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P.O.W.E.R."



(Pursuing
Opportunities in
Women's eGaming
and Reality

GAMING GENDER EQUITY Y

ACTIVITY WORKBOOK



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Females in Gaming History



In this chapter, we will explore the history of females in the gaming industry and learn about the pioneers and trailblazers who have contributed to the medium's growth and diversity. By understanding the struggles and achievements of female gamers, we can appreciate their resilience and creativity and inspire ourselves to pursue our passions and dreams.

For this chapter, we will engage in both group and individual learning practices to enhance our learning experience. You can choose to work on the activities alone or with a partner or group, depending on your preference and availability. We encourage you to share your insights and feedback with others and create a supportive and collaborative learning community.



Chapter 1

Researching Female Gamers

There are several ways to research female gamers, including online surveys, focus groups, interviews, and social media analytics. These methods can provide insights into female gamers' demographics, preferences, behaviors, and challenges, and inform game development and marketing strategies.

However, there are several barriers to researching female gamers, including sample bias, self-selection bias, and social desirability bias. Researchers need to consider these limitations and use appropriate methods to mitigate them, such as using representative samples, incentivizing participation, and anonymizing responses.

For example, a recent study by the Entertainment Software Association found that 41% of gamers in the United States are women, and they represent a significant and growing market segment (ESA, 2021). However, other studies have found that female gamers face various challenges, such as harassment, stereotyping, and exclusion, which can impact their gaming experience and participation (Kaye et al., 2019; Kafai et al., 2018).



Female Gamers Timeline

In this activity, we will explore a timeline of female gamers who have made significant contributions to the gaming industry. We will research and identify female gamers from different eras and regions, such as Roberta Williams, Carol Shaw, and Jade Raymond, and describe their achievements and challenges. We will also reflect on the impact of their work on the gaming industry and the wider culture. You can work on this activity individually or in a group and share your timeline with others.

Female Gaming Timeline

Female Gamer Timeline:

1979: Roberta Williams, co-founder of Sierra On-Line, releases *Mystery House*, the first graphic adventure game for the Apple II, which she developed with her husband. It becomes a hit and inspires her to create more games, including the popular *King's Quest* series.

1982: Carol Shaw creates *River Raid*, an action game for the Atari 2600. She is one of the few female game developers at the time and inspires many women to pursue careers in gaming.

1991: The first Women in Games International (WIGI) conference is held in Seattle, bringing together female gamers, developers, and industry leaders to promote gender equity and diversity in gaming.



G2 Esports' all-female team brings major talent to its roster.

G2 ESPORTS / MARCUS LIEDER

Female Gaming Timeline Cont.



1996: Lara Croft, the protagonist of Tomb Raider, becomes one of the most recognizable and influential female characters in gaming history. She challenges gender stereotypes and inspires a new generation of female gamers.

2005: Brenda Romero, an award-winning game designer and educator, creates Train, a game that explores the horrors of the Holocaust through interactive storytelling. She becomes a pioneer in serious games and advocates for the potential of games as a tool for education and social change.

2013: Zoe Quinn, a game developer and critic, creates Depression Quest, a text-based game that explores the experience of depression. It becomes a critical and commercial success and ignites debates about the role of games in addressing mental health issues.

Female Gaming Timeline

Cont.



GAMING

GENDER

EQUITY

2014: Anita Sarkeesian, a media critic and founder of Feminist Frequency, launches the Tropes vs. Women in Video Games series, which analyzes the portrayal of female characters in gaming and the impact of gender stereotypes on the industry and the players. She becomes a prominent voice in the movement for gender equity in gaming.

2020: Jade Raymond, a veteran game developer and executive, creates Haven Entertainment Studios, a new game development company that prioritizes diversity and inclusion in its projects and culture. She becomes a role model and mentor for aspiring female game developers and entrepreneurs.

This timeline highlights some of the significant events and figures in the history of female gamers and their contributions to the gaming industry and the wider culture. By learning about their achievements and challenges, we can appreciate the diversity and richness of gaming and inspire ourselves to create and play games that promote gender equity and diversity.

