COGs heavily restrictive settlements. From a young age she was taught primarily by her uncle a former COG soldier after her father's death how to fight as well as being taught how to survive and forage the land by her mother Reyna. During the events of the previous game Kait is trying to rescue her mother and other villagers from the swarm however it is revealed that she is forced to kill her mother who is being integrated with the swarm hive mind due to the apparent connection between Kait's grandmother and the locust.

Gears of War 5 starts just after the events of *Gears of War 4* and the player is immediately shown that Kait has begun to experience nightmares leading to her to be extremely sleep deprived and absent minded. It is revealed later in the story that this is caused by the swarms hive mind trying to influence her into becoming their new queen even going as far as to make her inhabit the bodies of some of the swarm and kill her uncle. This leads to Kait becoming depressed and her visions cause her to question her relationships with her friends all of which almost culminates in her suicide as she is unable to trust herself or anyone else.

Development

Both of these characters are forced to overcome some mental hurdles as well as their distrust of others. But the main difference in these games is how the characters grow. Both of the games introduce the characters as having a sense of loss however while Isaac seems to be content to wallow in his own self pity, Kait tries to push forward and tries to ignore her feelings. These approaches to dealing with loss both portray them as vulnerable which allows them to develop throughout the game.

Unfortunately all the character development (Krawczyk, M. & Novak, J., 2006.) in *Dead Space* is rushed for the sake of the plot while we see Kait get gradually built up and strengthen her resolve leading her to become a much stronger character and by the end of the game Isaac is determined to stop the necromorph threat and accepts his title of the marker killer.

Visual comparison



Figure 1: Comparison of Kait and Isaac

These characters have very little in common apart from Isaac has his helmet on for the majority of the game besides some cutscenes while Kait has her head fully exposed as do most other characters in gears besides the Carmine's. All in all these characters armour are practical pieces of equipment rather than personalised fashion pieces with the only cosmetic alterations being Kait's dyed hair.

Kait's armour has much more metal than Isaac's outfit which makes sense since she is in fact wearing armour which is designed for combat while on the other hand Isaac's outfit is built primarily for traversing extremely cold environments. Kait's armour also looks a lot neater than Isaac's outfit which is far more rough with thick and heavy layers that probably take inspiration from industrial workers clothing which reflects his background as an engineer. The only thing about these characters attire which is similar is some fur that is seen on both of the characters collars and some additional places on Kait seemingly for cosmetic reasons since fur is commonly associated with warm clothing.

Games that allow you to choose

There aren't many games that allow you to choose between male and female characters and even fewer games that have them be iconic standalone characters that aren't an RPG

In October 23, 2015 Ubisoft released Assassin's Creed Syndicate which was the first game in the franchise to allow players to choose if they would play a female or male character (Ubisoft.com, 2019). There are previous titles in the franchise that had female protagonists such as Liberation and Chronicles, however they were shorter spinoff titles and did not allow the player to choose which they prefer. What this game does interestingly is makes two distinct characters called Evie and Jacob Frye and allows the player to choose between them. Evie's character is more serious and her unique skills are based around stealth while Jacob is more brash and his unique skills are more combat focused. While playing the game most story missions are locked to one of the Frye twins

however during the free roam and side mission segments the player is able to switch between the twins as long as they are not in combat.

This approach was interesting as despite having the option to choose they treated the choice as a choice between gameplay styles and personality rather than simply choosing between body types.

Unfortunately here currently hasn't been a lot of research into this topic by other parties about the best way to handle this.

On 2 October 2018 Ubisoft updated its approach on having the player be able to choose which gender they would prefer to play with the release of Assassin's Creed Odyssey which had the player chooses between a male character called Alexios or a female character called Kassandra and locking them into that character for the rest of the game. Both of these characters are largely the same with the only difference being the delivery of some lines and a few reactions from some of the NPCs in the game.

Both of these approaches seem to have their merits however an argument could be made that in the case of Assassin's Creed Odyssey Kassandra is a less distinct character than Evie in Assassin's Creed Syndicate.

