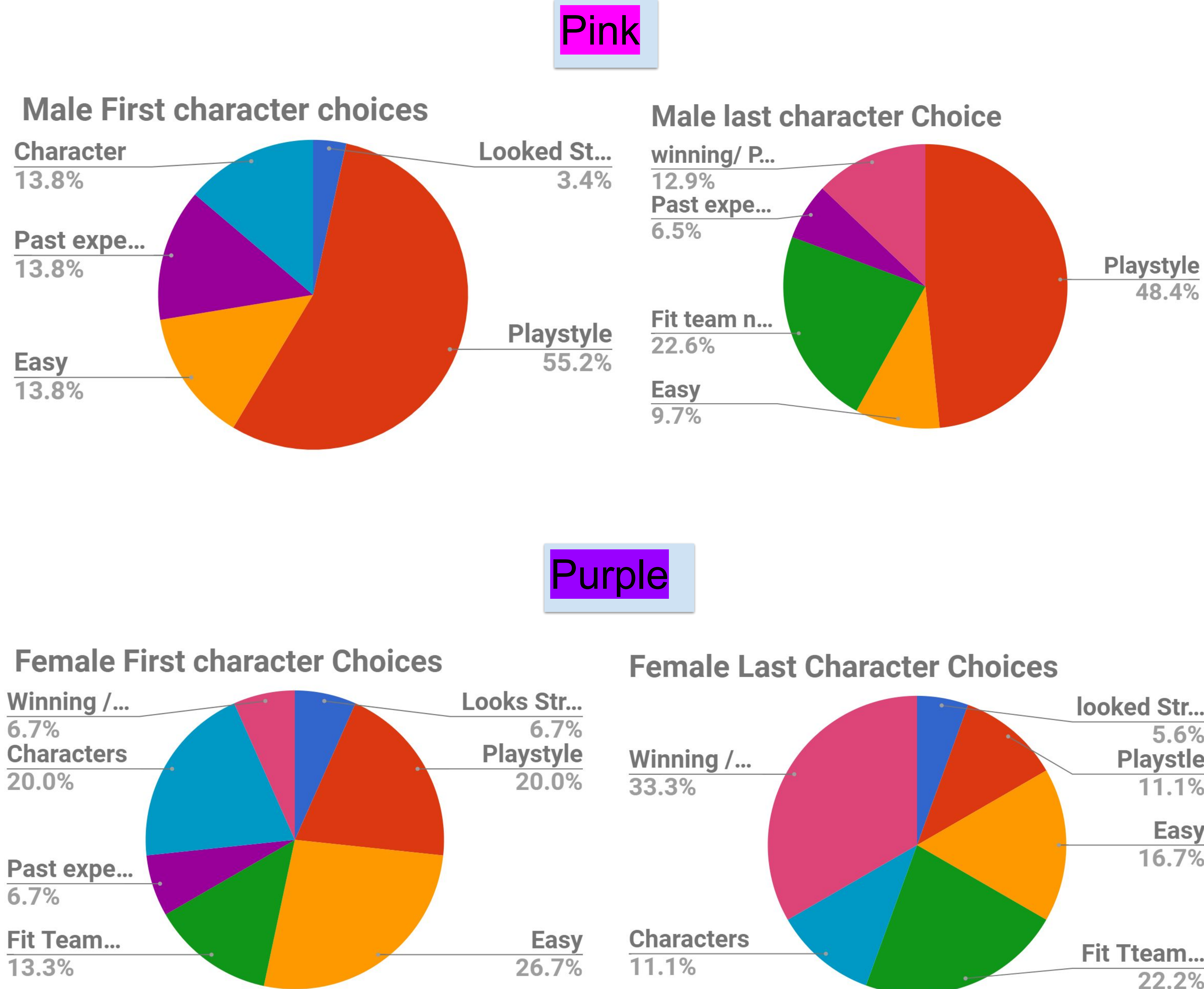


INTRODUCTION

The competitive gaming community has been notorious for being toxic. Females get attacked for just playing rather than underperforming (Kotaku, 2017). Because of this, it is theorized that the toxic atmosphere changes the way females and males play the game (Ammers, 2016). This project looks to see if and how toxicity creates the stereotypes, specifically, why females play supportive roles, and if toxicity was gone, would it still exist.

Toxicity: Harassing someone and/or making one behave a particular way to avoid harassment.

Survey results : Why people play the heroes they do?