Discussion Questions

1. Who are some female gamers that you admire or respect, and why?

2. What challenges do you think female gamers have faced and continue to face in the gaming industry?

3. How can we promote gender equity and diversity in gaming, and why is it important?

We hope you enjoy learning about females in gaming history and gain a deeper appreciation for the contributions of female gamers. Stay tuned for the next chapter, where we will apply our creativity and design skills to create a female character.

Chapter 2

Female Gamers Portrait



In Chapter 2, we will create a portrait of a female gamer who has inspired us or influenced our gaming experience. We will use different media such as drawing, painting, or digital art to depict the gamer and her personality, interests, and achievements. We will also write a short biography or tribute to the gamer and explain why she is important to us. You can work on this activity alone or in pairs and share your portrait and biography with others.

Research Female Gamers

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For example, a recent study by the Entertainment Software Association found that 41% of gamers in the United States are women, and they represent a significant and growing market segment (ESA, 2021). However, other studies have found that female gamers face various challenges, such as harassment, stereotyping, and exclusion, which can impact their gaming experience and participation (Kaye et al., 2019; Kafai et al., 2018).

Chapter 3

Designing a Game Level

In this chapter, you will apply your game design skills to create a game level that showcases your creativity and challenges the player. You will consider various factors such as gameplay mechanics, aesthetics, and player experience to make the level engaging and memorable. This activity will help you practice your game design skills and appreciate the diversity of game levels created by female designers.

1. Gameplay Mechanics: Engaging levels often feature unique and challenging gameplay mechanics that require players to use different skills and strategies to progress. For example, a level might have a time limit, require players to solve puzzles, or challenge them with platforming sections. The gameplay mechanics should be intuitive and easy to learn, but also offer depth and complexity to keep players engaged.

2. Aesthetics: The visual and audio elements of a level can make it more immersive and memorable. A level with a distinctive art style, creative level design, and unique sound effects and music can capture players' attention and create a lasting impression. The aesthetics should align with the level's theme and tone and evoke emotions and atmosphere.



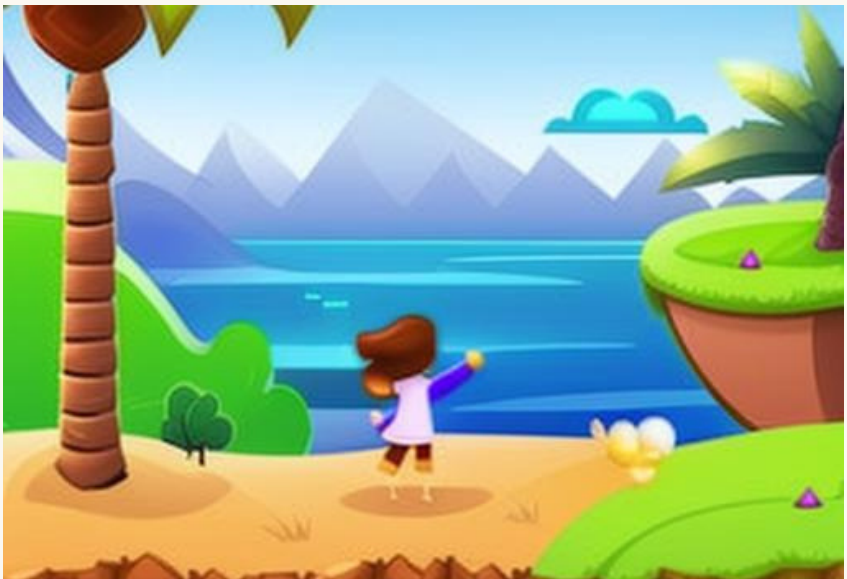
3. **Player Experience:** A level that offers a unique and satisfying player experience can leave a lasting impression on players. A level that challenges players' expectations, surprises them with unexpected twists or rewards, or offers multiple paths or choices can make players feel more engaged and invested in the game. The level should also provide feedback and guidance to players to help them improve and feel a sense of progression and accomplishment.

Ultimately, a great level is one that offers a cohesive and memorable experience that aligns with the game's overall design and vision. It should be challenging but not frustrating, immersive but not overwhelming, and offer a sense of satisfaction and accomplishment upon completion.

