

# WOMEN AND ETHICS: GAMES AND VR

IN CONVERSATION WITH **JESSICA MOORE**

**RESEARCHER - GAME ETHICS**

**WED | 22 MAR | 7:00 – 9:00 PM | MC 103**

**REFRESHMENT PROVIDED- ALL WELCOME!**



*A conversation exploring the pitfalls and opportunities for women in video gaming, both as a hypermasculine industry and in terms of the sexist content of games themselves. Drawing on specific examples, Moore explores the intersection of gaming communities and game companies to consider the idea that identity politics matter from the construction of games to their cultural content. Moore highlights key interventions in toxic game culture, including diversity initiatives, industry-academic alliances, and the democratization of game development where women lead the way in notable cases.*

*Jessica Moore is a game ethics consultant and researcher focusing on indie development. Her academic entry is through philosophy, particularly with respect to the significance of identity politics at the intersection of games and culture. Moore's practical education in game development is as a writer, collaborating with Pixelles the Montreal women-in-games initiative, a game-making collective. Her current research focuses on femme transgressions in and of digital space, especially on female makers (transgressors) of video.*

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