

Ella Corson

Dr. Dora-Laskey

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Game over for GamerGate

My main focus of research is GamerGate. GamerGate was a controversial online harassment campaign that took place after a woman videogame developer was falsely accused of unethical behavior to gain favorable reviews for her game. This led many women in the gaming industry to receive unfair and inappropriate treatment and comments. I am examining the cultural resistance to diversifying the gaming industry through the lens of Gamergate, the role of online harassment in creating toxic cybercultures, the implications of sexual harassment in online gaming for its victims, the influence of media and public perception, and the potential solutions to these ongoing challenges. Online gaming companies have tried to put some restrictions and policies in place to combat cyberbullying but none of these efforts have shown impact. My solutions include creating inclusive and respectful gaming spaces by instilling an educational tutorial on what respectful gaming culture should be like before gaining access to online games. Additionally, forming spaces where oppressed groups feel supported allows them to enjoy online gaming in a peaceful setting. I am arguing that cyberbullying and online harassment can be limited if more research is conducted about how these hardships in the gaming community impact the brain. My proposed research idea for this is to compare male and female brains while

they are deciphering video games to see what effect on the brain each interaction has which can give us data to support if the mistreatment women face in video games has an impact on them mentally.