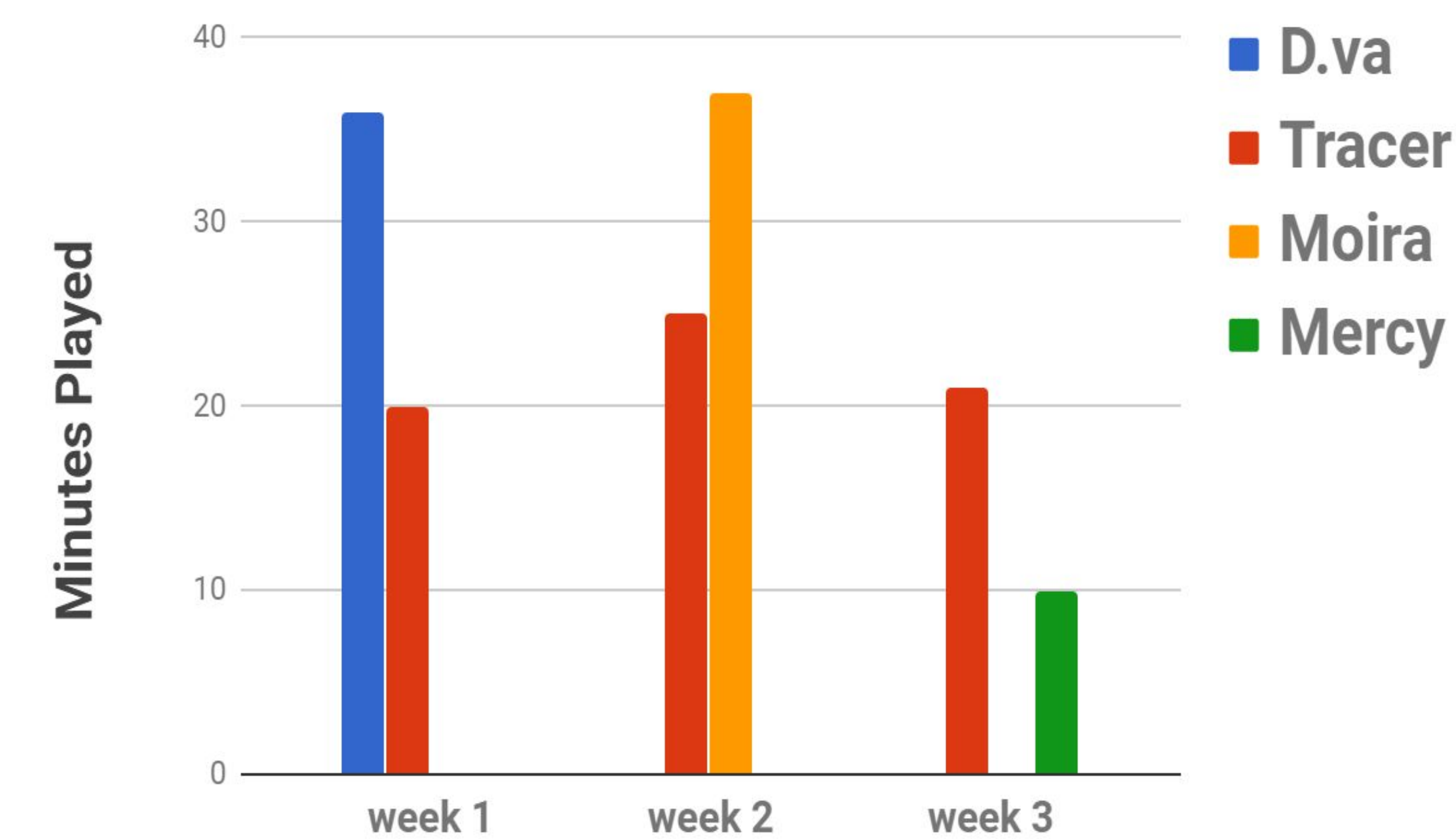


DATA AND FINDINGS

During play sections (No toxicity)

