



How to take into account
the female public with
serious game?

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Context of the experience shown in the movie

- Game design teaching module at INSA Toulouse
- 24 students of engineering master degree
- 1 week to develop and present the game concept
- 5 groups and 1 girl per group



To introduce the debate

- 1) Caricatural representations of game design
- 2) Some stereotypes are resisting
- 3) The place of the girl in the group
- 4) Collaboration between boys and girls



Some convictions to be discussed

- 1) The students have shown a fine involvement in realizing the project
- 2) The video game emphasizes representations of the gender
- 3) Using serious game in PBL can create discussion around gender representations
- 4) The female's contribution is not perceived as significant by the male gente



What we think

- 1) Caricatural representations of game design
- 2) Some stereotypes are resisting
- 3) The place of the girl in the group
- 4) Collaboration between boys and girl