Change the World

Introducing "Change the World", a new video game that allows players to create and innovate from various social impact stories. As the founder of a social impact project, players will have the opportunity to raise funds, network, make change, and address issues that arise in various communities, including economics, systemic racism, gender inequalities, and other variables that grassroots nonprofits address in real-world experiences.

Through engaging gameplay mechanics, players will learn to manage resources, make strategic decisions, and navigate the competitive landscape to achieve their goals. Join us in this exciting and educational journey of social entrepreneurship and positive change!





Gameplay Mechanics:

1. **Resource Management:** As the founder of a social impact project, players will need to manage various resources such as time, funds, and networking opportunities. They will need to make strategic decisions about how to allocate these resources to achieve their goals, such as fundraising events, networking with potential partners, or addressing community needs.

Gameplay Mechanics: Cont.

2. **Decision-Making:** Players will encounter various scenarios and challenges that require them to make decisions that impact the success of their project. For example, they may need to decide whether to prioritize a short-term solution or a long-term solution, or choose between conflicting goals or values. The decisions they make will have consequences on their project's impact and sustainability.

3. **Progression:** Players will need to make progress towards their goals to advance in the game. This can include achieving milestones, gaining recognition from the community, or reaching funding targets. As they progress, players will unlock new opportunities and challenges that require them to adapt and refine their strategies.

4. **Competition:** In the game, players may encounter other social impact projects that compete for resources, recognition, and influence. Players will need to navigate the competitive landscape and find ways to collaborate or differentiate themselves to achieve their goals.

Overall, these gameplay mechanics can make "Change the World" an engaging and educational game that challenges players to think critically and strategically about social impact issues. By experiencing the complexities and trade-offs of social entrepreneurship, players can gain a deeper understanding and appreciation of the role of innovation and collaboration in creating positive change.

Aesthetics refer to the visual and audio elements of a level that can contribute to its immersion and memorability. The use of a unique art style, creative level design, and appropriate sound effects and music can capture players' attention and create a lasting impression. Aesthetics are an essential component of game design that can help align the gameplay experience with the game's intended theme and tone.

1. Art style: The game's art style can help convey the game's message and tone. A bright and colorful art style could communicate a message of hope and positivity, while a darker and more muted art style could communicate a sense of urgency and seriousness.

2. Environmental design: The design of the game's environments can help immerse players in the game's world and create a sense of place. For example, the design of a rundown community center could communicate the need for improvement and investment, while the design of a bustling downtown area could communicate progress and success.

3. Character design: The design of the game's characters can help convey their personalities and roles in the game. For example, the design of a passionate and energetic community organizer could communicate their drive and dedication, while the design of a wealthy and powerful donor could communicate their influence and status.

Aesthetics Cont.

4. Sound design: The game's sound design can help create a sense of atmosphere and emotion. For example, the use of uplifting music could communicate a sense of hope and optimism, while the use of somber music could communicate a sense of challenge and struggle.

Overall, the aesthetics of "Change the World" can help communicate its message of social impact and entrepreneurship and create a memorable and engaging gaming experience. By using visual and audio elements to immerse players in the game's world, the aesthetics can help players connect with the game's themes and become more invested in creating positive change.

Player Experience:

Player experience plays a crucial role in the success of a video game. A great player experience can make a game more engaging, memorable, and shareable. By providing players with an enjoyable and satisfying experience, games can build a loyal fan base, generate positive reviews and word of mouth, and increase player retention and revenue. On the other hand, a poor player experience can lead to negative reviews, low sales, and a tarnished reputation for the game and its developers.

Player Experience:

1. **User Interface:** A clear and intuitive user interface can help players easily navigate the game's mechanics and achieve their goals. For example, a well-designed menu system that allows players to easily access different game modes or features can enhance the player experience.
2. **Level Design:** Well-designed levels can offer players a sense of progression and accomplishment as they advance through the game. For example, levels that offer multiple paths or strategies can give players a sense of agency and keep the gameplay fresh and engaging.
3. **Narrative:** A well-crafted narrative can help players become invested in the game's world and characters. For example, a game that uses real-world social issues as a backdrop can create a sense of urgency and inspire players to take action.
4. **Feedback:** Providing clear feedback to players can help them understand their progress and improve their skills. For example, a game that provides constructive feedback on a player's fundraising or networking strategies can help them refine their approach and feel a sense of accomplishment.
5. **Game Mechanics:** Engaging and challenging game mechanics can offer players a sense of agency and mastery over the game. For example, a game that allows players to experiment with different fundraising methods or networking strategies can help them feel more invested in their project and motivated to succeed.