Ubisoft also received some backlash with the Legacy of the First Blade DLC for Assassin's Creed Odyssey as it forced your character into a heterosexual relationship. The developers apologised for this and stated that

The intention of this story was to explain how your character's bloodline has a lasting impact on the Assassins, but looking through your responses it is clear that we missed the mark

(Forums.ubisoft.com, 2016)

This response is interesting as it justifies the choice by using the lore of the game since memories are passed down through a person's DNA, so it makes sense for the characters to have descendants in order for their

memories to be explored. However in Assassin's Creed Origins the idea was explored that DNA was able to be extracted from bone samples so this argument is not completely valid but in the end it was a creative choice made by the developers that they believed best fitted the character as well as the lore of the game.

The most interesting thing about this argument though is why this backlash happened in the first place since a majority of the time real people do form heterosexual relationships so why in this case was it so surprising that there was such a backlash. It brings up the question as to who has the right to decide what the character would do? Some games such as *Life is Strange* give the player several choices throughout the game however the only choice that has any effect on the ending is the one you make at the end.

In movies this is fairly simple as the audience has no control as to what the characters on screen do and so the writers choose their actions to affect the plot and more importantly the story. However in video games this is not the case as the player for the majority of the time has influence over the protagonist and so they begin to imprint their own ideals and feelings onto the character which creates ludonarrative dissonance as what the character does when the player is not in control of them conflicts with the actions when the player has control of them. This creates a difficult balance of creating a character for a story, most often in the form of cutscenes and creating a character for the game which the player has control over. (Rouse, I.I.I.R., 2000)

It's hard to say which of these approaches are better in terms of inclusivity however what can be said is that Evie and Jacob are more memorable than Alexios and Kassandra since there are in fact their own character.

Game Culture

Female Response

In order to get a more varied opinion a survey was conducted using 8 females in order to understand how they feel they are represented in video games as well as some questions about how male characters are represented. Participants were selected in a university taster session or were messaged directly. Most of which were simple yes or no answers with an option to expand on underneath in order to get a more qualitative answer.

The survey started off by asking them if they considered themselves a gamer which would allow me to gauge how they felt from both perspectives as well as allowing me to look at any discrepancies between the two.

Following this the survey then asked them to list how many female characters they knew in order to find out who are the most prominent females in gaming in their eyes.

The next thing that was asked is if they thought female game characters were oversexualised to see their thoughts on how they were represented. In contrast the next question asked them if they thought male characters were oversexualised.

Expanding on the previous question I asked them if they thought characters that fulfilled “power fantasies” could be considered sexualisation.

Finally I asked them if the characters can be harmful similarly to sexualised female characters.

Results

From the participants in the survey 75% of them considered themselves to be gamers which shows a lot of interest in gaming by the female populus since an overwhelming majority of them consider themselves to be gamers.

In response to being asked how many female characters they could name on average they were able to name eight characters however this ranged from only being able to name one to being able to name 17. The most common characters listed were Zelda, Lara Croft and Princess Peach who was the character stated by the participant that was only able to list a single character.

The most common characters listed were the ones that were expected to appear since they are large characters in the gaming world as a whole, however, what was surprising was to see just how many secondary characters were noted a fair few of which seemed to come from Red Dead Redemption 2 which did not appear in the research when looking at games that represent good female characters.

When asked if they thought female characters are over sexualised 62.5% of participants said that they believed they were oversexualised but when asked to expand on their answers the topic became a bit more gray. The reasons they stated as to why they believe female characters are oversexualised were that the games that are primary offenders are normally marketed towards a male audience. They also stated that MOBAs, MMOs and fighting games were the most common genres that used oversexualised female characters as well as games that use a fantasy setting. Interestingly, the participants seem to acknowledge that there is sexualisation but don't necessarily see it as a problem which may indicate hypernormalisation as they seem to have just accepted it as part of games.

The most interesting response received was from one of the participants that believed female characters were oversexualise that said that "I don't

think people play games solely because of sexual women, that's what porn is for" which is interesting as they do say that people may play games for the visual spectacle of some of these characters however there are much more prominent and effective methods of stimuli.

