

2020HughesMakayla-abstract

Abstract

Gaming has typically been considered a male hobby, but there is a large group of women in the gaming industry that aren't talked about or are largely ignored. Almost half of the gamers in the United States are females. This thesis compiles information and research in a website about females in the gaming industry, both those in games and those that play them. This is to showcase that the tech and gaming fields are not as male-dominated as one might assume and to help highlight the role women have had on the industry. My thesis is a website I coded that includes blog posts and other information about the status of women in gaming.

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