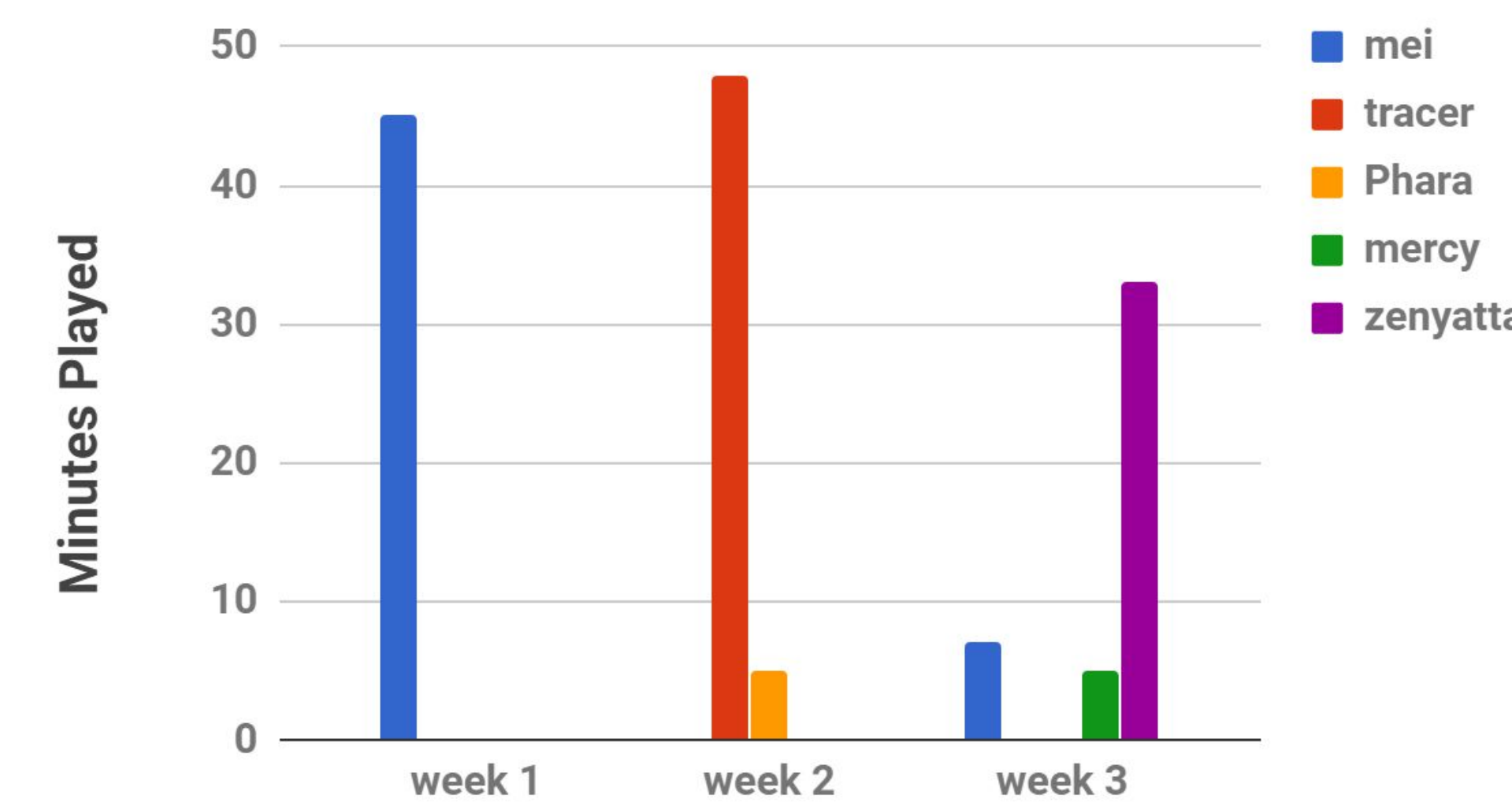
Player 1 career profile **Red**

Player 1 hours of heroes played per week.

