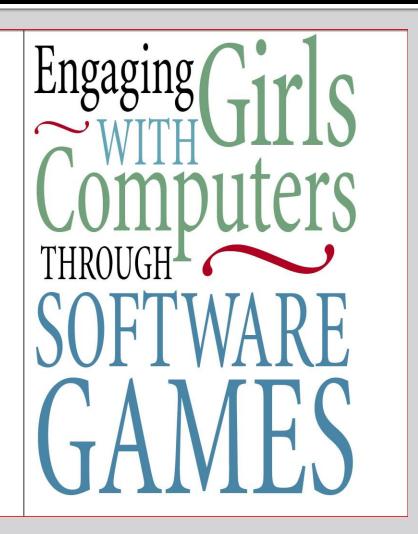


Jasamine Jackson CRA-W DMP Summer 2008 Mentor: Dr. Tiffany Barnes Graduate Supervisor: Eve Powell

Plans for this Week

- LIT Review: Engaging Girls with Computers through Software Games
- Finish design layout for dance tool
- Game Review

- Motivation: Lack of females in computer science
- Focus: Software that targets female interests



- **Barbie Fashion Designer**
- November 1996
- Ages: 5+
- 200,000 units sold within the first month of release

- Female Game Characteristics
- Social Interaction
- Adventure
- Narratives
- Subtle Competition

Male Game **Characteristics**

Highly Competitive

Scoring

Fighting

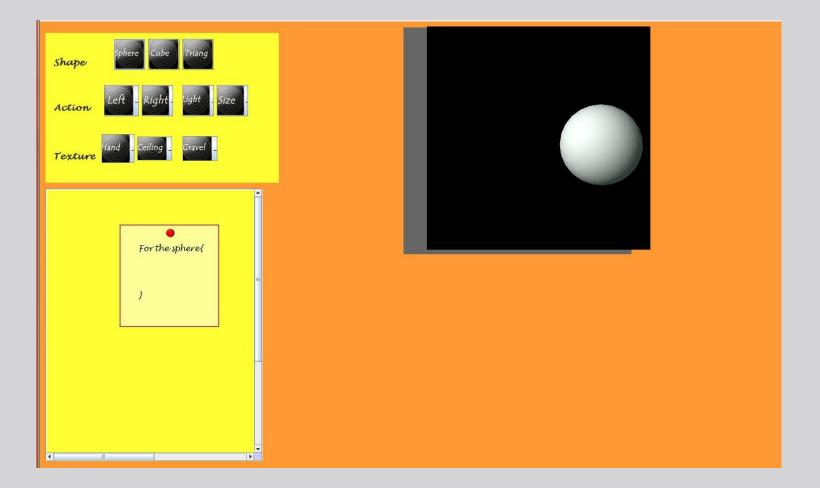
Several companies conducted gaming research on preteen(8-12 years old) and teen(13-17 years old) girls

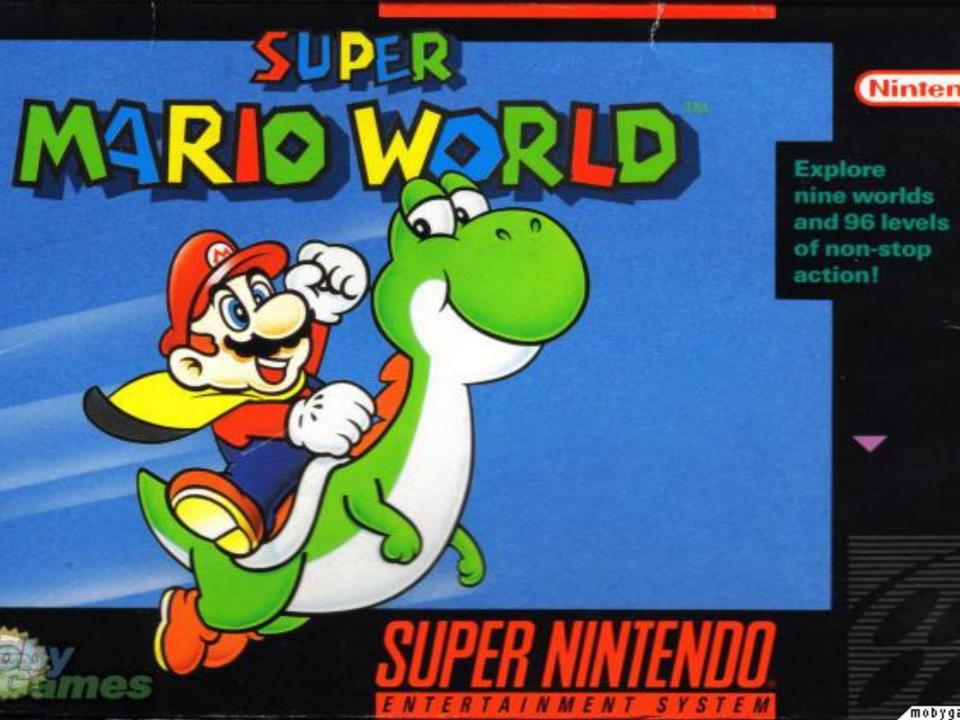
- Purple Moon
- Girls Games Inc.
- Her Interactive

Dance Tool



Dance Tool





Welcome! This is Dinosaur Land. In this strange land we find that Princess Toadstool is missing again! Looks like Bowser is at it again!

