

GAMING TO UNDERSTAND: GENDER EXPERIENCE IN VIDEO GAMES

**CUESTIONARIO INDIVIDUAL**

Completar este cuestionario es totalmente voluntario y anónimo. Siéntete libre de contestar a las preguntas que quieras y de extenderte lo que consideres necesario. Puedes rellenar este cuestionario en casa descargándolo online en <2012.gamephilosophy.org> y enviarlo a maria.rubio@arsgames.net. Las respuestas a este cuestionario son totalmente confidenciales y podrán ser utilizadas para posteriores estudios académicos siempre conservando el total anonimato de las personas participantes.

Age.

Country.

Which is your sex? Why?

Do you think it corresponds with your gender?

What do you do? Have you ever played video games before?

How many hours do you play video games weekly?

Which video game platforms do you prefer?

How did you start to play video games?

Which video game genre (or genres) do you prefer? Please, name at least one of your favorite video games or of those you have played longer.

Do you think that there are video games specifically created for boys and others for girls. If so, wherein lies the differece?

Do you think that the video game industry is gender-biased?

What transformations do you think that should be introduced to change this situation (if you that there is some sort of gender bias)?

When selecting a video game character, do you take into account its sex, gender or sexual orientation? Why?

When designing your own character, which sex do you prefer for it? Why?

Do you think that playing characters of a certain sex reveals something about your sexual orientation?

Have you ever identified with a video game character? Name the character and the video game it belongs to and explain briefly why you identified with it.

Do you think video games have changed something in your life? Explain why.

Do you think that your identity (your self-conception) is influenced in some way by the video games you play?