Overall, a well-designed game can offer players a satisfying and memorable experience that aligns with the game's overall vision and message. By considering the player experience throughout the game design process, "Change the World" can inspire and empower players to create positive change in their communities and beyond.

Chapter 4



Introducing "Write a Video Game Review," an exciting activity that encourages students to use their critical thinking skills and creativity to evaluate and analyze video games. In this activity, students will learn how to write effective and engaging reviews that provide useful information to potential players and contribute to the broader gaming community. By following a simple set of instructions and using a questionnaire of targeted questions, students can create well-structured and informative reviews that showcase their love for gaming and their writing skills.



Instructions

1. Choose a video game to review. It can be a recent release or an older game that you have played and enjoyed.
2. Play the game thoroughly and take notes on its gameplay, mechanics, visuals, sound, and other relevant aspects.
3. Use the questionnaire provided to guide your review and organize your thoughts. You can add or remove questions as needed to fit your review's focus and tone.
4. Write your review, paying attention to structure, grammar, and clarity. Make sure to provide a balanced and thoughtful analysis that considers both the game's strengths and weaknesses.
5. Share your review with others, either by posting it on a gaming website or blog, sharing it on social media, or presenting it to your class or gaming club.

Questionnaire

What is the game's genre, and what makes it unique or innovative within that genre?

How does the game's gameplay mechanics and controls work, and how do they contribute to the overall experience?

How does the game's visuals and sound design contribute to the game's tone and atmosphere, and how does it compare to other games in its genre?

Overall, what is your opinion of the game, and would you recommend it to others? What are the game's strengths and weaknesses, and how do they impact the overall experience?

Popular Video Games Genre

Action: Games in this genre feature fast-paced gameplay and a focus on physical challenges and combat. Examples include Doom Eternal, Assassin's Creed Valhalla, and God of War.

Adventure: Games in this genre typically feature exploration, puzzle-solving, and a storyline that the player progresses through. Examples include: The Legend of Zelda: Breath of the Wild, Uncharted 4: A Thief's End, and Tomb Raider.

Role-Playing (RPG): Games in this genre feature a player-controlled character who progresses through a story, earns experience points, and develops skills and abilities over time. Examples include: The Witcher 3: Wild Hunt, Final Fantasy VII Remake, and Skyrim.

Strategy: Games in this genre feature tactical decision-making, resource management, and a focus on building and controlling armies or civilizations. Examples include Civilization VI, XCOM 2, and Total War: Three Kingdoms.

Popular Video Games Genre Cont.

Simulation: Games in this genre simulate real-world activities or experiences, such as driving, flying, or managing a business. Examples include: The Sims 4, Euro Truck Simulator 2, and Microsoft Flight Simulator.

Sports: Games in this genre simulate various sports, such as football, basketball, or soccer, and feature a focus on realistic gameplay mechanics and competition. Examples include FIFA 21, NBA 2K21, and Madden NFL 21.

Fighting: Games in this genre feature one-on-one combat between characters, with a focus on technique, timing, and special moves. Examples include Street Fighter V, Mortal Kombat 11, and Super Smash Bros. Ultimate.

Puzzle: Games in this genre feature challenges that require the player to solve puzzles or use logic to progress through levels. Examples include Tetris Effect, Portal 2, and Baba Is You.

Racing: Games in this genre feature racing vehicles or characters, with a focus on speed, precision, and competition. Examples include Forza Horizon 4, Mario Kart 8 Deluxe, and Dirt 5.

Chapter 5

Pitching a Game Idea

In this chapter, you will pitch a game idea that promotes gender equity and diversity. You will consider various factors such as target audience, genre, gameplay mechanics, and narrative to make the idea compelling and feasible. This activity will help you apply your creativity and problem-solving skills and showcase your vision for a more inclusive gaming industry.