The most interesting result from the questionnaire, however, was when participants were asked if they thought male characters were sexualised and we received a 50-50 response. The responses from this were very diverse where one response participant claimed that "100% male characters in most games are half naked with their tops off and muscles out". This statement does seem to be exaggerated for effect since in my personal experience with games this would not be the case however there are still many characters who do run around half naked. One of the participants who said they do not believe male characters are oversexualised in their expanded response acknowledged the entire genre of dating sims but did not seem to deem them as traditional games.

Finally we asked the participants if they thought power fantasies were a form of sexualisation and if they thought it was as potentially damaging in the same way to sexualised female characters and 62.5 percent of participants said they did not. There was some discussion about having a negative effect on young boys self image potentially leading to depression, this is very similar to the arguments against social media affecting young women.

What is interesting about some of these answers is that some of the participants that said they agreed power fantasies were a form of sexualisation did not think that it was comparable to the sexualisation of female characters. However other participants that didn't think power fantasies were a form of sexualisation did think that they were potentially as harmful as female sexualisation.

Female representation

Gaming has changed a lot over the years and has had hundreds of characters that have represented a wide range of genders, races and

cultures not all of which are even human however one study that was found stated that "only 10 percent of playable characters surveyed were female, though women now make up 40 percent of video game players." (ScienceDaily, 2009) Although a bit out of date as the percentage of female games has increased since 2009, these figures show how skewed proportionally these numbers are in favour of male characters. Although there are some scenarios that can explain why this may be the case such as first person shooters wanting to be more realistic since females often don't appear on the front lines, especially in historic shooters.

In recent years there has been an uptick in the amount of female characters in video games such as Kait, Aloy and Ellie who were all created after this study. With amazing characters like those that have already been mentioned previously and many more who have stories all of their own that prove that female video game characters are more than capable of standing out by themselves.

Part of the problem of why females are underrepresented is likely due to franchising as developers and publishers don't want to change up certain elements of their games in fear of alienating their audience. In a few years time it is likely that females will still have less representation than males however it is almost certain that the gap between the two will shrink and open up a whole new series of stories to tell.

Pro Female gamers

E-sports have become more popular in recent years (Resources.newzoo.com, 2019) and this year in particular has seen an interesting development. Faze, a popular gaming team has introduced their first female member known as Ewok, which is a positive development in itself but in addition to this she is only 13 years old and is deaf. This is an extremely impressive development as it not only encourages more females to play video games but also anyone who has a disability.

There have in the past been entire professional video game teams such as the frag dolls who worked for ubisoft and have done much to challenge the stereotypes of female gamers (Ballou, 2019). One of the team's core members even appeared on stage while she was heavily pregnant.

Video Game Sales

In an article (Near, C. 2013) looking to find out if having sexualised females advertised actually affected sales it was revealed that out of 399 games 21% of them had sexualised females advertised and had only 19% of them in a central leadership position compared to 66% of males characters in the same position.

Belle Delphine - Gamer Girl Bath Water

Belle Delphine (The Guardian. 2019) was an instagram model who uploaded images of herself wearing video game inspired cosplay in a sexualised manner. At the height of her popularity she sold a product called Gamer Girl Bath Water which she claims to be her own bath water. This product sold out rather quickly which shows a clear demand for these video game inspired fetish products and since there is an apparent demand for sexualised female characters it makes sense for video game companies to try to sell to these customers who clearly have disposable income.



Figure 2: Promotional Image for Gamer girl bath water

It is unfortunate that Belle enforces a stereotype for “gamer girls” not as people that actually play and enjoy games themselves but as women who try to seduce men by dressing skimpily and holding a controller. The

sales of this product also enforce the stereotype that male gamers are unsociable and will do almost anything to interact with women (Hurd, N., Zimmerman, M. and Reischl, T. 2011)

Game developers

Deep Down Controversy

This bit of controversy started when one of the developers for Deep Down (Hillier, B. 2014) stated that the reason their game wouldn't have any female characters was because of plot reasons.

Little is known about the plot of the game as it is still to be released despite being announced back in 2013. What we do know is that it was supposed to be a dark souls style co-op game in which you used a time travel device. Based on what we know about the game it's hard to imagine why there would be no female characters for plot reasons.

