

Zalcman, D., & Ickow, S. (2023) *What We See: Women & nonbinary perspectives through the lens*. Edition. White lion publishing.

*What We See* explores how gender diversity in photojournalism changes the way stories are told. It highlights women and nonbinary photographers whose work challenges stereotypes, offering more authentic and empathetic perspectives that counter the dominance of the traditional male gaze in visual storytelling. Zalcman and Ickow argue that representation behind the camera directly affects how subjects are portrayed. They claim that male dominated photojournalism reinforces stereotypes, objectification, and bias. To support this argument, they feature essays and images by diverse photographers that show new perspectives and emotional depth, proving that inclusive storytelling produces more honest and complex narratives.

The authors make convincing arguments due to their use of examples and diverse photographers' work to prove how perspective shapes storytelling. The strengths of their arguments lie in their showcase of authenticity, and emotional evidence through visuals and essays. But their limited focus on systemic barriers leaves some structural issues unexplored despite strong personal narratives.

This resource will aid me by showing how women behind the camera challenge stereotypes and reshape visual storytelling — as well as providing useful imagery to research and analyse to assist my understanding of female representation when created by women. This book provides examples of female representation, both behind and in front of the camera, that counter the male gaze and objectification. The book supports arguments about the importance of diverse perspectives in creating more equal and authentic portrayals of women in media.

Elkins, J., McGuire, K., Burns., & Chester. A. (2013) *Theorizing Through Visual Studies: Writing Through the Discipline*. Edition. Routledge.

*Theorizing Through Visual Studies* explores how people study and understand images. It gathers different writers who explore how pictures, art and media affect the way we see the world, connect ideas, and create meaning in culture and everyday life. Elkins argues that we need to look at/ from many different viewpoints, not just art or media alone. He supports this by including essays from different writers who use ideas from feminism, culture, and history to study visuals. The examples used show that understanding images is a more meaningful when we mix different ways of thinking and interpreting them.

The arguments made by the authors' are convincing because they use many examples and voices to show how images shape meaning. A strength of this resource is the range of perspectives that make visual studies feel open and inclusive. A weakness is that the mix of essays can feel confusing or uneven, lacking one clear direction. Many of the essays included aren't related to each other or the topic I am researching thus creating a less cohesive resource.

This resource is useful because it helps me understand how to analyse images from different viewpoints — giving tools and ideas for thinking about how visuals create meaning, shape identity, and influence culture. This can strengthen your essay by helping you discuss female representation in media with a deeper and broader insight.

Antonela, D., Mihaela, S. (2024) *Exploring Hypersexualization in Video Games: A Literature Review of Female Characters*. Varazdin: Faculty of Organization and Informatics Varazdin.

*Exploring Hypersexualization in Video Games* examines how female characters in video games are often sexualized and objectified. The authors argue that these representations of women reinforce gender stereotypes and influence players' perceptions of women. This is supported through a review of existing studies — highlighting patterns of exaggerated body features, revealing clothing, and limited narrative roles.

The authors' arguments are convincing because they draw on multiple studies to show consistent patterns of hyper sexualization in video games. Their comprehensive literature review is a strong point within this resource — providing a broad overview of the issue. However, a weakness within this resource is the lack of discussion regarding games that challenge these norms.

This resource is useful due to its direct connection to my topic regarding female representation in media. Examining how video games often portray women in hyper/over sexualized ways, reinforcing stereotypes and the male gaze. The study provides evidence as well as theory I can use to discuss objectification, gender bias, and the lack of realistic female representation.

De la Torre-Sierra, A.M. and Guichot-Reina, V. (2025) 'Women in Video Games: An Analysis of the Biased Representation of Female Characters in Current Video Games', *Sexuality & culture*, 29(2), pp. 532–560. Available at: <https://doi.org/10.1007/s12119-024-10286-0>.

*Women in Video Games* explores how female characters are represented in modern day video games. The authors argue that women are often depicted through stereotypes, sexualization, or limited roles. This is supported with examples from popular video games — highlighting patterns of bias and underrepresentation.

The arguments used by the authors are convincing as a result of them providing clear examples of biased portrayals and analyse common stereotypes in video games. Within this recourse, the detailed examination of character designs and narratives is a strong point, but its weakness is that it focuses mainly on mainstream games, potentially overlooking indie or culturally diverse games that offer more balanced representation. This resource is useful because it directly explores how women are portrayed in modern video games — connecting to my topic of female representation in media. It highlights issues such as objectification, hyper/ over hyper sexualization, and gender stereotypes — showing how these representations reinforce the male gaze. The study provides examples I can use to discuss bias, inequality, and the need for more realistic and empowering female characters in digital media.