



Gender Divide and the Computer Game Industry

By Julie Prescott

Download now

Read Online 

Gender Divide and the Computer Game Industry By Julie Prescott

While women maintain an increased visibility in the games culture, the issues involving gender in computing gaming is still relevant; and it is evident that the industry could benefit from the involvement of women in all aspects from consumer to developer.

Gender Divide and the Computer Game Industry takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry. This reference source provides a comprehensive overview on the issue of gender, computer games, and the ICT sector. It supplies students and academics in numerous disciplines with the concerns of the computer games industry, male dominated occupations, and the complexity of gender in the workforce.

 [Download Gender Divide and the Computer Game Industry ...pdf](#)

 [Read Online Gender Divide and the Computer Game Industry ...pdf](#)

Gender Divide and the Computer Game Industry

By Julie Prescott

Gender Divide and the Computer Game Industry By Julie Prescott

While women maintain an increased visibility in the games culture, the issues involving gender in computing gaming is still relevant; and it is evident that the industry could benefit from the involvement of women in all aspects from consumer to developer.

Gender Divide and the Computer Game Industry takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry. This reference source provides a comprehensive overview on the issue of gender, computer games, and the ICT sector. It supplies students and academics in numerous disciplines with the concerns of the computer games industry, male dominated occupations, and the complexity of gender in the workforce.

Gender Divide and the Computer Game Industry By Julie Prescott Bibliography

- Sales Rank: #5380728 in Books
- Published on: 2013-09-30
- Original language: English
- Number of items: 1
- Dimensions: 11.02" h x .75" w x 8.50" l, 2.28 pounds
- Binding: Hardcover
- 321 pages

 [Download Gender Divide and the Computer Game Industry ...pdf](#)

 [Read Online Gender Divide and the Computer Game Industry ...pdf](#)

Download and Read Free Online Gender Divide and the Computer Game Industry By Julie Prescott

Editorial Review

About the Author

Julie Prescott (CPsychol, PhD, MA, BSc) is a lecturer in Psychology at the University of Bolton. Julie gained her PhD from the Faculty of Health and Life Sciences at The University of Liverpool, UK, in 2011. Julie has a research career spanning over ten years in academic and public sector environments. Julie's background is in psychology and women's studies; she has a particular interest in women's careers, especially in terms of barriers and drivers, occupational segregation, and the experiences of women working in male dominated occupations/industries, in particular the computer games industry. Julie has published one book entitled *Gendered Occupational Differences in Science, Engineering, and Technology Careers* (co-authored with Jan Bogg).

Jan Bogg (BA, M.Sc, Ph.D, C. Psych) is a senior lecturer in the Faculty of Health and Life Sciences, at the University of Liverpool, UK. Jan is an organizational psychologist and her research focuses on workforce issues, leadership, equity and gender in the workplace; she has written numerous papers and articles on women in science, in academic and professional journals. Her research includes a European Union funded, Breaking Barriers program, to address career progression, barriers and drivers for women in science and equity and diversity issues in the workplace. Jan is a member of the United Kingdom, Athena Swan Steering Committee for women in science (<http://www.athenaswan.org.uk>) and leads the Athena working group on Medical Schools.

Users Review

From reader reviews:

Andrew Sessions:

The event that you get from Gender Divide and the Computer Game Industry is a more deep than searching the information that hide inside the words the more you get considering reading it. It does not mean that this book is hard to comprehend but Gender Divide and the Computer Game Industry giving you joy feeling of reading. The article author conveys their point in selected way that can be understood by means of anyone who read that because the author of this book is well-known enough. This kind of book also makes your own vocabulary increase well. It is therefore easy to understand then can go along, both in printed or e-book style are available. We recommend you for having this Gender Divide and the Computer Game Industry instantly.

Charlene Martinez:

A lot of people always spent their free time to vacation or perhaps go to the outside with their friends and family or their friend. Were you aware? Many a lot of people spent these people free time just watching TV, as well as playing video games all day long. If you need to try to find a new activity honestly, that is look different you can read any book. It is really fun for you personally. If you enjoy the book that you simply read you can spend 24 hours a day to reading a guide. The book Gender Divide and the Computer Game Industry it is very good to read. There are a lot of those who recommended this book. These folks were enjoying reading this book. Should you did not have enough space to develop this book you can buy often the e-book. You can more simply to read this book from your smart phone. The price is not very costly but this book features high quality.

Kim Gray:

You may spend your free time to read this book this book. This Gender Divide and the Computer Game Industry is simple bringing you can read it in the area, in the beach, train in addition to soon. If you did not have got much space to bring the actual printed book, you can buy often the e-book. It is make you easier to read it. You can save the book in your smart phone. Consequently there are a lot of benefits that you will get when you buy this book.

Keith Dunn:

As a pupil exactly feel bored in order to reading. If their teacher requested them to go to the library or make summary for some reserve, they are complained. Just little students that has reading's internal or real their leisure activity. They just do what the educator want, like asked to the library. They go to there but nothing reading really. Any students feel that reading through is not important, boring and also can't see colorful photos on there. Yeah, it is to be complicated. Book is very important for yourself. As we know that on this period of time, many ways to get whatever we wish. Likewise word says, many ways to reach Chinese's country. So , this Gender Divide and the Computer Game Industry can make you sense more interested to read.

Download and Read Online Gender Divide and the Computer Game Industry By Julie Prescott #Q245FHOASXV

Read Gender Divide and the Computer Game Industry By Julie Prescott for online ebook

Gender Divide and the Computer Game Industry By Julie Prescott Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Gender Divide and the Computer Game Industry By Julie Prescott books to read online.

Online Gender Divide and the Computer Game Industry By Julie Prescott ebook PDF download

Gender Divide and the Computer Game Industry By Julie Prescott Doc

Gender Divide and the Computer Game Industry By Julie Prescott Mobipocket

Gender Divide and the Computer Game Industry By Julie Prescott EPub

Q245FHOASXV: Gender Divide and the Computer Game Industry By Julie Prescott