Most stories even those that have a largely one sided sex have important female characters which is important to create more diversity and allows more options for story telling even if they're not playable characters. This controversy may be one of the reasons why the game is still in development despite its original release date being in 2014 as the publishers may have been unhappy with the controversy and are “encouraging” the developers to change to make some changes. This should also help to improve the game overall as it will force the developers to go back and reevaluate what they have done with a different point of view which can potentially lead to a better game overall not just in terms of representation.

It could have potentially also been some kind of marketing scheme as products are sometimes made deliberately controversial (Stuart, K. 2015) in order to attract attention such as 2015s Hatred which created a lot of media attention.

This also brings up the issue of the Smurfette principle (Pollitt, K. 1991) which is a term used to describe a piece of media that generally has a large number of male characters but usually only one female character. This term is of course linked to the Smurfs tv show which features a large village of male Smurfs but only one female smurf who is named Smurfette. There are some scenarios where this is justified either due to it being a plot element, representing a more realistic scenario or sometimes just the fact that especially at younger ages with smaller friendship circles tend to involve mostly one sex.

Shigeru Miyamoto

Often when talking about certain tropes that are used by game developers that are deemed sexist they seem to talk about them in a way that makes it seem like it was intentional. However as stated in this quote it is often not the case with many developers building off their own experiences and other media. As evidenced in an interview with Shigeru Miyamoto where when asked about the damsel in distress trope which the Legend of Zelda franchise is often criticised for using Miyamoto simply replied "I haven't given it a lot of deep thought over the years" (Suellentrop, 2019). After all, the Legend of Zelda is based on Miyamoto's own experiences as a child of going into the woods and exploring caves.

Adult Games

While conducting the survey one of the responses that stood out to me the most was "I don't think people play games solely because of sexual women, that's what porn is for". This lead me to think about adult content games and how they fit into this moral debate after a quick look onto the Steam market we were able to find a variety of adult content games that had a surprisingly wide price range with many being free while others cost the same amount as a full priced game. The games were mostly 2D or 3D anime games with some exceptions. Their gameplay also seemed fairly varied with some being text based while others were fully interactive VR games. There is no question as to if these characters are

sexualised since they tend to have greatly exaggerated features however people wanting to play these games would be disappointed if this were not the case.

The most popular gameplay format is a dating sim where the player interacts with various partners and attempt to build a relationship and are often rewarded with explicit images of the characters. Other games are more creative with their gameplay if a bit morally questionable such as Breeder of Nymphelym which advertises itslef as “an immersive beautifully erotic 3D adventure centered around catching and breeding the Nephelym, an enigmatic race of monster-human hybrids with an overwhelming desire to mate”(Store.steampowered.com, 2019).

Sexualisation

Cambridge Dictionary defines the term sexualise as “to see someone or something in sexual terms, or to make someone or something sexually exciting” (Dictionary.cambridge.org, 2019) so starting off the word itself is very subjective with no definitive statement on what is or is not sexualisation so it can only be determined by an individual what is or is not sexualised. Is making non humanoid things like cars humanoid such as Arcee from Transformers sexualising them? After all she has feminine features despite them having no purpose.

The most common genre of games to come under fire for sexualisation are fighting games a majority of which come from Japan such as Mortal Kombat, Tekken or Dead or Alive for example

Sexualised males

In order to give a balanced opinion this paper will also be looking at how male video game characters are perceived in the media.

Just as female characters are sexualised male characters are also sexualised if admittedly less often and for different reasons. In Giant Bomb's article about sexualised males they stated that “many males in video games can be found who have idealised physiques, or who even wear revealing attire to display them prominently” (Giant Bomb, 2019) so the thing that is interesting is why does it happen and what effect is it having? Giant Bomb goes on to answer one of these questions by stating that it is to fulfill the “power fantasies” of the targeted demographic who they believe are heterosexual males aged between 15 and 35.

The Three Modes of Male Sexuality in Videogames

This article talks about the potential sexualisation of male characters but seems to view it as a “power fantasy” (Parkin, S. 2018) which got me thinking why are women labeled as sexualised and not a “power

fantasy”? After all, most female characters generally perform a lot of physical activity so it makes sense for them to have athletic builds. However, it can be seen that some of their outfits can be a bit revealing but that can be ok if it is inline with their character or if there is some reason why they must wear that outfit. Some males also have revealing outfits such as Kratos from the God of War franchise who for the most part only wears a pteruges so is Kratos sexualised?