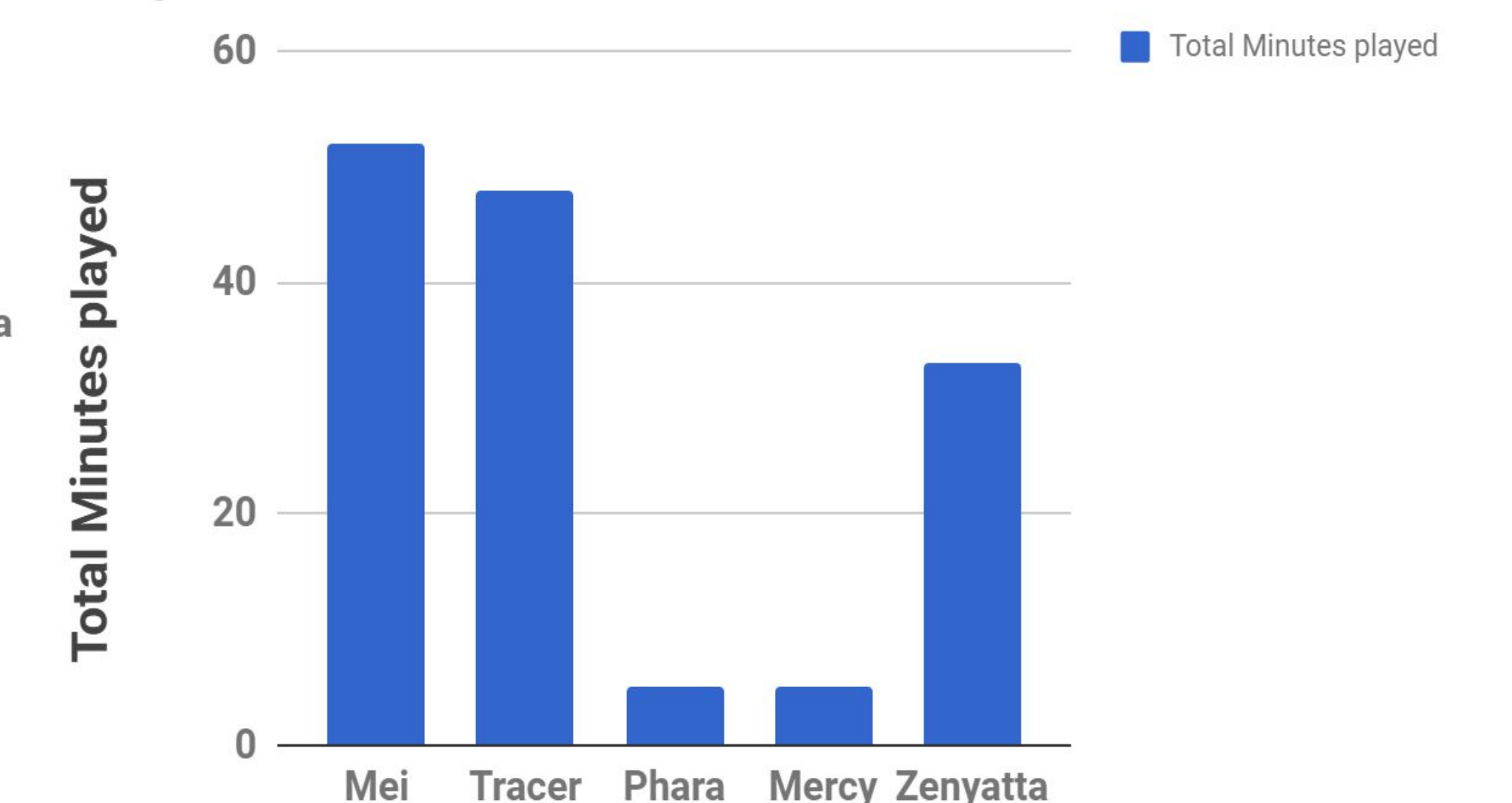


Player 2 Career profile **Yellow**

Player 2 Hours of Heroes Played per Week



Player 2 Career Profile



RESEARCH METHODOLOGIES

To test if toxicity changes the way we play, a survey was used to see what characters people play and why. The data was then separated by gender and examined for patterns in the characters played and the underlying reasons for it.

To see how toxicity changes the way we play Overwatch, it was assumed that toxicity does change the way we play. The participants, primarily female since seeing the stereotypes were clearer, were observed playing Overwatch in a non-toxic environment.

DISCUSSION, ANALYSIS, AND EVALUATION

Pink: Males, stereotypically play action-packed characters focused on dealing damage. The results show the males do look for those kind of traits through abilities, like flying. This holds true when players start and continue playing.

Purple: Females stereotypically play support. All of the choices support that. Supports are generally easy to play, they allow for more feminine traits to be expressed, every team needs a support, and some females tended to play support before Overwatch. Then, they get comfortable on Mercy/ the hero they play and they enjoy playing well. It's probably not only the toxicity that creates the stereotype, but all the reasons combined.

Red and **yellow**: Since both players were female, I tested how their hero choices differ from the survey. Both players choose characters that were easy, then chose characters that they could connect with. Almost all heroes played by them were female. However, this does not say much about the stereotype regarding toxicity.

CONCLUSIONS, IMPLICATIONS, AND NEXT STEPS

Survey results: Males find enjoyment through gameplay while females prefer playing well and/or winning.

Conclusion: Males find enjoyment within the heroes, females find enjoyment through the heroes, meaning the heroes are a tool to attain one's enjoyment.

Next steps: see whether the "fit team needs" answer is about gender roles or about pressure/toxicity

Play sections results:

Not enough info--3 hours is not enough to tell whether toxicity or gender roles has a greater influence on the Mercy stereotype.

Next steps: play more and look for trends.

ACKNOWLEDGEMENTS & REFERENCES

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