In this activity, you will pitch a game idea that promotes gender equity and diversity. You will consider various factors such as target audience, genre, gameplay mechanics, and narrative to make the idea compelling and feasible. This activity will help you apply your creativity and problem-solving skills and showcase your vision for a more inclusive gaming industry.

Concept: "Change the World: Social Reality" is a social impact game that empowers players to create and innovate social impact projects to address real-world issues like systemic racism, gender inequalities, poverty, and other variables that grassroots nonprofits address in real-world experiences. Players will take on the role of social entrepreneurs, fundraisers, and community organizers, and work together to create social impact projects that change the world.

Gameplay: The game's core gameplay mechanic is centered around social entrepreneurship, fundraising, and networking. Players will start by selecting a social impact project that resonates with them, such as building a community center, supporting a food bank, or promoting mental health awareness. Then, players will develop a fundraising strategy and work to raise the necessary funds to bring their project to life.

As players progress, they will encounter various challenges and obstacles, such as competing projects, limited resources, and unexpected setbacks. To overcome these challenges, players will need to network with potential donors, volunteers, and community members, and make strategic decisions that balance their project's needs with the needs of the community.

Throughout the game, players will also have the opportunity to collaborate with other players and share their progress on social media, creating a sense of community and collective impact. As players succeed, they will unlock new social impact projects, gain recognition and prestige in the community, and inspire others to join the movement.

Target Audience: "Change the World: Social Reality" is targeted at socially conscious players who want to make a difference in the world and learn more about social entrepreneurship and community building. The game is suitable for players of all ages and backgrounds and can be played alone or with friends and family.

Conclusion: "Change the World: Social Reality" is a groundbreaking social impact game that combines fun and engaging gameplay mechanics with a meaningful and inspiring message. By empowering players to create real-world social impact projects, the game offers a unique and rewarding gaming experience that inspires players to change the world.

Game Idea Pitch Outline

Introduction

- Briefly introduce the video game pitch idea and the main concept of the game.

II. Concept

- Explain the main concept and theme of the game.
- Discuss the game's genre and how it fits into the current gaming landscape.
- Describe the game's unique features and how they set it apart from other games.

III. Gameplay

- Describe the game's core gameplay mechanics and how they contribute to the player's experience.
- Discuss any unique or innovative gameplay features that make the game stand out.
- Explain how the gameplay mechanics align with the game's theme and concept.

IV. Storyline and Characters

- Outline the game's storyline and characters.
- Explain how the storyline and characters contribute to the game's overall experience.
- Discuss any unique or innovative narrative features that make the game stand out.

V. Art and Sound Design

- Describe the game's art and sound design.
- Explain how the art and sound design contribute to the game's tone and atmosphere.
- Discuss any unique or innovative art and sound design features that make the game stand out.

VI. Target Audience

- Define the game's target audience.
- Explain why this audience would be interested in playing the game.
- Discuss any unique or innovative features that cater to the target audience.

VII. Conclusion

- Summarize the main points of the video game pitch idea.
- Explain why the game is worth investing in or developing.
- End with a call to action, such as asking for feedback or interest in collaboration.

Chapter 6

Colleges that Offer Degrees in Esports

In this chapter, we will explore the colleges and universities that offer degrees and programs in esports gaming. By understanding the education and training opportunities in esports gaming, we can develop our skills and knowledge and pursue our career goals in the industry.

For this chapter, we will engage in both group and individual learning practices to enhance our learning experience. You can choose to work on the activities alone or with a partner or group, depending on your preference and availability. We encourage you to share your insights and feedback with others and create a supportive and collaborative learning community.

Esports Gaming Programs Comparison:

In this activity, we will compare and contrast the curriculum, faculty, facilities, and student life of different esports gaming programs. We will research and select colleges and universities that offer degrees or programs in esports gaming, such as Maryville University, University of California, Irvine, and Ohio State University.

We will analyze the pros and cons of each program and identify the factors that are most important to us. We will also discuss the value and potential of esports gaming education and its impact on the gaming industry. You can work on this activity individually or in a group and share your findings with others.

Esports Gaming Program Guest Speaker:

In this activity, we will invite a representative from a college or university esports program to speak to the class and answer questions. We will prepare a list of questions and topics to discuss, such as the program's curriculum, admission requirements, job prospects, and alumni success stories.

