

Course: Gender Diversity and Inclusion in the Video Game Industry

Main language of instruction: Italian

Other language of instruction: English

Credits: 6

Head instructor

Professor Giulia Padovani - giulia.padovani@unicusano.it

Objectives

- Critically analyze video games as cultural, social, and economic phenomena.
- Develop awareness of gender inequality, discrimination, and the under-representation of ethnic, religious, social minorities and people with disabilities in the video game industry.
- Identify video games as educational, cultural, and social media capable of fostering cooperation, empathy, and intercultural learning.

Course structure

In order to sit the final examination, students must prepare a PowerPoint presentation based on a case study related to the themes and issues addressed during the course. The presentation should demonstrate critical understanding and the ability to apply the theoretical concepts discussed.

Competencies

A. Knowledge and understanding:

- Understand the historical, social, and economic evolution of video games.
- Know the main theoretical approaches to diversity, gender inclusion, and representation.

B. Applying knowledge and understanding:

- Critically analyze video game content and practices from an inclusive perspective.
- Propose strategies to improve equity and representation.

C. Making judgements:

- Critically evaluate representations, game mechanics, and industry practices.
- Develop independent reflections on diversity and inclusion issues.

D. Communication skills:

- Communicate clearly and appropriately concepts related to game studies and inclusion.
- Present and discuss projects or case studies in academic and professional contexts.

E. Learning skills:

- Independently update and deepen knowledge in media and inclusion studies.
- Integrate interdisciplinary perspectives (sociological, psychological, pedagogical, cultural).

Evaluation system and criteria

The examination consists of an oral interview intended to assess the student's capacity to critically interpret and synthesize the knowledge acquired throughout the course. As part of the evaluation, the student is required to present the case study previously analyzed

Bibliography and resources

Materials provided by the teacher in the "Erasmus Materials" folder