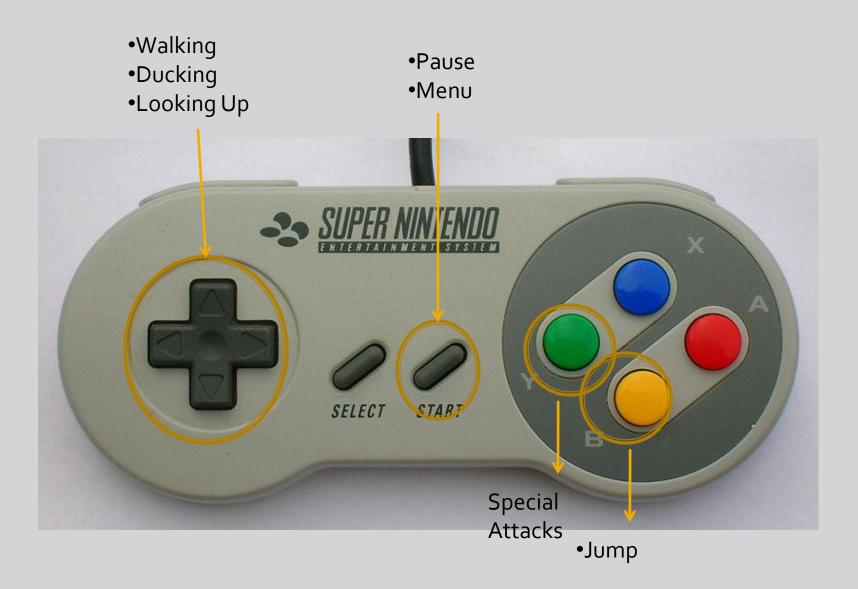
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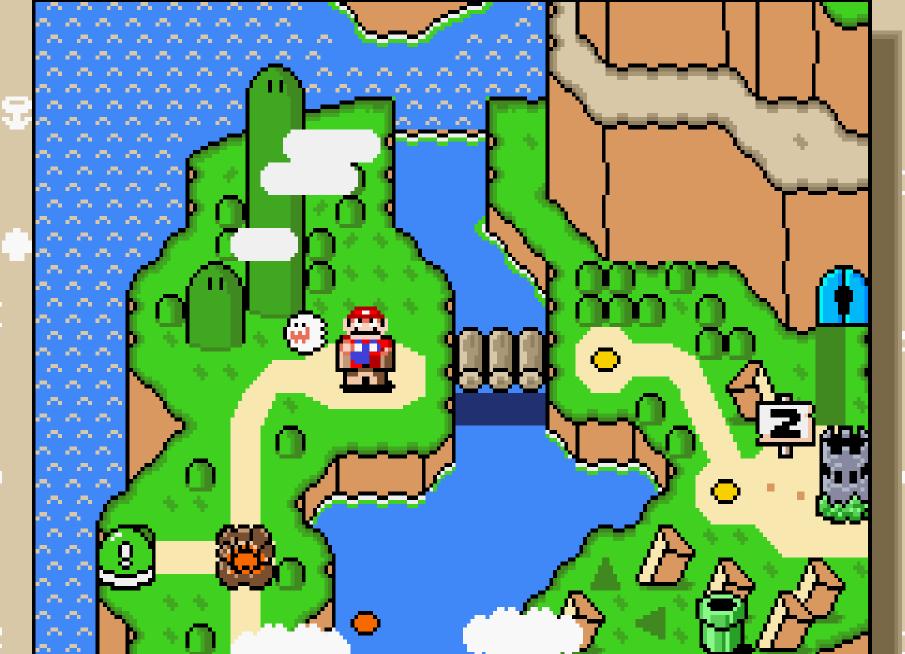
UI







X15 DONUT GHOST HOUSE





Cecilia M. Gorriz , Claudia Medina, Engaging girls with computers through software games, Communications of the ACM, v.43 n.1, p.42-49, Jan. 2000 [doi>10.1145/323830.323843]

Moby Games: Super Mario World SNES Screen Shots <u>http://www.mobygames.com/game/snes/super-mario world/screens</u> <u>hots/gameShotId,218716/.</u> July 9, 2008.

Any Questions?

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