We will also share our insights and feedback with the guest speaker and each other. This activity will help us learn directly from the source and get a more personalized and comprehensive understanding of esports gaming education.

Discussion Questions:

- What are the benefits and challenges of pursuing a degree or program in esports gaming, and how can we overcome the challenges?
- How can esports gaming education promote gender equity and diversity in the gaming industry, and what initiatives can colleges and universities take to achieve this goal?
- What skills and qualities do you think are essential for success in the esports gaming industry, and how can you develop them?

We hope you enjoy learning about the esports gaming education opportunities and gain a deeper understanding of the skills and knowledge required to succeed in the industry. Stay tuned for the next chapter, where we will apply our creativity and design skills to create a female character.

Considering a Career in Esports?

Professional opportunities in esports are diverse and include careers such as professional players, coaches, analysts, managers, event organizers, broadcasters, content creators, and marketers (Esports Insider, 2021).

According to Becker College, pursuing a degree in esports offers several benefits, including gaining industry-specific knowledge, practical experience, and networking opportunities, which can help students secure employment in the rapidly growing esports industry (Becker College, n.d.).

The average income for an esports professional varies widely depending on the specific career and level of success. According to Glasdoor, the average salary for an esports coach is around \$50,000 per year, while the average salary for a professional esports player range from \$60,000 to \$100,000 per year (Glasdoor, 2021). However, top players and personalities can earn millions of dollars through prize winnings, sponsorships, and streaming revenue (ESPN, 2021).

Conclusion

Congratulations on completing the Gaming Gender Equity Activity e-Workbook! We hope you have learned new skills, gained new insights and had fun exploring the world of gaming. Remember that promoting gender equity and diversity in gaming is an ongoing effort that requires everyone's participation and support. Keep playing, designing, and advocating for a better gaming future!

Chapter 7

Healthy Habits and Gaming

As the gaming industry continues to grow and diversify, it's important to acknowledge the unique challenges that women face when it comes to gaming and maintaining a healthy lifestyle.

While many of the healthy habits and gaming tips that apply to everyone are still relevant, there are specific issues that women gamers may encounter, such as the impact of gaming on reproductive health or the lack of representation and inclusivity in gaming communities.

This chapter aims to provide female gamers with practical advice and resources to help them prioritize their physical and mental health while still enjoying the games they love. From tips on exercise and nutrition to discussions on self-care and community building, this chapter seeks to empower women gamers to take charge of their well-being and thrive in the gaming world.

Maintain Healthy Habits while Gaming

1. Take regular breaks: It's essential to take breaks every hour or so to stretch, move around, and give your eyes a break from the screen. This can help prevent eye strain, reduce the risk of repetitive strain injuries, and boost your energy levels.
2. Maintain good posture: It's important to sit up straight and keep your feet flat on the floor while gaming to prevent back and neck pain. You may also want to invest in an ergonomic chair or keyboard/mouse setup to help you maintain good posture.
3. Stay hydrated: Make sure you drink plenty of water while gaming to keep yourself hydrated. Dehydration can cause headaches, fatigue, and other health problems, so it's essential to drink enough water throughout the day.
4. Eat a balanced diet: Eating a balanced diet that includes plenty of fruits, vegetables, and lean proteins can help you maintain your energy levels and stay healthy while gaming.
5. Get enough sleep: Getting enough sleep is crucial for maintaining good physical and mental health. Aim for at least 7-8 hours of sleep per night to ensure you're well-rested and ready to game.
6. Exercise regularly: Exercise can help you stay in shape, boost your energy levels, and reduce stress and anxiety. Incorporate regular exercise into your routine, such as going for a walk, doing yoga, or hitting the gym.

Glossary

Gender: A social and cultural construct that refers to the roles, behaviors, and expectations associated with being male or female.

Stereotype: A simplified and often inaccurate representation of a group of people based on their gender, race, ethnicity, or other characteristics.

Diversity: The presence of multiple and different identities, perspectives, and experiences in a group or community

Inclusivity: The practice of creating and maintaining a welcoming and supportive environment for diverse and underrepresented groups.

Representation: The portrayal and visibility of different identities and experiences in media and culture.

Feminism: A social and political movement

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