On Male’s Sexualisation in video games

This article^(Brice, 2011) was interesting as one of the first things it mentions is that their title is misleading clickbait however it does offer some interesting views as to why male characters aren’t sexualised as often as female characters. One of the reasons they sate is that “The lack of men’s sexualization is a product of the average straight guy’s impulse to avoid appearing or feeling gay.”^(Brice, 2011) while this made may have been a valid reasoning at one point in time in recent years people tend to be more open minded especially when it comes to an individuals own sexuality but it can still sometimes be a problem.

Sexualised Females

In a study (Pearson, D. 2015). that took 1,400 children both male and female, has highlighted several interesting facts that may influence game developers in the future. In one part of this study it is revealed that the majority of boys that took part in the study felt that women were unfairly represented when it came to video games and go on to state that they believed there should be a higher number of female characters in video games. As well as that they should be less sexualised than some of the characters that exist in games today.

One of the defences about why video games tend to be marketed to males is that males have more of an interest in these types of games and in the same study it was revealed that when the females were asked about what kind of games they played “26% played first-person shooter games like Call of Duty and HALO, 36% played role-playing games like

Skyrim and Grand Theft Auto, and 17% played sports games like FIFA and Madden. (19% did not play games, compared to 3% of boys.)”(Pearson, 2015). Unfortunately, the study doesn't seem to state the statistics for the percentage of males who play the same types of games apart from in the final figure talking about those who did not play games. However just from that figure it can be seen that males do generally play more games than females however it seems as more and more children grow up playing video games these figures will grow closer and closer.

Mortal Kombat 11 Desexualisation

An interesting development happened in 2019 with Mortal Kombat which often draws a lot of media attention due to its reputation of being very graphic with its violence as well as some of the sexualisation of its characters. Mortal Kombat 11 however has been receiving backlash over its efforts to desexualise its characters. From research it is suggested that one of the reasons there has been such a big backlash is because of the franchises reputation for being very expressive and feel betrayed that it is succumbing to the pressures of its criticisms, betraying its image of rebelliousness in a world of censorization and political correctness. Another reason for this could be the fact that in an interview with Polygon art director for NetherRealm who make Mortal Kombat Steve Bera said that “Our design is just getting more mature and respectful. You’re not going to wear a bikini to a fight.”(Hall, 2019) This however has been interpreted as them saying that they were previously making an effort to sexualise their characters.

Steve also claimed that this was done in order to make the game more realistic however as the games houses gods, demons, aliens and time travelers this probably isn’t going to have that much of an effect. It is likely that the backlash wouldn’t have been as severe if they were a little more subtle about it or had just kept quiet since gaming news sites wouldn’t have had such a controversial title.

What is interesting though is although in the interview Steve seems to talk about the female cast of Mortal Kombat an effort has also been

made to desexualise some of the male characters such as Johnny Cage and Liu Kang who now have a shirt on for most of their outfits.

Smite

Smite is a popular MOBA game where players get to play as gods of various religions and battle for supremacy. As you might expect this attracted a lot of attention for various reasons however this paper will be looking at one incident in particular that affected the Hindu goddess Kali. After being criticised by the Universal Society of Hinduism Hi-Rez studios who make smite decided to alter the goddesses appearance in order to try and appease Universal Society of Hinduism. However in doing this they are not only no longer given an accurate representation of Kali but also in the process of losing the ability to claim that she is not a sexualised character.

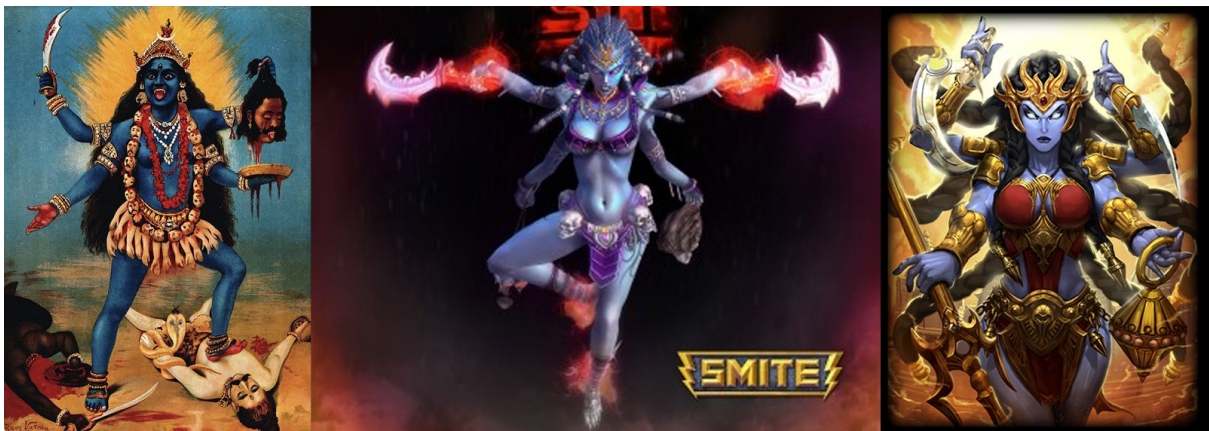


Figure 3: Comparison of Kali

The key question about this topic is if they have actually sexualised Kali instead of desexualising her? Traditionally Kali is depicted as being desheveled and having no real clothing instead wearing several human arms as a skirt and a necklace of human heads and although not quite accurate Smite's original design for the character was fairly close. She has since been changed to so that her default skin is slightly more modest however the change is not that different and has removed the skulls from her skirt that were the closest point of comparison that showed how depraved she is. Hi-Rez Studios has also introduced a variety of alternate skins, one of which is pretty much identical to the original design with the only difference that they changed her skin colour

from blue to red for some unknown reason, possibly to make it more distinct. This brings up more questions as to why they removed the skin in the first place if they were just going to re add it in the future. Giving Hi-Rez the benefit of the doubt that they simply felt more comfortable with the game when they introduced the new skins as the game already had a sizable player base.

This makes me question the game developers intentions since they apparently have very little interest in the actual religious god's and so they could have just created a new god's for their game which would have lessened a lot of the controversy and undone any debate about featuring sexualised goddesses.

Conclusion

How Characters are treated in Video Games? This is the question we have tried to answer throughout this paper we have tried to be as impartial as possible however while researching that this is not possible since the issue at hand depends entirely on someone's own opinion. This is not an objective issue it is subjective with no definitive answer and even if there was one it is likely to change as societal views change. It is up to the individual to decide if they believe a character is treated as a sexualised object after all it is far easier to see a problem than to see a solution.

What we have learnt is that it is generally accepted that video games do on occasion have sexualised characters however this often does not affect the actual gameplay. There is also more female characters appearing in games who have been much less sexualised.

Further Work

In order to further the research more work on the survey would be required since it does not have a large enough sample size in order to claim to be a true representation of female opinions. It also has no male opinions which would add an interesting point of comparison between the two results.

I would also like to conduct interviews with high and low profile game developers in order to get their side on how female game characters are treated.

It would also be good to compare different cultures to see how the compare males and females characters are treated and how they view sexism.

Look at other forms of media and compare games to them to see the differences.

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Appendices

Appendix 1 - Sample Questionnaire

Female Gamers Response

This questionnaire will be used to gather the opinions of female gamers on the issue of sexualisation in games

Would you consider yourself a gamer?

☐ Yes

☐ No

Please list as many female game characters as you can *

Short-answer text

Do you think female characters are over sexualised *

☐ Yes

☐ No

Please expand on previous answer

Short-answer text

Do you believe male characters are over sexualised? *

☐ Yes

☐ No

...

Please expand on previous answer?

Short-answer text

Do you think power fantasies are a form of sexualisation? *

☐ Yes

☐ No

Do you think male power fantasy characters can be harmful similarly to sexualised female characters *

☐ Yes

☐ No

Please expand

Short-answer text

<https://forms.gle/sqLuGrvbKqCbunhE8>